

JAPANESE GIANTS

NUMBER TWO



CONCLUSION OF OUR
FILMBOOK:

DESTROY ALL MONSTERS

JAPANESE GIANTS

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Still Identification

Page 14- Destroy All Planets
Page 15- Top left- War of the Monsters
Top right- Attack of the Monsters,
Page 16- Attack of the Monsters
Page 17- right- Gamera vs. Monster X
left- Return of the Giant Monsters
Page 18- War of the Monsters
Page 19- Gamera the Invincible

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Editorial

I made it ! Made what? You might ask?
Equicon Filmcon ! You see I had planned to get the zine done long before then, but before I realized it, there were only two weeks to go. But I made it.

About the issue. This issue really has shaped up fine, thanks to the efforts of many people. Thanks, people. I hope the stills come out that are in this zine. Next issue I hope to use real stills instead of cutouts.

Future articles I plan to run in later issues include: A Mothra filmbook by good old Tony Picariello, a checklist of all Fanzines having articles within them (I'll need quite a bit of help with this but once done, it will serve as a valuable reference to Japanese Film fan), more short stories by Mark Rainey, and more. One thing I really need, and that is good art. Because of higher postage, JG No. 3 will cost 60 cents (plus 25 cents postage) and it may be more after it's printed.

Salt Lake will have two Star Trek-Science Fiction conventions in 1976. One in August and one in September. I will play some part in the one (Inter-Con.) But I just don't think Salt Lake can support two conventions within a month and a half. But we'll see. The address for these two Conventions are: Intercon, P.O. Box 11057, Salt Lake City, Utah 84147, and they will be held on August 13th and 14th at Tri-Arc Travelodge, 161 West 600 South, Salt Lake City, Utah. Prices: \$9 to the end of May and \$12 after that; Excali-Con. 330 East, 800 North, Provo, Utah 84601. It's to be September 23-25th, at the Salt Palace in Downtown Salt Lake. Prices: \$12 before the Con., — at the door unknown as of yet. Hope to see you there at both of them. I'll be in the film room wearing a JG T-shirt, well, I guess that about wraps it up. So until JG No. 2 of Inter Con or Excali-Con, Sayonara.

Brad

LETTERS

Tony Picariello
289 School Street
West Hempstead, N.Y. 11552

Brad,

Issue one of Japanese Giants was superb. It's about time that such a great zine commemorating Japanese Monster was on sale for such a reasonable price.

The Ultra Man article by Mark Rainey was good. It highlighted and reviewed the best of the series. The same can be said for the Johnny Sokko and His Flying Robot article by Tom Murdock.

Destroy All Monsters has always been a Toho favorite of mine for years. Seeing it in filmbook form was like seeing it on film. I am looking forward to part two.

Good luck and Best wishes always.

James Smallwood
335 Heege Avenue
Saint Louis, Mo. 63122

Dear Brad,

I have enclosed 85cents to reserve my copy of JGno.2. Can't wait until it comes out.

You also asked me to write a letter of comment about issue no.1, so here it is. Generally, I thought the zine was a bit short, excluding the DAM filmbook Part 1, and was somewhat lacking in stills; however these two problems would face almost any fanzine first coming out; so it would be easy to expect better in future issues. Regarding individual points, the layout was rather well done, although in some areas, the art and/or stills could have been balanced a bit more nicely. The cover was somewhat lacking in telling the zines content, but was otherwise ok and a real eye catcher. Artwork was fine but in some cases was rather inaccurate, printed too darkly resulting in a loss of detail, or was just plain lacking in detail. Maybe this lack in detail could be blamed on the use of one color ink or the same shade of that one color. The use of different shades or different colors might be an improvement. One more thing concerning art,

I wish that when art is used on a page some captions or titles be used to identify unknown monsters or movie scenes. This also goes for stills, which in JG No 1 were lacking captions. Continuing the discussion of stills, the one on page 14 was a fine and clear publicity montonage, but the still on page 13 did not come out too clear and was too small. Mark's editorial, "Preview", was rather short. I was expecting to hear more about what to expect in future zines in this section but was dissappointed. It also covered areas many of its readers were already familiar with. The reviews of Ultraman & Johnny Sokko were a bit too personal to me and should have been more specific in describing the shows setting.

However, the review does give a good idea of what to expect of the areas most attacked by critics. Finally, the DAM filmbook was good but lacked good descriptions of what one would see on the screen while listening to the dialogue.

Despite all these criticisms, what info the zine does give is accurate and enjoyable, making it well worth reading. All for now; can't wait for issue No. 2.



DESTROY ALL MONSTERS

The Battle-Cry that could Save the World!

FILMBOOK
PART 2
BY MARK RAINEY

WHAT HAS GONE ON BEFORE —

By the end of the 20th century, an exploratory base has been built on the moon, while on Earth, all the monsters of the planet have been herded together on an island called Ogasawara, where scientists study their habits.

One day, a strange gas envelops Ogasawara, the invisible electronic walls containing the monsters are destroyed, and the terrible creatures invade civilization. Rodan attacks Moscow, Mothra smashes

Authorities deem Ogasawara has fallen to an alien power who released the monsters to gain control of the Earth. When Captain Yamabe, of Moon Rocket SY3 Investigates, however, he finds the scientific team in apparent good health . . . In particular, his sister, Kyoko, and Dr. Otani, the chief scientist, who introduce Yamabe to a beautiful girl from the planet Kilaak.

Thus, as suspected, Ogasawara is under control of the Kilaaks, who are manipulating the scientific team and the monsters by radio waves directed toward minute receivers imbedded in the victim's necks. Their goal, of course, is domination of the planet Earth.

Meanwhile, four of the monsters, Godzilla, Rodan, Manda, and Mothra invade Tokyo and reduce half the city to ruins . . .



DESTROY ALL MONSTERS

Part Two

Back in the command center, Tatsuo is met by Drs. Yoshida and Stevenson, and the Army general.

"The destruction is horrible," states Tatsuo grimly.

"We stopped them too late," agrees the general. "There were four in all." He shows Tatsuo to a large map of Japan on the wall, which shows the movements of the Kilaaks. "The Kilaak enemy is currently setting up in Izu, look at the map."

"IZU?"

"Mmm. There are hot springs there. They're all dried out. Monsterland dried up too, remember?"

Tatsuo wonders. "Do you think there is a connection between the two?"

The general points to a section on the map. "Baragon is currently in this area."

"Baragon!" exclaims Tatsuo.

"Um hmm. The Monsters attacked and destroyed cities through the world. Yet Tokyo is kept standing. That was to pull our attention away from Japan in order to construct their base in Izu."

Tatsuo interrupts. "And in order to destroy it, we shall have to find it!"

The general agrees. "True. That's where you come in. You'll go to Izu in your lunar spaceship. You'll take it under the ground at this point here." He marks a small area on the map. "And if you're lucky, you'll find their headquarters and burn it . . . before they destroy us!"

They join Dr. Yoshida and Dr. Stevenson once more. Suddenly there is a commotion in the room. They are surprised to see Kyoko standing in the center of the room.

"What do you want?" demands Tatsuo.

"Wouldn't it be better to talk in a private room?" says Dr. Yoshida.

"Not at all. I want to say something to you and to anyone else here who cares to listen."

Tatsuo stops her. "I know what you're going to tell them, I've heard it all before."

She glares at him. "Let the others hear it and don't interrupt. You don't have to stay here . . . Go ahead . . . you can ask any questions that you like."

There is an anxious murmur of voices in the room. Dr. Stevenson steps forward. "Okay. Who attacked Tokyo?"

"It was the Kilaaks."

The general asks. "And where are they? Their headquarters?"

"Underground, in Izu, it's in a secret spot you cannot find."

"Did they send you here to deliver a message to us?" Asks Dr. Yoshida.

"Exactly. You must understand that you are all going to be murdered unless you consent to Kilaak rule without delay." She adds, "The monsters will then be returned, and stay on Ogasawara Island in peace."

"And until we do, you're going to let the monsters run around free. That's all this is . . . extortion!"

She speaks loudly. "Can I hear the others talk?" She lowers her voice and speaks harshly to Tatsuo. "Can't you keep quiet?!"

Tatsuo has been looking at her earrings. He suddenly grabs her, and tries to grab them off. After a momentary struggle, he succeeds, and Kyoko faints.

He takes them to Dr. Yoshida. "Doctor!" He hands him the earrings. "Look at these. It's clear enough, they controlled her with these."

He looks at the growing crowd. He says to Dr. Yoshida, "This is how Otani was murdered. And the others the Kilaaks captured, they are being controlled just as she was. Here, look." He points at the minuscule transceivers that have been cleverly placed in the earrings.

Dr. Yoshida says to him, "We should analyze this right now. There's no time to lose."

Tatsuo is trying to revive Kyoko. She opens her eyes and stares blankly at him. "It's all right," he assures her, "It's only me."

She looks at the blood on her hand, from her torn ear. She gasps in horror.

Tatsuo says, "Don't be frightened."

The general approaches her. "Please tell us. You were with the Kilaaks. Their base of operations, where is it?"

"Kilaaks, you say?.. moans Kyoko.

"That's right, where is it located in Izu?"

She thinks for a moment, but suddenly falls, crying.

"It must have affected her memory," says Tatsuo, helping her up.

"Let's leave her alone."

Sometime later, the entire military force closes in around the Izu peninsula. Tatsuo, in SY3, leads the force. As they prepare to land, he orders, "Stand by, we're going to attack, check ship!"



"This is it."

"We're there," says Okama.

"Let's go," orders Tatsuo.

At the mobile command station, the general radios to all the military installations:

"Ground troops, now in position!"

In the tanks and missile launchers the weapons are readied.

"Stand by to fire."

"Stand by to fire!"

In SY3, Tatsuo commands, "Ready, up ship!"

"Yessir!!"

He reports, "SY3, now on target!"

Suddenly, there is an earth-shaking crash and a familiar but terrifying roar.

Tatsuo exclaims as he looks out the window of the rocket, "There he is! There's Godzilla!" He tells Okama to take the ship down. As the ship prepares to descend, Godzilla breathes his fiery ray at the ship. The metal begins to blister with the heat. "It's no good! Go up! Emergency rockets on."

Godzilla roars in triumph, his earth shaking appearance causes the troops to tremble.

"He's right there," says one of the tank operators, aiming at him through the view finder.

"Launch the attack!"

"Release the rockets!"

The powerful projectiles explode all around the behemoth, some making direct hits, but they only anger Godzilla, as he tramples some of the tanks.

The missiles continue firing as Tatsuo tries to radio military headquarters. Okama asks about the trouble. "What is it, what's wrong?"

Tatsuo replies, "We're being jammed."

In the mobile command station, one of the men grabs the commander. "Sir! It's Angilas!"

"What's that?"

A piercing, eerie wail comes from in front of them. The spiked, lumbering behemoth enters the battle.

"Angilas!" moans the commander.

From military headquarters comes the dreaded cry. "Cease fire! Fall back!" At this moment, Angilas smashes the mobile station, killing its occupants.

The rest of the troops turn back, and SY3 swings back around, the way it came.

"Tatsuo groans. "That's it, huh? The monsters win again, Okama."

Okama suddenly motions at the window. "Look!" he cries. A glowing disk is hovering in front of them. It pulls off.

"Don't lose it," orders Tatsuo.

"It's headed toward Fuji," says Okama.

"It's connected with Kilaak, I would say. Check out the entire area."

"Right," acknowledges Okama. Suddenly, he pauses and looks at the radar scope. He cries, "Sir, Rodan is getting near to the ship!"

Indeed he is, for Rodan is trailing SY3 by only a few meters. He moves closer every second, threatening to destroy the rocket. Okama is eager to battle. "Tatsuo! Let's stand and fight. We'll take him!"

"We'll do that later. Right now, let's get out of here." He turns to one of the crewmen. "All engines on!"

"All engines up!" confirms the man.

"Auxiliary rockets up!"

After a series of terrifying aerial maneuvers, they throw Rodan off their tail, and the winged reptile flies off. But SY3 is also way off course and has lost sight of the saucer. "That's funny," sighs Tatsuo. "Rodan was our escort. We would've gotten their base, but he interrupted!"

