



超時空要塞 MACROSS Gunsight 1

The UNOFFICIAL Macross Newsletter!
Serving the fandom since July 2002!



July/August 2002

Volume 1 Number 1

Disclaimer

Gunsight 1 is an unofficial newsletter made by fans for fans. It is neither sponsored, nor endorsed, by Big West, Tatsunoko Productions, Harmony Gold, or any other company with ownership of, license to, or claim to the Macross property.

Credits

Editor: Richard "Apollo Leader" Burney
E-mail: gunsight1@cox.net

Contributors: Currently there is no "staff" per se, but all articles, pictures, art, etc. are fully credited to their original creators.

Availability of Gunsight 1

Gunsight 1 is available as a downloadable PDF file (one must have a recent version of Adobe Acrobat Reader) through Macross World (www.macrossworld.com). Fans are more than welcome to print or copy this for friends without online access.

Welcome to Shawn & Graham's
MACROSS WORLD!

Unofficially serving the Macross Fan since December 1st, 1999



Delta 1

By Richard "Apollo Leader" Burney

"Skull Leader to *Gunsight 1*" ...



Something you don't see everyday... two VF-1's escorting an F-14 Tomcat. (Fan art by "abomb77")

After having this little "phenomenon" known as Macross be a significant part of my life for the last six years or so, I have decided to give my own contribution to the fandom in the form of this newsletter, *Gunsight 1*. Fans who are deep in Macross lore know that *Gunsight 1* was the call sign for the Macross command bride in the original TV series and the name *Gunsight* itself was the name of the Mobile Suit Gundam fan club that Macross creator/mechanical designer Shoji Kawamori and Macross character designer Haruhiko Mikimoto belonged to.

With the upcoming 20th anniversary of the original *Super Dimension Fortress Macross*, which originally aired in Japan in October 1982, there have

been many developments. New, along with reissues of old, Macross merchandise has flooded the market during this past year. A new Macross OVA, *Macross Zero*, will be hitting Japan in October. The original *SDF Macross* finally became available in its complete form, on DVD, to the North American market starting back in late December. There are the many fans who have displayed their love of this classic anime series through their own web sites/pages, toy/model customizations, fan artwork, fan fiction, participating in Macross related message boards/newsgroups, etc. And then there are the issues pertaining to the Macross license (the whole license, not just the 82-83 TV show) outside of Japan...

Thanks to the Internet, a.k.a. *The Super Information Highway*, access to all of this is just a push of a button away.

A newsletter/fanzine like this may seem to be a backwards step, but I have several reasons why I believe that such a media is important for the fandom:

1) The Internet is not “permanent” – Web sites/pages come and go. What was one day someone's favorite place on the Internet for collecting information and news, viewing picture galleries, and communicating with others of the same interest is gone the next day. During the last year or so, a few sites that I liked which included one that promoted a fictional Anti-Minmei “movement” site (Robotech's “Minmei”, not Macross' Minmay!), have faded out of existence. Even though very popular sites such as [Macross World](#) (run by Shawn Klueck and Graham Parkes – talking about disappearing sites, Shawn might want to update his Links section since some of those sites no longer exist!) will probably be around for years to come, but one day, Shawn might say, “Hell with this!” and pull the plug on his creation. Even Egan Loo's [Macross Compendium](#), will one day fade from existence.

Since *Gunsight 1* is a newsletter, the information contained within will continue to exist on the computers of those who downloaded it and/or printed it to paper.

2) The sheer amount of online data to go through – Currently on my computer, I have links to about two dozen Macross related sites. On my previous computer, I was somewhere around three to four dozen! And when including all the topics that appear at the forums at [Macross World](#), there is most definitely a lot to comb through.

Though there is no way a single newsletter can cover everything, but a newsletter like this one can bring key/important/“hot” things together in one nice package.

3) A newsletter/fanzine acts as a journal for all that is happening at a given time – Years from now some of us will be thinking back to all that was going on with Macross as a whole during this period of time. *Gunsight 1* will hopefully provide that look into the past.

4) *Gunsight 1* can serve as a tool in expanding the Macross fan base – One thing that I hope will happen with *Gunsight 1* is that it gets passed around to the

friends of Macross fans who downloaded this in the first place and in return helps create additional interest in this series.

Content for *Gunsight 1*...