"Yeah. Well we got some idea where it is now."

Tatsuo is determined. "We'll investigate the entire mountain. We'll find it if it takes forever."

Soon, the entire Infantry has been stationed around Fuji. As they group together, Tatsuo gives the general a brief plan. They prepare to advance. The general orders: "Forward! Let's go. Move Out!"

The platoons begin their massive march through the forest in search of the alien headquarters.

As they advance through the wooded valley, and Earth-shattering cry echoes through the forest. The troops scramble for cover as a cluster of trees crash to the ground and reveal... Godzillal!

"Godzillal!"

"Hurry men! This way!" cries the general, running away through the forest as his panic-stricken men follow.

Tatsuo's crew follow him, as he leaps over a fallen tree. Okama trips over a branch, injuring his ankle. Tatsuo stops and runs to him.

"Okama! You all right?"

"Y-yes," says Okama, his teeth clenched with the pain.

They take cover behind the fallen tree, and Godzilla lumbers on past.

Soon, Godzilla out of sight, Tatsuo and Okama try to make their way back to the others, when a roaring sound alerts them. Looking for the source, they find an opening in the mountainside, with a hot wind blowing from it. "We've found it!" exclaims Tatsuo, peering into the darkness.

"Let's go in."

"Right"

They make their way into the cave, Tatsuo in front of the men. Inside, in the dark cave, water drips from the roof, trickling down the walls. Suddenly, as the men go into another section of the underground cavern, a panel of rock slides down the wall, blocking the exit.

Tatsuo and his men try to push it open, but the trap door is sturdy, and will not give.

"It won't budge," grunts Major Kuda, one of the crewmembers.

Tatsuo frowns. "Now there's only one way to go. We know that they're up ahead."

"You're right, let's go."

As they continue, another hidden panel blocks the opening. Once more they have no choice as to where they must go. But in front of them, there is only a blank wall!

Kuda walks forward, but is stopped by an invisible barrier, which nearly knocks him off his feet.

"It's solid!" he exclaims.

"Look out, I'll shoot."

"No, wait!" says Tatsuo. The invisible wall begins to glow.

Suddenly, the same girl from Kilaak appears, along with several others, clad in the same silver robe.

Her voice has a distant echo, with a humming sound coming from the glowing wall. "How nice to see you again, Captain. Major Kuda, how are you?" She looks back at Tatsuo. "I know why you are here. You came to see our base of operations."

"How'd you know?" asks Kuda.

"I wanted to talk to you, Major Kuda. So I lured you all here, you see."

"You mean to say you wanted us here?"

Behind her, the stone wall disappears, and a view of a large center appears, with many unknown instruments in it. A flying saucer whirls away from the center of the base.

"Look, what is it?" exclaims Okama.

"It's their headquarters!"

"We've found it!" says Tatsuo.

"Look there!" points Kuda, as the flying saucer flies into view.

"Yes," says the girl. "It's the same spaceship you saw from the moon. That should convince you we do not come from your world."

The spectacle behind her disappears and is again replaced by the stone wall.

"May I not tell you the reason I wanted to speak to you?" asks the girl.

Tatsuo replies, "Go ahead, we haven't any choice. What do you want?"

"Surrender!" says the Kilaak.

"Surrender!" exclaims the shocked Okama.

Major Kuda is shocked also. "Hear this, Major Kuda, and listen with great care. You cannot consider Earth your special domain. We established our headquarters at Fuji as a step in our great resolution to take control here on this planet. We are here to make you our slaves, and should you Earth people resist any more, you shall all die!"

Kuda is angered beyond reason. He lunges at her. "It's you who'll die! I'll kill you..."

Tatsuo grabs him. "Wait!"

The girl has disappeared. The trap doors open, and the shocked group leaves.

Meanwhile, a new center has been set up at Ogasawara Island. Here, every effort is being made to learn the Kilaak system of remote control in order to use it to stop the destructive force of the monsters. Dr. Yoshida watches the screen where the signals from the transmitter is being monitored. Suddenly . . .

"The moon itself!" he exclaims. "The remote control is there! Now we know! Now we have a chance!"

SY3 is receiving orders from the moonbase. "Control to assault ship. You are not to rest, you are not to return until your mission is through. The world is depending on you alone."

Tatsuo replies. "We'll do our best, sir."

"Check the plan again."

"Right," acknowledges Tatsuo.

"Once you get up, turn toward the target and stay on course, till you get to the Casine Crater in Alpine Valley. And keep low, they ought to be using radar. The target . . . you know where it is?"

"Yes. It's on the map."

The rocket ship draws closer to their target — the underground entrance to the Kilaak base.

Tatsuo addresses his men. "Attention crew! We'll approach from the left side and pass through a massive vapor. Section B."

Okama types this out on the ship's computer.

Tatsuo continues. "Return along the eastern heights of the Alpine Ridge, and stay southwest until we reach the Swamp, and arrive near the crater."

"Got it!" responds Okama.

Meanwhile, unknown to the crew, one of the saucers has pulled up behind SY3 and is pursuing it.

Okama suddenly alerts Tatsuo. "Scope showing radar signal of UFO, and it's right behind us!"

"On patrol, I'd say," says Major Kuda.

"Can we shake them ourselves?" asks Okama.

"What about it, sir?" asks one of the crew.

Tatsuo orders, "We're here now, so let's stay."

Okama is ready for action. "That's what I say. You give the orders, we'll all follow you."

"Good," Tatsuo looks out the window. "Look, we're sighting the approach to the crater."

"Stand by, target in sight."

"Decelerate," repeats Kuda.

Tatsuo braces himself. "Raise the ship up."

The nose of the ship swings upward, and the moonrocket prepares to lower itself into the crater.

"Ready to descend . . . descend!"

"Descending!"

The ship gradually lowers into the crater. There is a slight bump as it comes to rest on the bottom of the crater.

"Switch off!" commands Tatsuo.

"Switch off!"

"Ground car ready?" asks Tatsuo.

Okama checks the monitor. "Ground car, standing by!"

At that moment, from the walls of the crater, huge jets of flame belch from hidden flame throwers. The heat becomes intense inside the ship as the crew attempts to escape.

"Turn off the fuel!"

"Fuel off!"

"Coolers on!"

"No reaction!" groans Okama.

"No response on the blowers!"

"Coolers aren't working!" The heat has jammed the instruments! Kuda looks at the temperature and fuel gauges. "Oh! The temperature! The coolers' broken, and the tanks will explode."

"We'd better go up again!"

"It's too late," says Tatsuo. The ground car! Come on!"

"Yessir!" reply the others and follow him down the ladder to the ground car bay.

"Get ready to hit the door!"

"Right!"

"Lasers standing by."

"Release them!" cries Tatsuo.

From atop the mobile ground car, the powerful lasers streak to the door. The car rolls out. Firing at the base entrance, the car advances. Stones crumble as the ray strikes them.

At the new center on Ogasawara, Dr. Yoshida has been keeping contact with SY3. He calls to the general.

"It's the SY3 assault ship. They're in combat with the enemy."

The general says. "Now listen. Call lunar headquarters. I want a report."

The operator is apologetic. "No, sir, it's impossible at this time. But as soon as we hear, we'll keep you informed."

At the moonbase, a videophone rings. One of the men turns it on. "Hello, lunar station, control tower."

The base commander interrupts. "No! Hang up!"

The operator reluctantly turns it off. "Yes, sir."

The commander says, "It's possible that Tatsuo and all his men are dead. Perhaps we could be next. This entire base could go like that." He snaps his fingers. "You'd better alert all the personnel."

"Yes, sir."

At the entrance to the Kilaak base, Tatsuo and crew have blasted in the door to the center. They enter the base. Tatsuo turns on his microphone.

"You two, check out that section there." He points to a corridor, hollowed out of the rock. "Make sure all equipment is destroyed."

"Yessir!"

Okama is surprised by their ease at getting in. "It's amazing that we did so much damage to the inside."

"Uh huh. They only made it look strong," agrees Tatsuo, "but it had its weak points."

Suddenly, Okama points to something in the far corner of the cave. "Look!" he exclaims.

There, they see smoke coming from some rock-like objects which shrink slowly into small blobs.

"Oh! There're some more!"

Everywhere, the blob-like forms shrink into rock-like spores.

"It's the Kilaaks!" exclaims Tatsuo, examining them. "I guess they can only exist with intense heat. When we shot the door down, they couldn't stand the cold, I'd say. So they died."

"I don't know," ponders Okama. "We'll have to wait."

From his radio, Tatsuo hears one of the crewmen calling him. He tells Okama to stay there. He enters another room, to see the crewmen standing by a large dome-like object, with a rotating projection on top.

"This looks important, sir!"

"It's still able to function." He examines it closely. "Good. We'll remove it, and take it back to Earth."

"Yes, sir!"

At Ogasawara Island, the operators desperately attempt to contact SY3, but all their efforts are in vain.

"No luck?" asks Dr. Yoshida.

"No. Nothing at all."

"SY3, and the moonbase, both silent," groans Dr. Yoshida.

Kyoko is worried. "What's it mean, Doctor?"

He just looks blankly at her. "Then . . . those men are dead?"

Back at the base, Tatsuo and his men have been trying to cut the transmitter apparatus with a drill, but the strange metal cannot be cut. They cut the drill off in defeat. Tatsuo suddenly has an idea. "I know! We'll burn it loose!" He turns to the men. "You know what to do!"

"Yessir!"

"Right!"

They hurry back to the ground car with the drill.

Major Kuda approaches Tatsuo. "What's going on?"

"Get the other saw!"

"Right!"

The men open a panel in the ground car and pull out a long hose. "Quick, the power line!"

They turn on the drills and begin cutting away the panel in which the lasers are housed. "That should do it. Get it open."

Again, they turn on the power and saw away the bonds holding in the laser guns.

"Not a word of their movements for hours now," says Dr. Yoshida sadly.

Dr. Stevenson adds, "I'd say it's a certainty that the mission failed."



Kyoko begins to cry at the news.

But all is not as hopeless as it sounds, for Tatsuo has connected the lasers to the power lens, and is ready to burn the transmitter loose. The power is turned on. The lasers cut into the metal, but the dome is holding steady. Suddenly the power switches off.

"What's that?" Demands Tatsuo.

"It's no use! The circuits' burning."

"Come on!" yells Tatsuo. "Turn it up, it's beginning to cut through."

Okama warns him, "Tatsuo, it could explode!"

"I don't care, I need it fast!" He shouts at the men. "Let's go!"

"Yessir!" replies Kuda, switching the power back on at the smoking controls.

The lasers again fire, but the power line catches fire, and threatens to burn up the circuits! But the lasers seem to be working, for the rotating dome begins to wobble. The dome cracks off the base and falls cutting off the Kilaaks' control of the monsters.

"They did it!" cries Dr. Yoshida, seeing that the signals are no longer coming from the base.

Kyoko sighs in relief.

Dr. Stevenson says happily, "That stops their wits! Hurry! The monsters are under our control now."

Tatsuo's men rush back to the rocket, bringing the captured transmitter with them. "Hurry!" he calls. "The Kilaaks still on Earth know what we've done!"

The crew boards SY3, and the ship takes off. Once again, they head back toward the Earth. As they leave, the entire surface of the moon trembles as the remainder of the Kilaak base explodes, leaving no trace of them.

Back on Earth, the spore-like remains of the Kilaaks are being studied. The general approaches Dr. Stevenson, who is examining one of them. "Are they still alive, Doctor?"

"Yes, General, they're still living. But it would take a temperature of thousands of degrees in order to revive them."

Major Kuda adds, "They're living metal. Is that it?"

"Yes."

"I see," says the general, although not sure that he does. "That's why they set up their base near the mountain volcano?"

"It's clear that the Kilaaks are way ahead of us in certain special fields of science. It must have taken them thousands of years to reach this point."

"Thousands of years?" repeats the astounded general. "But don't they die?"

"No," explains Dr. Stevenson. "The cold only interrupts their lives. Eternal existence is one of the things they've perfected."

Major Kuda adds, "And when we attacked them, they lived?"

"I see," says Tatsuo. "As long as the Kilaaks can only live in high temperature..."

The general concludes, "Then we can use the cold to attack them. It looks like that's our only chance." He turns to Major Kuda. "Major, let's get busy."

"Right."

Suddenly, an alert siren begins blaring and a tremendous roar echoes through the building. Godzilla has climbed up out of the ocean and is once more in Tokyo!

At that moment, the videophone buzzes, and Tatsuo answers it. It is Dr. Yoshida at the center at Ogasawara Island.

"Hello!" He says.

"Doctor!" exclaims Tatsuo.

"I'm glad you're all right. I just called to say that we're indebted to you."

"Not yet... It's too early to be sure, because, Godzilla's very near!"

"No!" says Dr. Yoshida. "That can't be!"

"Yes."

"Godzilla's in Tokyo?"

"Yes!"

Dr. Yoshida pauses. "Oh, just a second." He says something to another person with him. "I know what it is, there's no need to worry." He smiles. "We're testing our new machine."

Tatsuo is surprised. "Huh?"

"He won't do any harm."

"Then... it's you?"

"Um hmm. We're controlling the monsters completely. It's our turn this time. At least we can challenge the Kilaaks, and use their own weapon on them."

At the base of Mount Fuji, many reporters and cameramen have gathered around the area, where the climactic battle will take place. One of the reporters gives an on-the-spot account as the men get set up.

GODZILLA attacks New York!
RODAN devastates Moscow!
MANDA obliterates London!
and **MOTHRA smashes Peking!**

Is this the
war-cry that
will save
the world...

"DESTROY ALL MONSTERS"

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AMERICAN INTERNATIONAL presents

(7)

"The beautiful climate here at Mt. Fuji, is in contrast to the tension of the coming battle. Yet, the silent forest seems to be waiting for the monsters' charge at the Kilaak base of operations. The defense force has been stationed around the area, but no monsters are in sight. The question is, who will be first? Godzilla? Rodan? Angilas? Which of these giant creatures will lead the others in the attack?"

Ah! They're coming now! I believe I see something stirring there beyond the trees! Wait a second! Yes! Here they are! The first is... Godzilla!"

There is a crash as trees fall to the ground revealing the first monster.

"No, I'm wrong! It's Godzilla's son. And behind him, is Godzilla himself. And next comes... Mothra! Yes, Godzilla and Mothra in the same area."

There is an eerie wall to the announcer's left. "I can see Angilas! Angilas is alone, approaching the area from the left. And... there's Manqa! Followed by Baragon! And Gorosaurus! Spelga's here too! They're all coming! Coming to attack the people of Kilaak!"

Near Angilas, an airborne monster leaps to the ground. It is Varan. Another monster approaches from the sky. "And here comes Rodan! I can see him flying down through the sky. The other monsters see him too! He seems to be heading straight toward Godzilla and Mothra! And is landing behind them! It appears that Godzilla will lead the attack. So far, the Kilaaks have shown no reaction to what is going on here today. As Godzilla prepares the other monsters for mortal combat, there seems to be no question as to who will win!"

At the Ogasawara base, one of the radar scopes show an approaching object. The man monitoring it calls Dr. Yoshida.

"There's something approaching on the scope, Doctor! It's from outer space!"

On the small screen, a white outline is shown, gradually materializing into a body, two huge wings, three snake-like heads, a two tails... It is Ghidrah — The Three-Headed Monster!

"It's Ghidrah!" cries Dr. Yoshida. "He's not from Earth. The Kilaaks called him here!"

The man at the controls of the transmitter says anxiously, "The controls are still set for the Kilaaks! What about it?"

"Change the original target to Ghidrah and do it in a hurry!" growls Dr. Stevenson.

"Right!"

Another screen blinks on, and the Kilaak girl appears. She tells them, "Ghidrah is under our direction. He is sure to defeat your monsters. And I shall return after that, so, prepare to surrender!" The screen goes blank.

The advancing monsters, still under direction to attack the Kilaak base pay no attention to the three-headed alien approaching them. Godzilla moves toward the base, but Ghidrah lands and blocks his path.

Suddenly, as the controls are reset, the gigantic creatures turn on Ghidrah. Blows are dealt upon the three headed monster, but to no effect. Three fiery rays streak from the terrible mouths, setting flame to everything in its path.

Angilas grabs one of Ghidrah's necks. But, suddenly, Ghidrah takes to the air, with the spiked reptile still grasping the neck. One of the heads bites at Angilas, and he falls, landing on his back, with an earth-shaking crash. Unable to right himself, Angilas rolls over on Ghidrah's tail, the sharp spikes stabbing the flesh. The winged monster breathes a lethal ray at Angilas, which blows him upright.

Mothra spins a silk-like spray over Ghidrah's upper body. Spelga does the same with his web. Rodan then crashes into Ghidrah's heads as he speeds by. As Ghidrah turns on Rodan, Godzilla and Gorosaurus pummel the creatures body. Baragon kicks in Ghidrah's side, causing him to fall backwards.

The radio announcer is still at his on-the-spot report. "They're attacking Ghidrah. I'll turn up the sound so you can hear the monsters dueling to the death." He holds out the microphone.

Meanwhile, Varan leaps into the air, and kicks Ghidrah in the back. He stumbles, and leaps on top of Angilas, but the deadly spikes cut into his feet. Godzilla stamps on Ghidrah's neck, while Gorosaurus pummels one of the heads. Ghidrah falls, not to rise again. The remaining neck, still crying in defiance spews flame at the monsters. Then, Minya, Godzilla's son, fires a radioactive ring of smoke which encircles the neck, strangling it. The creature lies still.

At the moment Ghidrah falls, a glowing streak whizzes across the sky. It appears to be a flaming creature from the heavens, another space intruder called by the Kilaaks.

The terrified announcer cries into the microphone, "Emergency! A new monster is approaching from outer space!"

The flaming object soars right into the midst of the monsters, who try to bat it out of the sky, but to no avail. Rodan flies into the air, but the burning disc falls over Rodan's back, igniting his wing. Rodan screams in pain as he lands, his wing smoldering.

Kyoko watches as the thing aims itself at a building. "A burning

The mysterious fireball speeds toward the skyscraper in the heart of Tokyo and smashes through one side, and emerges from the other in less than a minute, the building has disappeared in a mass of flame. At Ogasawara, Dr. Yoshida watches on the small television screen. "They must have sent it... to burn the Earth!"

"Doctor! It'll be upon us in a minute!"

The personnel of the station quickly run from the control room as the fireball approaches. The object soars over the ocean and heads toward Ogasawara. It skims over the surface of the island, causing massive explosion to rack the earth. The entire surface of Ogasawara bursts into flame as the center is destroyed.

The screen in the command center in Tokyo flashes on. The operator calls to Dr. Stevenson. "Look, there goes the screen again!"

The Kilaak girl appears. "Your silly control center has burned down, and you are no longer in control of the monsters! You are helpless now, and I promise you more destruction to come!"

There are frightened murmurs in the room. Meanwhile, Dr. Yoshida has been rescued from the underground shelters at Ogasawara. He turns to Dr. Stevenson. "What about it, sir? What do we do now?"

The Kilaak continues. "If you do not surrender now, then all your cities will soon be destroyed with fire!"

A piercing roar echoes from the screen. The Kilaak girl turns in surprise and fear.

"Godzilla!" cries Tatsuo.

"You see, Godzilla now knows where their underground base is." Indeed, a section of earth has fallen away from the mountainside, revealing the wall of the Kilaak base.

The great beast rears, and kicks in the wall. A blast of hot air strikes him as he smashes the complex.

"He won't stop, he'll keep going!" says Dr. Yoshida as Godzilla digs deeper into the mountainside.

Kyoko is overjoyed. "He's attacking the Kilaak base. He doesn't need the machine!"

Tatsuo replies, "They know who their natural enemies are. Now the Kilaak people must surrender!"

Inside the base, deep in the heart of the mountain, the frightened Kilaak girls huddle together. The leader tells them to get quickly inside. The cold air has entered their fortress. Even as they run, they fall, and seem to shrink. They turn into the blobs of metal as the cold Earth atmosphere comes in. Then, the Kilaak leader herself is reduced to a small, metallic rock.

The general is triumphant. "Now they're all gone." He then adds, "But even though we got them, that creature is still likely to come here."

"All right," interrupts Tatsuo. "Then let me shoot him out of the sky."

"Tatsuo, don't!" pleads Kyoko, but he has already left to find his crew.

SY3 takes off, and flies off in pursuit of the fiery creature. Soon, Okama reports, "Burning monster in view! To the left!"

"Attention," calls Tatsuo. "Get the missile ready to go... FIRE!"

Okama presses a button several times, but nothing happens. "It's no good, the trigger jammed!"

"What?"

"A misfire!"

The burning monster suddenly makes a right angle turn and attaches itself to the top of SY3. The crew cries out in horror as the heat becomes stifling. "We'll try shaking it off!" cries Tatsuo.

SY3 makes a series of right angle turns, loops, and swerves, but they are unable to shake the creature off. Suddenly, as the ship jerks around, the force huris off the fireball. The burning monster falls in as out-of-control spin, and the flames begin to dwindle. The fire is extinguished as it skims along the ground, and it turns out to be only one of the Kilaak saucers.

"Look, it's stopped burning!" exclaims Okama.

Tatsuo watches it plunge to the ground. "We got it! We know now it's only one of their saucers!"

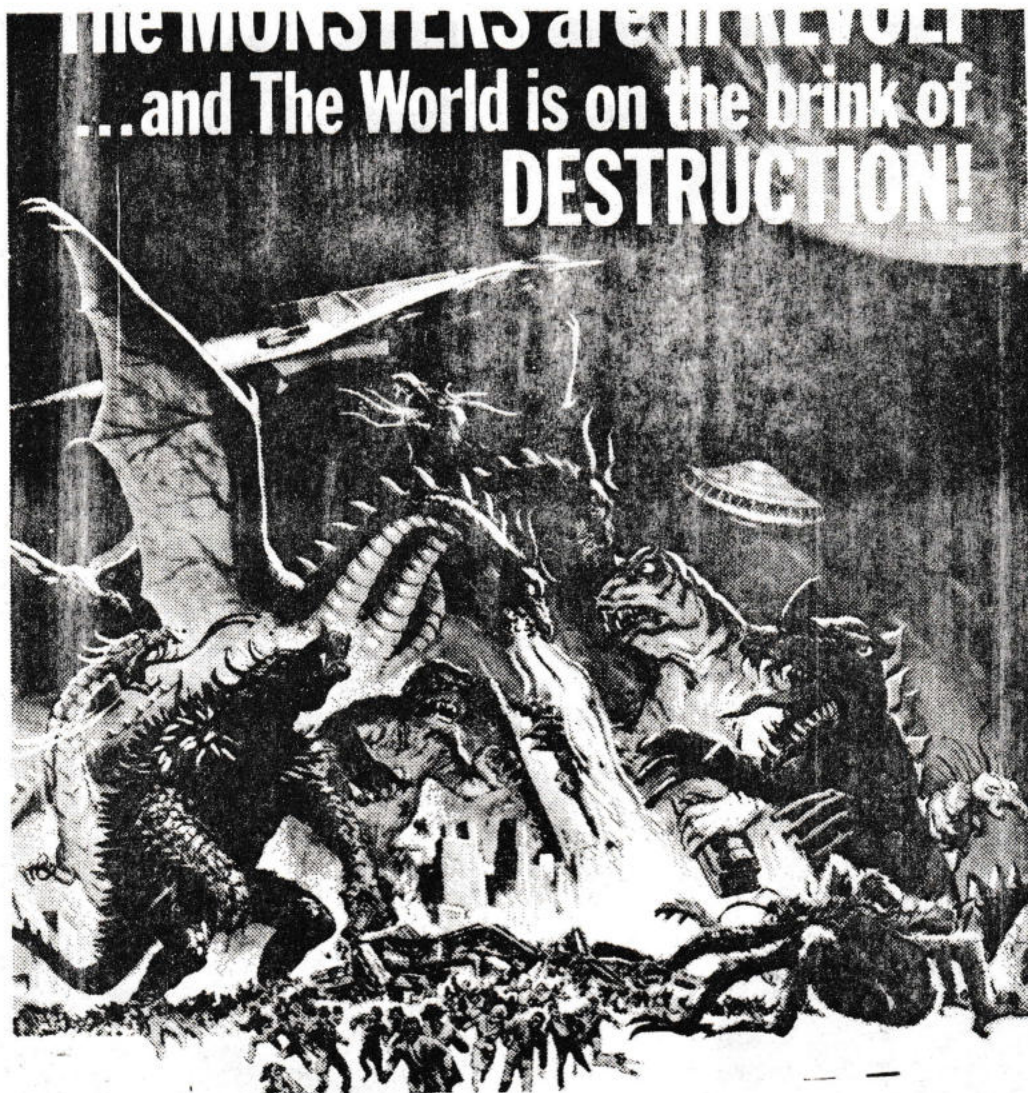
"What about it, Captain? The missile's still set. Do we go ahead?"