Since this newsletter is in its infancy, only time will tell how it will mature and grow. For now, the main source of content will be coming from preexisting pages/sites and forums (especially the one at Macross World!). The content will mainly be comprised of news, reviews, fan art (like the real nice depictions of Misa and Milia by Gordon “Beware of Blast” which I have included in this issue), toy/model customizations, and convention coverage (ie. The 2002 Anime Expo and the Macross World Con 2). Full credit is given to everyone's materials.

As for materials that have been submitted specifically for *Gunsight 1*'s use, Jeremy “Skull Leader” Housdan has provided his look at the Macross Valkyrie toy scene. Hopefully, other fans will feel inclined to make their own submissions. If anyone has any questions about what they can submit or any questions in general, feel free to email me at the above address. I also go by “Apollo Leader” at the Macross World forums so you may also reach me there.

One of the things I hope to do in future issues of the newsletter is to conduct interviews with some of the more notable individuals involved with the Macross fandom and maybe even some of the individuals involved in the Macross industry.

“1, 2, 3, 4... 1, 2, 3, 4...” ...

To end my first column of the very first issue of *Gunsight 1*, I want to give a special thanks to Shawn Klueck for providing the online space for *Gunsight 1* to be downloaded from. I would also like to thank Shawn for what he has done for Macross fans worldwide via Macross World and its very active forums section.

I hope that *Gunsight 1* is a positive contributing factor to the Macross fandom as well.

Plight of the Valkyrie

By Scott Hards, President, HobbyLink Japan,
Reprinted from www.toyboxdx.com

Harmony Gold, the company which claims to hold the license for the Macross franchise outside of Japan, has recently shocked and angered fans of the series by sending threatening letters to retailers in the USA selling Macross merchandise imported from Japan. The letters claim that sales of such merchandise violate their copyright on the Macross name, and demand an end these sales as well as the surrender of all such merchandise to themselves. What is particularly frustrating to most fans is that the merchandise in

question is not even being supplied by Harmony Gold ("HG") through any "official" route.

Over the past 18 months, a huge flood of new and reissued Macross items have come pouring out of Japan as manufacturers realized finally that there was still significant pent-up demand both in Japan and abroad for Valkyries and other goodies from the show. This fact makes HG's actions all the more reprehensible to fans who simply want to get the latest Valkyrie toy or model.

Can They Do That?

The first question that comes to mind is, of course, whether HG has the right to demand an end to unauthorized imports and the surrender of stocks already in the country, as suggested in their letters. Assuming that HG does, in fact, have a valid license to the Macross property, the answer to this question can be found easily by taking a look at Section 602 of the US Copyright Act (complete text at www.findlaw.com). Regarding their rights to control imports, it states:

Importation into the United States, without the authority of the owner of copyright under this title [17 USCS Sects. 101 et seq.], of copies or phonorecords of a work that have been acquired outside the United States is an infringement of the exclusive right to distribute copies or phonorecords under section 106 [17 USCS Sect. 106], actionable under section 501. And on the matter of the surrender of the unauthorized merchandise, Section 503 of the Act says:

At any time while an action under this title [17 USCS Sects. 101 et seq.] is pending, the court may order the impounding, on such terms as it may deem reasonable, of all copies or phonorecords claimed to have been made or used in violation of the copyright owner's exclusive rights, and of all plates, molds, matrices, masters, tapes, film negatives, or other articles by means of which such copies or phonorecords may be reproduced.

So the simple answer is yes, they have a legal basis to make these demands, though actual implementation would require a court order. Again, this assumes that they do have a valid license for Macross. It is on this issue where things become more complicated, however.

What about Direct Imports?

This is another matter on which the Copyright Act is quite clear. Individuals who are purchasing a single copy of an item for their own use (i.e. not for resale), be it through a mail-order service like HobbyLink Japan, or by traveling to Japan and purchasing an item directly, are specifically permitted to make such purchases:

This subsection (602) does not apply to...importation, for the private use of the importer and not for distribution, by any person with respect to no more than one copy or phonorecord of any one work at any one time, or by any person arriving from outside the

United States with respect to copies or phonorecords forming part of such person's personal baggage; So HG cannot control these imports regardless of the validity of their license.

Does Harmony Gold have a valid Macross license?

A recent Japanese court decision throws significant doubt on the question of whether HG's license for Macross is even valid at all. In order to understand the court's decision, you need to understand some background on how Macross was created and licensed to HG in the first place.