"On target," replies Tatsuo, looking through the viewfinder. "Fire!"

There is a flash as the missile streaks from the nose of the ship. It strikes the saucer and explodes. The saucer hurtles to the ground and explodes again, starting fires all around the area.

At the same moment, the ground on which the still Ghidrah is lying collapses, and the monster topples into the crevice, and is buried by the landslide. In a moment, all is once again quiet.

Sometime later, Tatsuo, Kyoko, and Dr. Yoshida fly over Ogasawara Island in a helicopter. They look down at the rehabilitated Monsterland, once more the monsters' domain. They check on each of the monsters as the helicopter flies by — Godzilla, Rodan, Angilas, Mothra, Baragon, Gorosaurus, Varan, Spelga, Manda, Minya, all are once more safely on the island. For now, peace reigns again on the Earth. Perhaps it will continue to be peaceful, and the monsters will be



DESTROY ALL MONSTERS

(Kaiju Soshingeki; Attack of the Marching Monsters Operation, Monsterland.

1968, color, scope, 88 minutes, Released by AIP

Producer: Tomoyuki Tanaka

Director: Ishiro Honda

Screen play: Kaoru Mabuchi and Ishiro Honda

Art Director: Takeo Kita

Photography: Taiichi Tsuburaya

Special Effects: Eiji Tsuburaya and Sadamasa

Arikawa

Editing: Ryohei Fujii

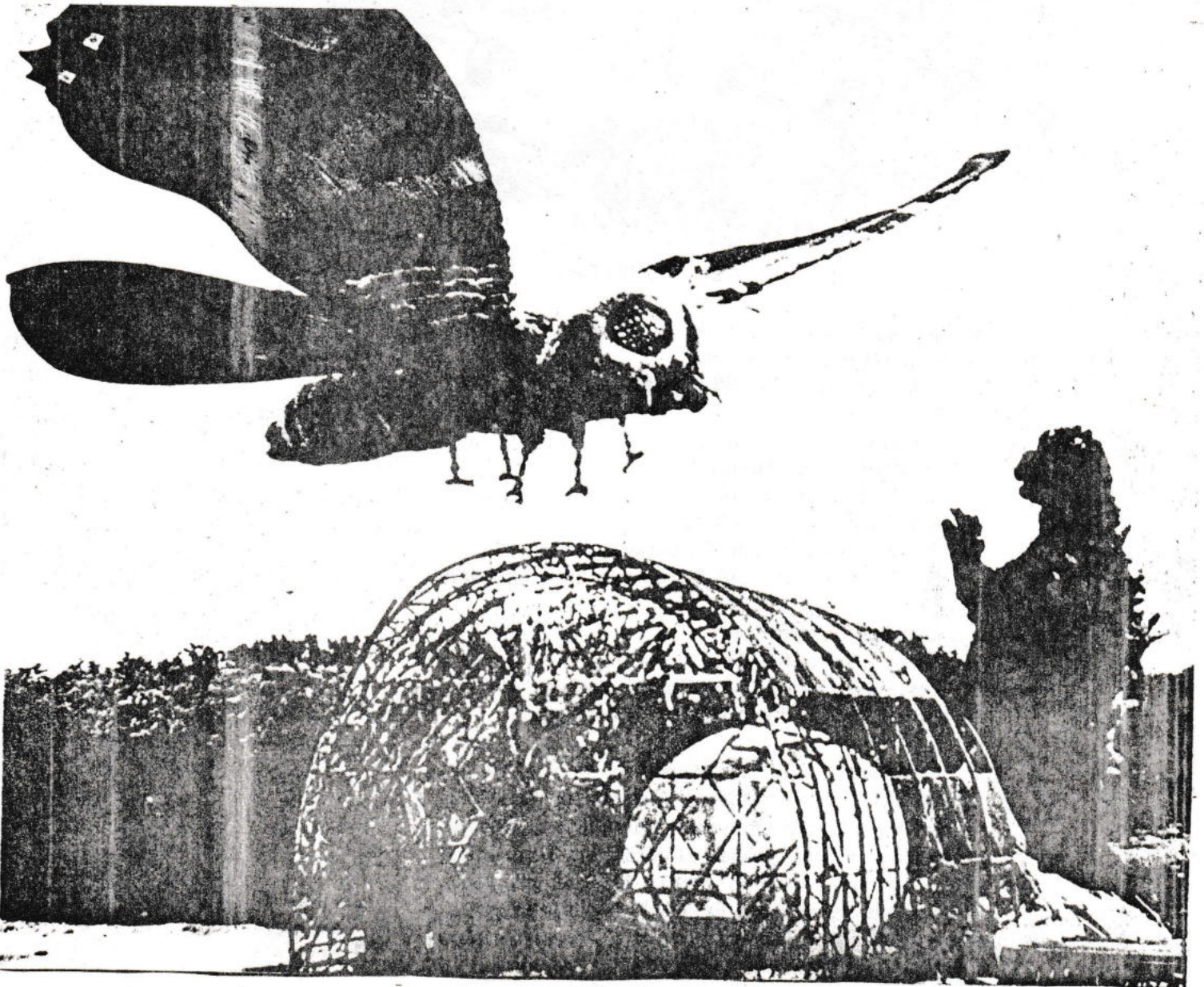
Music: Akira Ifukube,

Cast: Akira Kubo, Jun Tazaki, Yoshio Tsuchiya,
Kyoko Ai, Yukiko Kobayashi, Andrew Hughes

Monsters: Godzilla of course, Minya (son of Godzilla), Mothra (Mothra, Godzilla vs.the Thing, Godzilla vs. the Sea Monsters), Varan (Varan, the Unbelievable), Rodan (Rodan, Ghidrah, the Three Headed Monster, Monster Zero), Manda (Atragon), Gorosaurus (King Kong Escapes), Angurus (Gigantis, the Fire Monster), Speiga (Son of Godzilla), Baragon (Frankenstein Conquers the World).

KAP PA:

This is the first out of several short stories written by former editor Mark Mark Rainey. All star one or both of his monsters, Kappa or Damaron. This is just the first in the series that I plan to run. I would like to hear your comments on it, both good or bad. Mark is also working on a full length novel, called "War of the Fire Beast," and is currently working on or around page 60 or so. It stars the monster Damaron. Let's wish him luck. (A picture of Kappa was planned to go here, but by the time I had to print the issue, it hadn't arrived yet— my fault for being in such a hurry.



TERROR FROM THE DEEP

AN ORIGINAL
SHORT STORY
BY MARK RAINEY

The sun was just coming over the horizon of the ocean as two Japanese fishermen made their way among the huge rocks on the beach of eastern Honshu. Seagulls twittered and circled overhead.

Suddenly, the sky grew dark, and black clouds gathered above them, as the rain began to fall. The two men scurried under the protection of the large rocks which were scattered all down the beach. Lightning began darting around the boulders.

As the two fishermen covered beneath the rocks, a thumping sound alerted them, gradually drawing nearer from out at sea. There was a sudden roar, like that of a foghorn, and an immense shadow suddenly darkened the face of the surrounding cliffs. They lay silently, paralysed with fear, and after a few moments, the shadow disappeared. Nearly an hour later, the storm let up, and the fishermen crawled out and ran up the steep hill to the road, dropping their gear as they went.

At the police office in Tokyo, Police Chief Nakamura glanced out the window at the nearby Diet Building at the heart of the city. Off to the right stood Tokyo Tower, brightly lit up, and standing out majestically against the deep blue twilight sky.

Nakamura pulled the curtains down over the window and turned back to the men. Conversing in Japanese, he tried to find out why these two tired and dirty fishermen had come into the office so terrified. Suddenly, the door opened and a handsome, dark-haired American man walked in with an annoyed expression on his face.

"What's going on here?" he asked.

"These men claim to have seen a huge creature on the beach, not far out of town."

"When did it happen?" he asked.

"Early this morning, during that short storm," Nakamura replied.

"Exactly what did they say?"

"Jim, they say they were cornered by a giant monster," answered Nakamura.

The American fellow snickered. "They probably got scared by the lightning."

Nakamura frowned. "I don't think so." He opened his desk drawer and took several photographs out. "Look here," he said, handing the pictures to Dr. Jim Anderson. "Two reporters came in here about an hour ago. They took these on that same beach earlier today."

Anderson grunted. "What are they?"

"Lizard tracks, I believe."

Anderson stared at the chief. "Why show me a bunch of lizard tracks?"

"Because they're each twenty-five feet long."

"Twenty-five feet!" Anderson stared thoughtfully at the photos, then at Nakamura. "The men probably saw these fossils and imagined a monster."

"Oh, no, you misunderstood me, Jim. They're not fossils... they are fresh!"

"Do you mean to tell me that these footprints were made at seven o'clock this morning by a living creature?" asked Anderson, dumbfounded.

"That's exactly what I mean."

"Well, then I'm going to the beach," said Anderson after a moment's silence. "I want to see this for myself."

"I'll go with you," said the chief, and he picked up his coat.

At the beach, the two men walked among the rocks, searching for the extraordinary prints. Suddenly, Nakamura pointed. "There they are!" They went down closer. "You can see them all the way down the beach."

It was true. As far down the rocky beach as they could see, the huge claw marks covered the sand, each one over two feet deep. Suddenly, as they were examining them, the ground began vibrating, and a rumbling sound came from beneath the earth's surface.

"Earthquake!" cried Nakamura. "Hurry, take shelter!"

The two men jumped down under the same rocks the fishermen had hidden under early that morning. Above the rumbling, a low, moaning roar, like a muffled foghorn echoed out over the water.

"Listen," cried the chief.

"What is it?" asked Anderson.

"That sound!"

A steady, repetitive thumping shook the earth. Something other than the quaking earth. The rocks on the cliffs began crumbling and falling down the side as the tremor grew more intense.

"Something's out there!" whispered Nakamura.

"I hear it!" replied Anderson. The two men cautiously began to creep from their hiding place, but the falling debris sent them scurrying back to the cover of the rocks.

Then, as suddenly as it had begun, the quaking ceased. A monstrous shadow loomed up in front of the men, blocking out the sun. They leaped out from beneath the rocks to see a black figure under the surface of the sea, leaving a wake of white foam.

"What is that?" cried Anderson.

The mysterious figure vanished beneath the waves.

Nakamura wiped his brow. "I don't know. But, I think we just saw the same thing as those fishermen."

Only a few minutes later, a large oceanliner floated on the placid water, several miles south of Tokyo Bay. Many people were out on deck as dusk approached. Stars began to appear in the deep violet sky. Hidden by the darkness, a massive figure floated steadily toward the vessel.

On the bridge, the captain watched a mysterious churning several hundred meters to the starboard... a splash of white foam indicated a large figure in the water.

"Halt!" cried the captain. "There's something in the water... straight ahead."

The ship's horn began blaring.

"Reverse engines! Reverse engines!" cried the captain frantically.

Out on deck, the passengers were thrown down to the deck as the ship began to veer to port. The advancing figure suddenly lunged at the oceanliner, smashing it amidships. The collision shattered the hull, and tons of water poured in through gashes in the side. Within minutes, the ship had vanished beneath the surface, carrying twelve-hundred passengers with it.

In Tokyo, Jim Anderson stalked angrily into the police office where Chief Nakamura stood with several uniformed officials.

"Will someone please tell me what's going on here?" he demanded.

"A large oceanliner was sunk a little while ago, by something . . . something monstrous."

"Just what happened?"

"About an hour ago, an emergency message came in from the Kyoko Mafu, stating that an unidentified object was approaching from the starboard. The captain reversed course, there was a crash, then just silence."

"Any survivors?" asked Anderson.

"Not yet. A rescue ship is investigating the area right now."

Out at sea, a large Red Cross rescue ship searched the area for survivors. They radioed the base. "We don't see any survivors yet. We'll go around another time . . . Debris and oil's all over the water . . . it sure looks bad."

"I don't understand," pondered Nakamura.

Suddenly, the radio interrupted them. "This is Rescue One to base. We see something . . . it's long and black. Looks like two windows up front . . . I think it's a huge submarine!"

Just then, a wailing moan echoed over the radio. The radio operator cried frantically, "Wait! It's not a submarine. . . it's alive!"

The ship increased its speed to try and escape the oncoming behemoth. The sea suddenly glowed red, and the ship disappeared in a massive explosion.

"This is base to Rescue One . . . Base to Rescue One, do you read, over?"

"We've lost contact," sighed Nakamura. "I'm going to the beach to see what I can find out," declared the chief. With that, he stormed out of the room, and slammed the door behind him.

High atop the cliffs overlooking the Pacific, Nakamura sat on a huge rock, with a flashlight in one hand and a shotgun laying on the ground beside him. He knew that something terrible was out there. Something terrible . . . supernatural. He sat glumly as dawn approached, watching the inky black ocean.

Suddenly, his thoughts were interrupted by a splash of white foam which broke over the blackness. There was a splashing sound. Something was coming up from the depths! A wailing moan broke the silence. A thumping sound . . . growing ever-louder. Nakamura screamed as he saw the immense black shape looming over him. He turned and ran. Faster . . . faster. He looked back and saw the apparition drawing closer still. He saw the edge of cliff in front of him. He tried to stop, but could not. His feet kept moving. Suddenly, he toppled over the brink, and uttered a final cry of fear and bewilderment, then his body shattered as it hit the sharp rocks below the cliffs.

Hours later, an old fisherman came upon a bloodied, ragged body, sprawled among the rocks. The man's clothes were torn, and broken bones protruded through ugly gashes in the flesh. The fisherman felt the pockets for some identification. He had seen bodies like this before, people who had fallen from the cliffs. He found a wallet and pulled it out. He gasped as he saw that the man was Police Chief Nakamura. Beside the body lay a broken flashlight, and a cracked, useless shotgun.

Jim Anderson listened to the old fisherman's words in disbelief. He could not believe the Chief had jumped; he had either fallen or been pushed. He resolutely picked up the phone on the chief's desk and called the morgue.

South of Tokyo, in the deep forests, a family was preparing to set up camp for the night. As the man and his two sons built the fire, his wife set up a cooking stove.

"Hey, Papa, I'm getting hungry," called one of the boys.

"Dinner will soon be ready," he answered.

Suddenly, the man's wife sat up and whispered, "Nichiki! Be quiet!"

"Why? What's wrong?" asked the man.

"I hear something!"

"What?" The man listened for a moment. "I don't hear anything."

"Sshh!"

A low moan emanated from the darkness. It gradually grew louder.

"I don't like it," whispered the man. "I've never heard anything like that before." He turned to the boys, who were sitting by the fire, wide-eyed with fear. "You two get in the tent." Nichiki picked up his rifle.

The wailing grew louder. The man slowly started toward the sound, clutching the rifle in sweaty palms.

"Nichiki! Come back!" cried the woman.

"I'm here," called his voice.

"Come back!" she called.

"I see something . . . two lights!"

"Please! Don't go!"

She heard his voice in the distance. "Is anyone there? Come out! . . . Hey! . . . Stay away! . . . Get back!"

The woman screamed. Trees crashed to the ground. A shrill roar pierced the air. The woman and two children began to run. Screaming, they ran through the forest, hysterical with fear. The thumping steadily grew louder . . .

At police headquarters, Jim Anderson answered the ringing phone.

"Hello, Anderson speaking."

From the other end of the line came a familiar voice.

"Jim, this is Sergeant Iwanaga. We've just gotten a report from the hospital. Two young boys and a woman were found in a dazed state wandering down the Tadashi-Dori Highway. They were bleeding and in severe state of shock."

"Well, what does that have to do with me?"

"They're babbling about the woman's husband being killed by a wailing black giant."

"Where are you now?"

"At the hospital," replied Iwanaga.

"I'll be right there," said Anderson, and he hung up the phone.

At Tokyo Memorial Hospital, Anderson and Iwanaga entered a room, where the young woman lay on the bed, moaning softly. A nurse sat beside her, mopping the woman's forehead with a damp cloth.

"Tell us what you saw. What happened to you in the woods?"

"We are wasting our time," sighed Anderson. "She won't say a word."

"Please," begged Iwanaga. "You must tell us . . . please tell us, so we can find out what happened."

"She just won't talk," said Anderson.

"Let's leave her alone now," replied Iwanaga quietly.

At the military headquarters in Tokyo, a strategy team planned their moves against the unknown intruder. A bulletin board with a map of Tokyo and its surrounding vicinity covered one wall. Colored pins had been placed on the points where the weird incidents had occurred. There was a definite pattern. The meeting began. An army officer stood up and addressed the large audience in the meeting hall.

"Ladies and gentlemen, we are meeting here tonight to discuss a matter of gravest importance. First of all, I will brief you all on what has happened so far. Now." He pointed to the point on the map which was on the beach several miles south of the city of Tokyo. "Right here, two fishermen saw this creature, or whatever it actually is. Also, a pair of reporters took these photographs of huge footprints, each measuring nearly thirty feet in length." He held up a large copy of one of the photos of the prints which showed a man in proportion to the mark. There was a round of gasps from the audience. "Second," he continued, "and so far the most serious, an oceanliner, the Kyoko Maru was destroyed, killing all twelve-hundred passengers. Also, a Red Cross Rescue ship was also destroyed." The officer continued to describe the events up to the present time. After he finished his report, he called Anderson to the front of the room.

KAPPA

"Dr. Anderson, you're a marine biologist. Tell me, what kind of marine animal could do such things? On land as well as at sea?"

Anderson replied, "There is none."

The people in the audience suddenly began whispering and murmuring uneasily.

Anderson quickly spoke again, "Ladies and gentlemen, let me clarify that please. What I mean to say, is that there is no creature known to science which could do this."

The army officer again addressed the hall, "Ladies and gentlemen, there is a definite pattern here. Each disaster has occurred south of Tokyo, moving closer to the city each time. If our calculations are correct, the next stopping point will be the city of Tokyo itself!"

Sometime later, on televisions all over Japan, reports were broadcast from Tokyo, which was on emergency procedure. Thousands of military troops had been stationed throughout the city. Tanks advanced through the streets of the city. Air Force planes were ready for launch at a moment's notice.

Anderson and Iwanaga sat in the observation room of Tokyo Tower, seeing the same scenes as those on television, but they saw it live. They could see thousands of citizens evacuating the city. Anderson sighed, "Well, it's happening. And there's nothing we can do."

"We'll just have to wait," agreed the sergeant. He noticed the book that Anderson was reading. "What's that book?"

"It's a Bestiary from the old Japanese legends. I was just looking through it..." He stopped. "Kappa!" he exclaimed.

"Say what?"

"Look here!" Anderson said. He pointed to a drawing of a ferocious-looking dragon-like monster, with the name Kappa printed beneath it. "Listen to this," said Anderson. He read, "The Kappa was a terrible beast that was both feared and worshipped by the Japanese many centuries ago. The Kappa was supposedly half gorilla and half reptile, and it had a temper like that of a volcano. In ancient scrolls found in caves, the old Japanese legends say that someday, although it is not known when, the Kappa may rise from the sea to destroy mankind, only for the sake of satisfying its mischievous and evil desires!"

"Sounds like what we're dealing with, doesn't it?"

"It sure does. And look at this drawing..."

Anderson suddenly rose up out of his chair and went out through the door.

Moments later, the loudspeaker crackled and a voice boomed over the city. "The city is now on red alert. The expected attack could take place at any moment. All movements of this creature will be reported as Kappa. Repeat! This creature will from now on be called Kappa."

Out in Tokyo Bay, two American warships slowly cruised into the harbor. A fierce churning beside one of the ships alerted the crew. As the guns of the ships swivelled around to open fire, a red glow enveloped the ships, and they both exploded, sending pillars of flame hundreds of feet into the sky. Burning debris settled in the water as flaming sailors, screaming in the throes of death, leaped from the blistering decks. Trapped men ran in vain from the spreading fires. A huge black figure emerged from the black water; a piercing cry echoing in the night.

The tanks on the docks raised their guns. As the massive behemoth loomed closer, the tanks opened fire. Explosions racked the air and the figure roared. It opened its great maw and a bright red ray of fire emanated from it to the tanks. The metal monsters sizzled and glowed white-hot. The turrets and guns drooped and sagged, as the tanks melted into great lumps of metal. The shocked army battalions hastily retreated, and the gigantic Kappa stepped onto the docks.

The Kappa stood at its full height. It was nearly two hundred feet tall. It had shiny black scales, which reflected bluish-green from the lights of the fires. Its back was covered with sharp spikes. The lumbering monster stepped on to the roof of a small building, which crumbled to ruin. Its fearsome head turned from side to side as it peered at the brightly lit city. Its glowing red eyes, like burning coals, rolled upwards as a squadron of fighter jets zoomed by. It opened its tooth-studded jaws and bellowed. Persons nearby panicked and ran in all directions. The creature's swaying tail demolished several buildings with one sweep.

As the jets overhead circled back towards Kappa, the beast spat its ray of flame, and two of the planes plunged to earth, exploding in the city. People scattered in all directions, as tanks and other army vehicles sped through the streets.

Up in the observation room of Tokyo Tower, Anderson gazed at the oncoming terror. "It's a dragon!" he exclaimed. "It's a damned fire-breathing dragon!"

Iwanaga said, "Jim, I just... hey, something just occurred to me. Weren't there some nuclear tests conducted out at sea a few days ago? About the time the Kappa appeared?"

"Yes, that's right. Kappa might have been resurrected somehow by the radiation. Those things were detonated at a depth of twenty-thousand fathoms. Nobody's ever been that deep, you know. There might even be an entire race of these undersea creatures."

"You could be right," agreed Iwanaga.

"That makes me wonder... if the Kappa lives in the depths, he would be sensitive to light. It never appears in the daytime. That would support my theory of it living in the darkness of the deep sea."

"Yes," agreed Iwanaga. "Jim, you must tell the General!"

Anderson hurried out the door and down the steps to meet the General.

Several minutes later, many huge searchlights had been positioned around Tokyo Tower. The bellowing Kappa was only a few hundred meters away. The generators in the Tower hummed, and the lights came on. The huge beast reared in anger. Blinded, the monster staggered into a building, crushing it beneath its weight. All over the city, high-powered searchlights were turned on and aimed at Kappa. The enraged beast spun around blindly and spewed forth a ray of flame. Blinded by the lights, the creature turned around, back toward Tokyo Bay. It angrily lumbered back the way it had come, pursued by a squadron of fighter and dive-bomber jets. Shrieking in pain and anger, it slashed into the water. It uttered a final roar of defiance and disappeared beneath the waves as the dawn began to break.

The bubbles on the surface which indicated Kappa's presence slowly moved out to the open sea. Several squadrons of planes swooped over the area, dropping bombs, and raining bullets down on the creature. Missiles blasted into the water, sending up geysers as they exploded. The very ocean itself became a fiery graveyard. A cloud of red blood spread over the boiling surface. There was one last defiant roar, and the Kappa was silenced forever.

In Tokyo Tower, Jim Anderson could see the pillar of flame far out at sea. City officials had come up to the observation deck, to watch the spectacle. Reports were being radioed in that the Kappa was destroyed. The Army General asked the radio operator if it had been confirmed. The reply came: "Yes, sir!"

Anderson watched the group of men. "I don't know," he said.

"What do you mean?" asked Iwanaga. "No living thing could have survived."

"Who can say? Something that has existed all these centuries. Who knows, there could be more of them. One day, we may again hear of the Kappa."

DAY OF DAIEI

BY TONY PICARIELLO

Daiei is dead but not forgotten. Cause of death: bankruptcy.

In 1971, Daiei studios, maker of the Gamera flicks, went bankrupt.

But Gamera lives on. We can still see Gamera's films here in the U.S. Of the six Gamera films released, I have seen and enjoyed them all. Let's take a look at them in chronological order:

Gamera, the Invincible — 1966

War of the Monsters — 1966

Return of the Giant Monsters — 1967

Destroy all Planets — 1968

Attack of the Monsters — 1969

Gamera vs. Monster X — 1970

Gamera vs. Zigra — 1971 (yet to be released in the United States)

Let's take it from the top. I'll start with a synopsis and review of Gamera, the Invincible.

GAMMERA

A Soviet jet is shot down over the Arctic Sea. A small, nuclear bomb that was inside the jet explodes.

The heat and force of the explosion releases Gamera, a prehistoric species of turtle that was frozen in the ice for thousands upon thousands of years.

Gamera begins his new life with terrible destructive attacks on humanity. Scientists discover that a chemical substance in fuel is what sustains Gamera's hunger. They also discover the monster has the ability of flight.

The U.N. Security council organizes "Plan Z", a project that will rid Earth of Gamera. The plan is to lure Gamera onto a platform with fire. Two huge domes will then cover the platform. This is attached to a rocket that is then shot to Mars. The plan works, an Earth is saved.



WAR OF THE MONSTERS

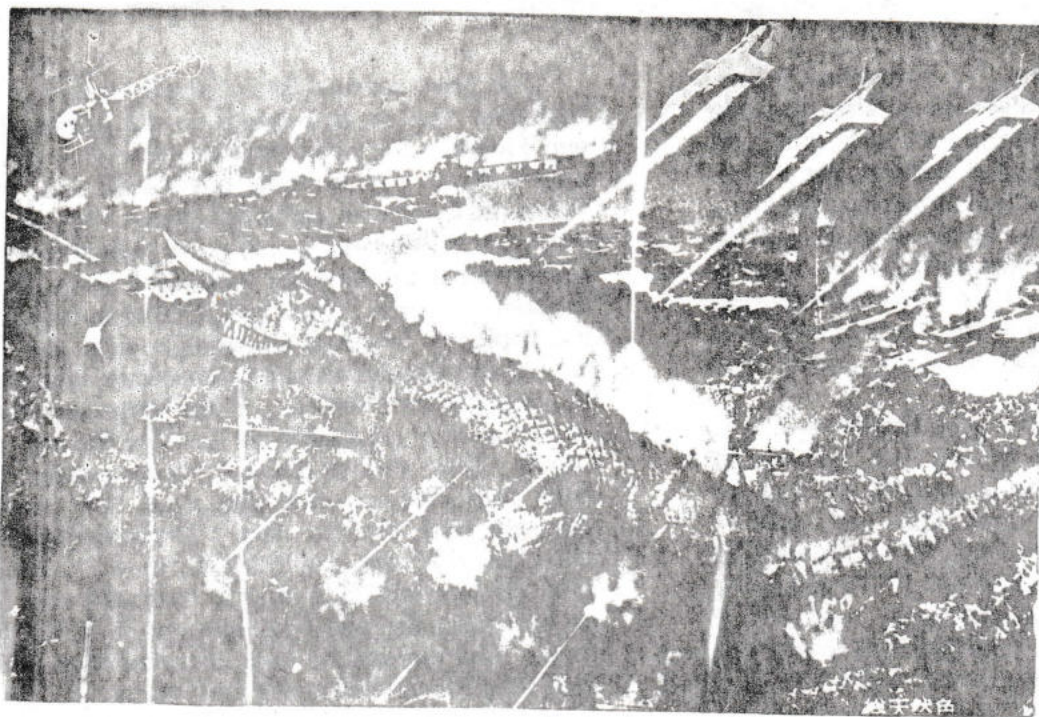
But the rocket (holding Gamera) crashes into a meteor. The capsule splits open, and Gamera returns to Earth, his destructive powers more terrible than before. In order to store up more energy in his massive body, Gamera attacks Koroga Dam, one of the largest in Northern Japan. With the dam totally destroyed, Gamera senses a volcano erupting on the other side of the Earth. His love for flames pushes him hungrily into the flow of molten lava.

In the meantime, an opel is brought back from New Guinea. However, this is not an opel at all; it is the egg of Barugon, a horrible monster. Barugon is hatched accidentally when the egg is left under an ultra-red lamp.

Barugon begins his spree of death and devastation. He displays his destructive weapons; a deep-freeze gland in his tongue, and a rainbow ray that destroys all that it touches. Always in search for vast heat sources, Gamera is immediately aware of Barugon's rainbow, and rushes across the skies to Osaka to find it.

The battle then follows. Gamera easily outmaneuvers Barugon. However, against the deep-freeze from Barugon, Gamera soon has no defense, and is quick frozen.

A native girl from New Guinea tells Japanese officials that Barugon can not live in water. Also, the girl says that Barugon will follow the shimmer of a six-thousand carat diamond anywhere.



A plan is then devised so that Barugon will be lured into Lake Biwa by a six thousand carat diamond from New Guinea. The plan does not work because the natural habits of Barugon were altered when his egg made contact to the ultra-red light.

It is made so that the shimmer of the diamond is amplified, and Barugon takes the bait. But Barugon destroys the jeep containing the amplifier with his rainbow ray.

However, it is discovered that Barugon ray can not destroy a mirror. (the rear view mirror on the jeep was found intact)

Next, Earth begins work on project "reflection", a plan that will deflect the monster's rainbow ray back to him.

The plan succeeds, but Barugon is only weakened, not killed.

Meanwhile, Gamera has thawed out. He returns to fight Barugon. The two monsters meet at the shores of Lake Biwa. The weakened Barugon is killed after a terrific battle. Peace returns to the Earth.

RETURN OF THE GIANT MONSTERS

The volcanic range of Mt. Fujiyama erupts, attracting Gamera. A scientific expedition is ordered to check and see if Gamera was cremated or remained alive. The expedition is attacked by Gyaos, a supersonic flying reptile from the dawn of time. The eruptions has resurrected Gyaos.

When the two monsters first meet, Gyaos nearly succeeds in severing Gamera's arm with his powerful ray. In the monster's next meeting, Gamera is lucky enough to tear one of Gyaos' toes off. Scientists study this specimen, and find out Gyaos can not be in the Sun's rays for very long. A plan is devised to keep Gyaos exposed to the sun, but it fails. Next, we try to burn Gyaos in a forest, but his fire repellent keeps us at bay. Then Gamera arrives and burns Gyaos with his fire. The weakened

DESTROY ALL PLANETS

The Virians, aliens from outer space, trap Gamera in a force field. They begin to scan the creature's mind. They recall past battles and experiences of Gamera. In many cases, Gamera has gone out of his way to save children. The aliens realize that Gamera has a tender love for children.

Wishing to enslave Earth, the Virians capture two boy scouts. They then tell Gamera to do as they say or the boys will die. Gamera is forced to attack humanity.

Then, the boys manage to escape. But before doing so, they invert the computer so that Gamera will do contrary to what the Virians order. Therefore, when the Virians order Gamera to attack the boys, Gamera promptly attacks the Virian spaceship. The Virians gather around their master, a squid-like monster. It is then revealed that the beings that captured the boys and who were controlling Gamera were not Virians at all. They were Earthlings possessed by that monster, Viras.

The monster kills all the controlled Earthmen individually, upon doing so, growing larger each time (Each man had something like a bee stinger in his body. This was part of Viras. When Viras killed the men, he grew by getting part of his body back.)

Now, Viras is Gamera's size. The monsters begin to battle. In the fight, Gamera's underbelly is pierced by Viras. However, Gamera brings Viras so high in the Earth's atmosphere that Viras freezes. Gamera has repulsed the alien's attempt to lay their greedy tentacles on the Earth.

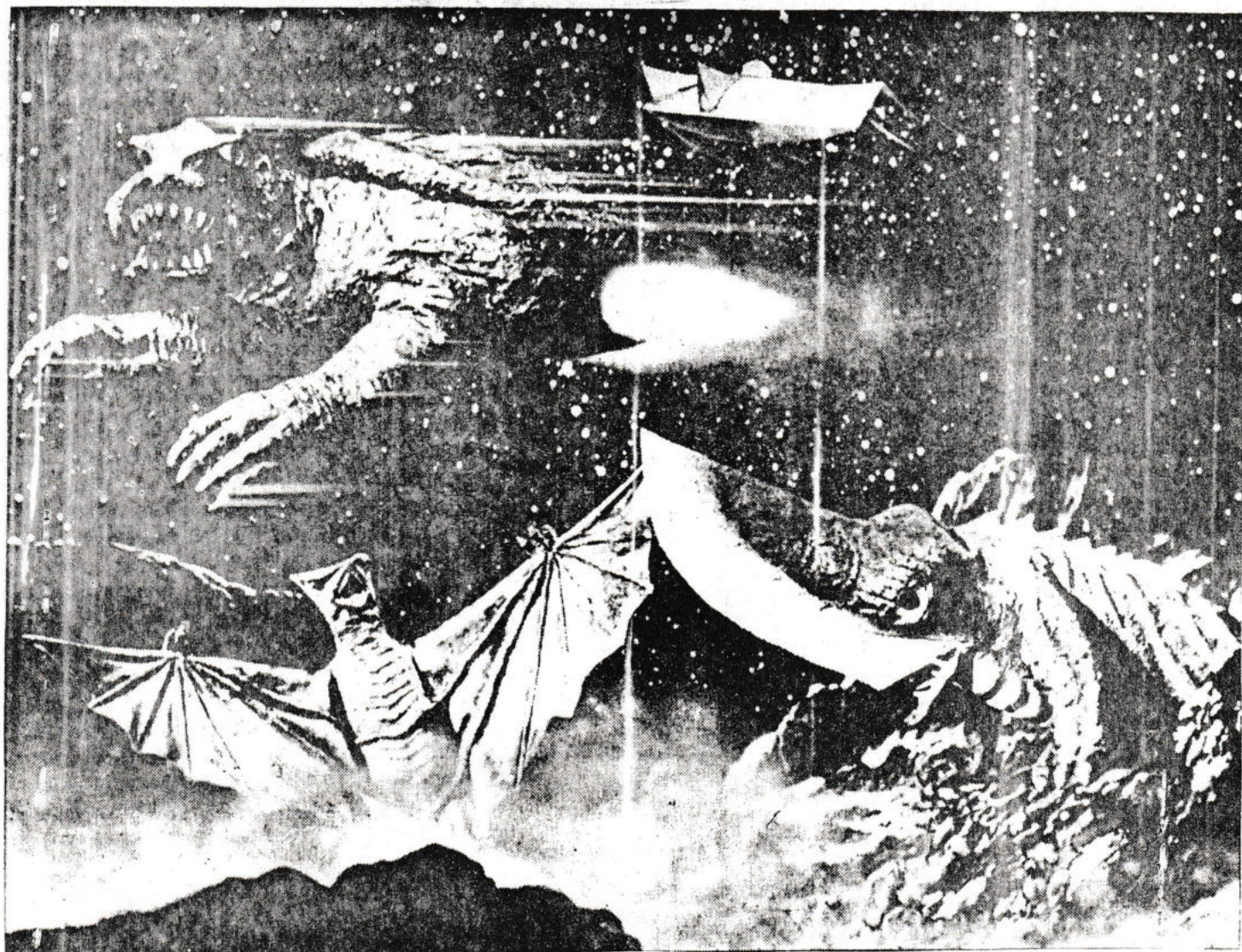
ATTACK OF THE MONSTERS

Strange radio waves are picked up on Earth. Scientists cannot pinpoint the origin of the waves, but they can estimate that the place of origin is in

The scene then switches to suburban Japan. Here, two boys, Tom and Akio find a flying saucer in a wilderness area. Upon entering the ship, the boys find themselves locked in and headed for space. On the way to the destination unknown, the boys meet up with Gamera. The turtle senses danger for the boys. He attempts to warn the boys, but it is all in vain. The speed of the saucer accelerates, and Gamera loses the ship in the vastness of space. He begins to search for it, but it will be a long time coming.

The boys land on a planet very similar to Earth. Then the boys are shocked to hear the roar of the mighty Gyaos. The boys turn, and are greeted by the sight of Gyaos. But wait, this isn't Earth's Gyaos, but an "outer galaxy Gyaos." Akio nudges Tom and points to a nearby river. The water is flowing backwards. Then all the water is gone, and only a dry riverbed remains. The bed begins to open. Out comes Guiron, a creature with a knife-shaped head. After a brief battle with Gyaos, Guiron returns triumphantly to his pit.

The boys venture into a nearby building. There they met the last two beings on the planet, Barbella and Flogun. They tell the boys that they are on the planet Tera. Then they tell Tera's tale of woe. "Ours trully was an advanced planet. We got to the point where we could control the laws of nature with advanced electronics. But then, a mixed-up computer brought calamity. We found it produced uncontrollable monsters as well as controlable ones. We attempted to send out signals so that someone might hear us. But there was no answer. Those who were still alive got on a giant spaceship to find another star, but it failed. Then we heard a call. Someone was on the small ship sent to probe that area. And that's how you two were brought here." Barbella also informs the boys that the city they are in will be inclosed with glaciers within 5 hours. Barbella and Flogun promise that the two boys will return to Earth with them. She escorts the boys to a rest chamber. She then tells Flogun that they will kill the boys, and use their brains as 'rations' for their voyage to Earth. They then drug the boys food, and are just about



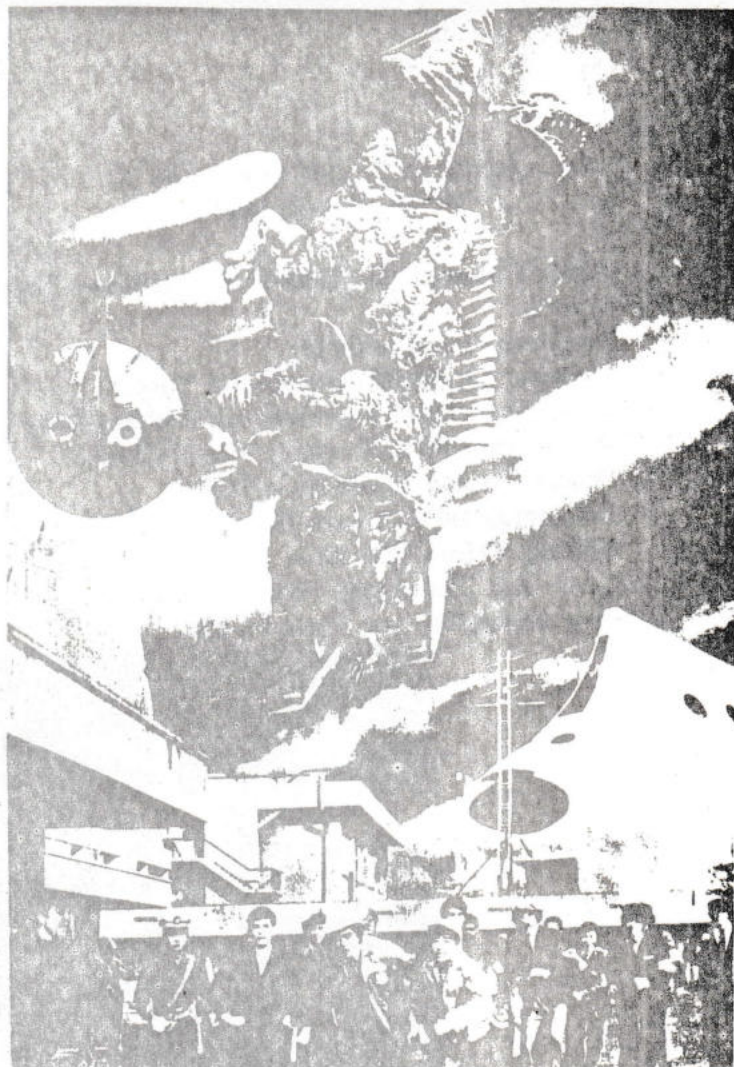
to saw open Akio's brain when Gamera arrives. Guiron is ordered to attack. After a brief battle, Gamera is wounded and falls into a nearby lake.

The boys awake and escape, but they are recaptured. Now Tom and Akio are put into a cage in the control room. The aliens must repair their saucer (which was wrecked in the monsters battle) to escape to Earth.

With his dart gun, Tom attempts to hit the panel that will release them from their cage. He accidentally hits the control that releases Guiron. With no one to control him, Guiron goes rampant. He attacks the girl's saucer. Flogon is killed, but Barbella escapes. A revived Gamera returns and knocks Guiron back into his pit. Barbella fires an atomic missile on Gamera, but the giant turtle catches the missile. Guiron escapes from his pit and once again attacks Gamera. Gamera outmaneuvers Guiron and puts the missile through Guiron's head. The missile explodes, and Guiron, as well as Barbella is killed. Gamera repairs the spaceship, and returns the boys home to their distraught parents.

GAMMERA VS. MONSTER X

On Wester Island, a large stone idol is brought from the ground and is taken to Expo '70. Unknowingly, this act has released Jiger, or Monster X. Monster X attacks Gamera, and immobilises him by shooting quill-like objects through Gamera's arm and legs. Furthermore, Gamera is pushed on his back. Monster X begins its attack on Earth. Meanwhile, Gamera frees himself, and goes into battle with Monster X. Gamera is about to defeat the beast when it injects something into Gamera.



Presumed dead, Gamera is left to rot. Monster X had injected a larva into Gamera's body.

In their mini-sub, the boys go into Gamera's body. There they find a baby Monster X. They kill the baby with static sound waves. Earth tries to revive Gamera and kill monster X at the attempt on Monster X fails. However, a rejuvenated Gamera beats Monster X after a horrendous battle. Expo '70 is saved.

GAMMERA VS. ZIGRA

On Zigra, the Zigrians live in the sea and get most of their food from the land. However, water pollution prevents the Zigrians from living in their natural environment. The Zigrians decide to take over Earth, because it is mostly water, and there is plenty of food on the land. To accomplish this, they send Zigra, their huge monster guardian to attack Earth. Man-made weapons are useless against the monster. Even Gamera loses the first fight to Zigra.

The second battle of the monsters is won by Gamera. He destroys both the monster and the aliens. Earth is at peace once more.



**GAMMERA, THE INVINCIBLE
(DAIKAIJO GAMERA)**

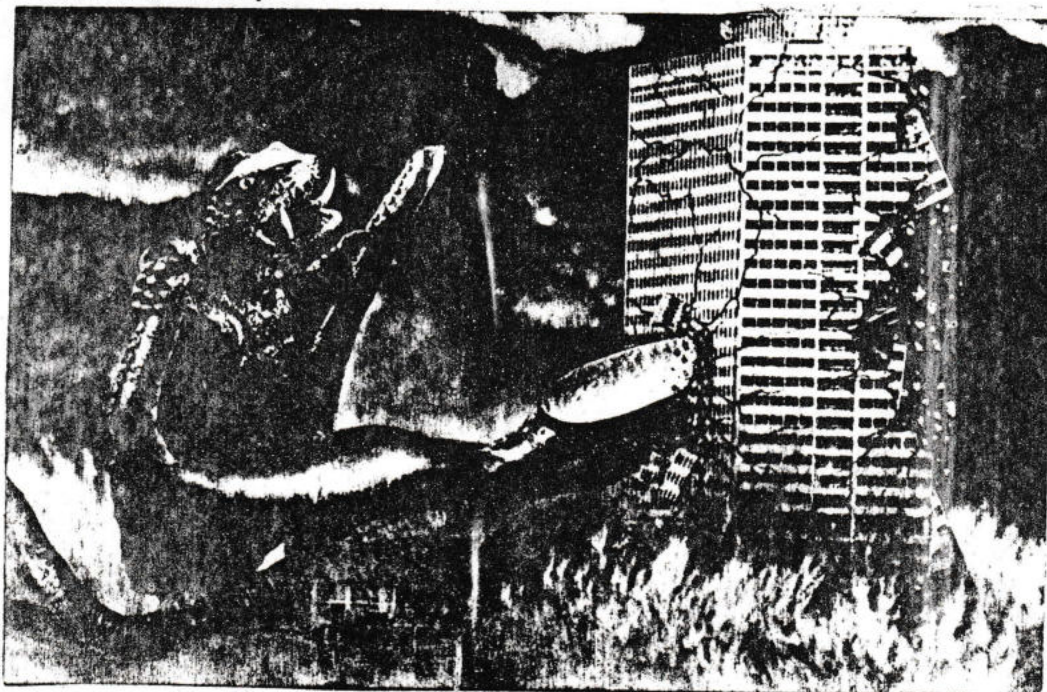
1966 Released by World Entertainment Corp.
88 minutes

Producer: Yonejiro Saito
Director: by Noriaki Yuasa (also Yuasa)
Screenplay: Fumi Takahashi and Richard Kluft
Art Director for U.S. scenes: Hoink Aldrich
Special Effects: Yonesaburo Tsukiji
Cinematography: Nubua Munekawa
Editing: Tatsuji Nakashizo
Cast: Eiji Funakoshi, Harumi Kiritachi, Brian Donlevy, Albert Dekker, Diane Findlay

WAR OF THE MONSTERS

(Gamera Tai Barugon; Gamera vs. Barugon)
1966 Released by AIP-TV Color, Scope, 106 minutes

Producer: Masaichi Nagata
Director: Shigeo Tanaka
Screenplay and Special Effects: Fumi Takahashi
Cinematography: Michio Takashi
Editing: Tatsuji Nakashizu
Music: Chuji Kinoshita
Cast: Kojiro Hongo, Kyoko Dnami, Akira Nat-suki, Koji Fujiyama,



RETURN OF THE GIANT MONSTERS

(Gamera Tai Gyaos! Gamera Gyaos; Boyichi and the super monster)

1967 released by AIP-TV, Color, 87 minutes.
Produced: Hidemasa Nagatg
Director: Noriaki Yuasa
Screenplay: Fumi Takahashi.
Cinematography: Akira Inouye
Special Effects: Kazumfumi Fujii
Music: Tadashi Yamaguchi
Cast: Kogiro Hongo, Kichijiro Veda, Hisayuki Abe, Reiko, Kasahara, Taro Mari

DESTROY ALL PLANETS

(Gamera Tai Uchi Kauju Bairusu; Gamera vs. outer space monster viras; Gammera Tai Viras! Gammera vs. Viras)

1968 Released by AIP-TV, Color, 75 minutes
Produced: Hidemasa Nagata,
Director: Noriaki Yuasa
Screenplay: Fumi Takahashi
Cinematography: Akira Kitazaki
Special Effects: Kazafumi Fujii, Yuzo Kaneko
Cast: Kajiro Hongo, Toru Takatsuka, Peter Will-iams, Carl Clay, Michiko Yaegaki

ATTACK OF THE MONSTERS

(Gamera Vs. Guiron)

1969 AIP-TV, Color, Scope

Producer: Hidemasa Nagata

Director: Noriaki Yuasa

Screenplay: Fumi Takahashi

Cinematography: Akira Kitahashi

Cast: Nobuhiro Nagima, Miyuki Akiyama,
Christopher Murphy, Yuko Hamada, Eiji Funakoshi,
Kon Omura

GAMMER VS. MONSTER X

(Gamera Tai Daimajū Jaigā; Gamera vs. Jiger:
Monsters Invade Expo '70)

1970 Released by American International Pictures

(TV) Color, scope, 83 minutes

Director: Noriaki Yuasa

Screenplay: Fumi Takahashi

Art Director: Sho Inoue

Cinematography: Akira Kitazaki

Music: Shūsuke Kitahara

Cast: Tsutomu Takakuwa, Kelly Van's, Katherin
Murphy, Kon Omura, Junko Yashiro

GAMERA VS. ZIGRA

(Gamera Tai Shinkaikaijō Jigura)

1971, color, scope, 91 minutes

Producer: Hidemasa Nagata

Director: Noriaki Yuasa

Screenplay: Fumi Takahashi

Photography: Akira Vehara

Sound: Hideo Okuyama

Music: Shunseke Kikuchi

Cast: Piko Yanami, Isamu Saeki, Mikiko Tsubo-
chi, Yasushi Sakagami, Koji Fujiyama, Reiko Kasa-
hara

Special thanks go to Japanese Fantasy Film
Journal, Cinefantastique, and The Monster Times for
their unknowing help with the article





AURORA®

GHIDRAH

To start the review off, I'd like to say that the price that they are asking for this model kit is very high (\$4.00 to be exact.) And the kit is only 8 inches high. The model is detailed, but really isn't shaped like Ghidrah. The legs are too high on the body, and too skinny. They look like human legs, not Ghidrah legs. Also missing are the two large lumps on Ghidrah's chest.

The model can be snapped together, but it does stay together very well, and you would be better off using glue. The model also has moving parts, his necks, jaws, and tails. This may sound great, but the jaws stay open. So the mighty Ghidrah's mouths stay open. But don't get me wrong. I'm glad that Aurora came out with a Ghidrah model. Hopefully, if this model, and it's companion model, Rodan sell well, Aurora will bring out more of the Japanese Giants. (Howabout a Gamera model kit?)

For the end of this review, I would like to quote the story of Ghidrah as given by the instructions.

"Toho, Japan's leading science fiction studio, created the most formidable monster ever when they presented the "Ghidrah" in 1965. A three-headed, two tailed, batwinged space dragon, "Ghidrah" is the only movie monster who has consistently remained evil throughout all of its appearances.

Seemingly indestructible with its spiked and horny jaws spewing electrical charges, "Ghidrah" has been pitted against most of the giant monsters of the cinema—"Rodan," "Godzilla," "Mothra," and the Anguras.

The first sighting of this creature, who is also called by the name "Monster Zero," was in "Ghidrah the Three-headed Monster" filmed in 1965 by Toho studios. In this flick, a fight was ensuing between the "Rodan" and "Godzilla" when all of a sudden a giant magnetic meteorite fell to Earth and exploded. From this was formed "Ghidrah"—scourge of the universe.

That same year the world witnessed still another "Ghidrah" film, this one called "Monster Zero" and "Invasion of the Astro Monster." Being defeated in its first encounter with "Mothra," "Rodan," and "Godzilla," "Ghidrah" left planet Earth and flew to Planet X, where the X-ites there had to move underground to escape it. Shortly, they arranged for another battle to defeat the terrible space beast.

Driven off once more, "Ghidrah" waits patiently for another chance to return. This came in 1969 when in "Destroy all Monsters," all of Earth's monsters proved to be more than a match for this three-headed nightmare.



The shoddily drawn cover of
Rodan's film box,

distributed by Ken Films.

Ken Films, Inc.
560 Main Street
Fort Lee, New Jersey 07024

RODAN, THE FLYING MONSTER: Print quality: very scratchy, but seeable. Editing is nicely done. Scenes in the cave with the giant insects have been left out, but the 12 minute film still captures most of its original plot. Brief plot sum-up: A mysterious flying object has been spotted on radar, and a fleet of jet planes are set to investigate. None are ever heard of again. Rodan then goes on a rampage. Then another Rodan is spotted. The army is unable to stop the monsters, but doesn't give up. The two Rodans land in and wreck Tokyo. Mankind has no hope. Then the Rodans retreat to their cave. Missiles are launched, but the Rodans get away, only to be caught in an volcanic explosion triggered by the missiles. The explosion kills both the Rodans. Most of the battle scenes and destruction scenes in Tokyo are here, as well as most of the death scenes. But when the army shoots missiles and bullets at the monsters, you can't tell which are the bullets and missiles and which are just scratches on the film. The only real thing that is rotten is the artwork on the film box cover. Man, is it shoddy. Just look at it. Oh, you also have an added attraction- a five second splice of the Little Rascals. Recommended. It's great fun to watch and you don't even have to leave the cozyness of your own home.

FILM NEWS

. . . Godzilla vs. Gigan has been picked up in America. That's all I know about it, but I have seen the one-sheet. (Bob Wilkens showed in on his show "Creature Features" channel two San Francisco. Keith Reamer, Editor of "Comilog" tells me Godzilla vs. Mecha-Zilla (Godzilla vs. Mecha-Godzilla) has also been picked up in America, and the title may be changed to Godzillavs, the Metal Monster. But Mark Rainey tells me Godzilla vs. The Metal Monster is really a different name for Godzilla vs. megalus, and had been picked up. But since Toho has produced both Godzilla vs. Mecha-Godzilla and Godzilla vs. Megalon, maybe both have been picked up. As of now (April '76 I have not been cleared up on this matter. '76 is the 22nd year of Godzilla. Daiei Film Co. has resurfaced after a few years of silence since its declaration of bankruptcy at the end of 1971, according to The "International Film Guide". Let's hope they still have the Gamera suit. Tony Picariello's article was printed long before I knew this, so please forgive me. Also according to the "International Film Guide". Since the success of The submersion of Japan in 1973, disaster films have enjoyed great popularity. Prediction by Nostradamus and Explosion in Tokyo Bay are the new works of the season, a natural response to such foreign films as Earthquake and The Towering Inferno. There were 52 episodes of Space Giants filmed, 39 for Ultra-Man, of Space G-Men, 26 of Prince Dinosauls and 52 for Speed Racer !! Interesting, huh !

But in the midst of all this good news, there is some bad, attendance for movies in Japan is down again. Ticket prices of first-run theatres have risen to around 1,000 yen or more. This is around \$32 or more in American currency. Truth or Tumor, Sources tell me that Toho will produce no more than two Godzilla movies. I hope that is just rumor. Another rumor says Toho will only produce one monster movie per year. That's it for now, folks.

JAPANESE GIANTS

IN THE

MEDIA

As seen in John Stanley's novel — "World War III," (c) John Stanley,

"FROM THE BOWELS OF THE EARTH (1973)", A mountainous dinosaur rises from forgotten depths, wipes the dust of a thousand years from it's eyes, and attacks Tokyo, destroying entire fleets of Volkswagens with a single switch of its tail. Buildings topple, and thousands of Orientals are shown being trampled to death.

OK, Quiz Kids, try your luck, (As seen in John Stanley and Mal Whyte's book, MONSTER MOVIE GAME (c) John Stanley and Mal Whyte

Match up the name of the Japanese-Monster with its mutated species:

- | | |
|------------|-----------------------|
| 1. Gyoas | a. Colossal Crab |
| 2. Matanga | b. Jelly Vampire |
| 3. Gappa | c. Gigantic Jellyfish |
| 4. Ebirah | d. King-size Bat |
| 5. Goke | e. Monstrous Fox |
| 6. Varan | f. Giant Squid |
| 7. Gorath | g. Large Lizard |
| 8. Viras | h. Tremendous Turtle |
| 9. Doroga | i. Fantastic Fungus |
| 10. Gamera | j. Raging Reptile |

In the American version, several scenes featuring a hotshot American reporter were spliced in to give the film a broader appeal to U.S. Monster Film fans. Who was this actor who went on to become a popular TV Star?



A version of Godzilla in the Film Con II Progress Report

APRIL 7	HARAKIRI	SAMURAI FESTIVAL Enjoy Swordplay! THE BEST FROM KUROSAWA, KOBAYASHI with MIFUNE STARTS 7
10	YOJIMBO	
11	Hidden Fortress	
14	JUDO SAGA	
15	THRON of BLOOD	
18	Samurai Rebellion	
19	Seven Samurai	TOHO LA BREA THEATRE • LA BREA, 42, NINTH • WE 4, 2342
22	The ASSASSINATION	
23	SWORD of DOOM	
27	Sanjuro	

B.C.

copywrite Field Interprises, 3/1/76.

By Johnny Hart

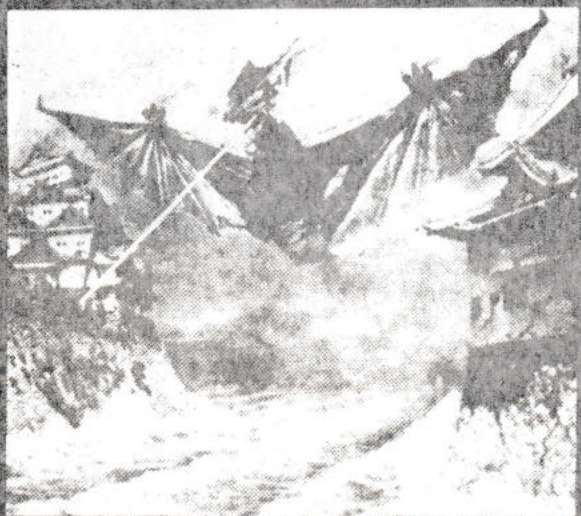


**Your favorite
fire-breathing jet turtle
knocks Tokyo
to smithereens in...**

**"Gamera vs. Monster X"
Tonight 5:00 KTLA 5**



**This week Channel 7
proves again
that it's not nice
to fool with
Mother Nature.**



It's Monster Week on the 4:30 movie 7

Monday: 'Return Of The Giant Monsters'
Tuesday: 'Godzilla Vs. The Thing'
Wednesday: 'Monster From The Prehistoric Planet'
Thursday: 'Frankenstein Conquers The World'
Friday: 'War Of The Monsters'

TV GUIDE

ADS

Once in a while, ads like this appear in TV Guide. Almost always, they treat Jap movies as corn. But after all, that's what they are famous for. Some mistakes in the ads, though. "Your favorite Fire breathing jet turtle knocks Tokyo to smithereens in . . . GAMMERA vs MONSTER X (top left). If my memory serves me right, Gamera didn't wreck Tokyo in GAMMERA vs MONSTER X, but saved it from Jiger. Also, on the ad on the bottom right. It has a picture of Barugon from WAR OF THE MONSTERS (Gamera vs Barugon) sticking his tongue-freezer weapon out. Eat it, indeed. Apparently, the station hasn't watched the movie very carefully. Thanx to Mick Worthen, TV Guide, The Monster Times, KTLA, Los Angeles, and Channel 7, New York.



**Which came first,
Godzilla or the egg?**

Today on the 4:30 movie 7
See 'Godzilla Vs. The Thing'



**Today will be
clear and sunny with
occasional monsters.**

Today on the 4:30 movie 7
Watch 'Monster From The Prehistoric Planet'



**Even bad guys
have bad days.**

Today on the 4:30 movie 7
See 'Frankenstein Conquers The World',
starring Nick Adams.



**Bet he can't eat
just one.**

Today on the 4:30 movie 7
See 'The War Of The Monsters'

JAPANESE GIANTS

BACK ISSUE

JAPANESE GIANTS

All offset, 8 1/2 by 11, 18 pages

Featuring:

Ultra-Man review, by Mark Rainey

Part one of our in-depth filmbook of DESTROY
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BY TONY PICARIELLO

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SCI-FI



"Dedicated to anything even remotely related to Science Fiction" or so goes the saying of SCI-FI No Two, which contained articles on space travel and time dilation by John Vogel, "Summing Up The Maraton: Filmex '75", by Mick Worthen, a "Milton the Monster" Filmbook, letters, ads, illos, and much, much more. And for only 25 cents plus 15 cents postage or 25 cents postage if you want it in an envelope.

Contents planned for issue 3 of SCI-FI are so far: A filmbook of that major SCI-FI classic of the Roger Company, "Attack of the Giant Leeches", "The Strange Door", a review by Vernon King, Film News by Keith Reamer, Fanzine Reviews, letters, ads, and much, much more. Price is not set as of yet. Order from: SCI-FI, 1758 Michigan Avenue, Salt Lake City, Utah 84108. No. 2 was Xerox and Offset, No. 3 will be Offset, Xerox, and Mimeograph.



Thanks,



JAPANESE GIANT