Macross was originally the brainchild of three men working for a small creative company called Studio Nue (pronounced new-eh). There, the original sketches for the Macross mother ship itself, Valkyries and other machines as well as principal characters were created in various forms between 1980 and 82. Nue naturally wanted to sell the idea for TV broadcast, but lacked the know-how to negotiate with broadcasters, merchandisers, sponsors, etc. to make it all come about. So in 1981, they turned to a company called Big West which was more experienced in the business part of animation, and it was Big West who eventually sold the idea for Macross to Mainichi Broadcasting and various toy and model makers later that year.

Once the project was approved and a broadcast slot obtained, it became clear to Big West and Nue that their animator contacts lacked enough production power to create the many thousands of cels that would be necessary in the time remaining before broadcasts were to begin. So in April 1982 they turned to Tatsunoko Productions (Gatchaman, Speed Racer, Mospeada, etc.), at the time one of Japan's top animation powerhouses, to do the actual artistic grunt work through their affiliates. The three parties worked out a payment agreement, and Tatsunoko went to work creating the show. Broadcasts began in October 1982 and ran for 36 episodes until June 1983.

During production, it became apparent to Tatsunoko that the agreed-upon payments would not cover their production expenses. The parties met again in October of 1982 and a "memorandum" regarding royalty income was negotiated. Part of this memorandum granted Tatsunoko overseas broadcast and merchandising rights for Macross.

Based on these rights, Tatsunoko Productions licensed Macross to Harmony Gold in 1984. The terms of this contract, including period and precisely what rights and responsibilities are imposed upon HG in their handling of the franchise are not known, nor is HG currently willing to reveal anything about them.

In response to Harmony Gold's threat of legal action, the lawyer for one retail store has asked HG to document their claim to the rights for Macross. HG's legal counsel refused to disclose these terms or any part of their contract, so HG is essentially telling stores "we have the rights to this show, but you'll have to take our word for it." Since they're demanding that stores hand over the "offending" merchandise, one would think that

they would at least document their claim if they actually expect anyone to honor it. Should they attempt to sue a retailer for damages or impound their merchandise via a court order, HG will have to document their claim to the courts, so these details will probably become clear at some point. In addition, if they wish to block imports of such merchandise with the help of the US Customs Service, they will also need to thoroughly document their rights to the property first, as set forth in Section 603 of the Copyright Act.

Enter the Courts

In February of 2001, Big West and Studio Nue sued Tatsunoko Productions over the copyright to Macross. They asked the Japanese courts to establish that they held the copyright to the show, and also asked the court to grant a restraining order forbidding Tatsunoko from any further creation of Macross-related media, or licensing to third parties. Keep this point in mind; it is crucial to understanding HG's current legal position.

So why did Big West & Nue sue Tatsunoko? Unfortunately, the companies will not comment officially on the current litigation, as it is ongoing, but we can make some educated guesses. First, Big West sued Tatsunoko over copyright despite the fact that there is no question that they hold copyright to the show here in Japan. Merchandise related to Macross in Japan has "copyright Big West" plastered all over it. Tatsunoko's web site makes no reference to Macross in their list of creations. This leads one to speculate that if the conflict is not about the domestic market, it must be over the international one.

Individuals close to Big West have commented off-the-record that Big West is furious with Tatsunoko and Harmony Gold's handling of the property internationally. Not only is Big West earning no royalties from the show's international marketing, but HG has never consulted Big West about creative or editorial matters related to the show. In other words, all of the editing and changes made to turn Macross into "Robotech" were done without the permission of the show's original creators. The same goes for HG's "Toynami" merchandise -- none of which was approved by Big West (or by Kaiyodo, the Japanese model company whose Valkyrie sculpt appears to have been stolen for the Toynami Valkyrie items).

Again, although we cannot be certain, even if Big West did grant the rights for the international market to Tatsunoko, which in turn passed them on to HG, it is almost unheard of for a creator to relinquish the right to approve changes to their work, or new products related to it. For these reasons, we believe that the entire point of Big West's lawsuit was to ultimately regain the ability to control the property in the international market.

HG would have you believe otherwise, of course. The following is excerpted from their Robotech.com website's news section:

The litigation in Japan involving Tatsunoko, Big West and Studio Nue does not affect Harmony Gold or

its licensees. Harmony Gold is not a party to any legal proceedings. Furthermore, the lawsuit, which was tried in front of a Japanese court, only relates to rights in Japan. Since Harmony Gold's worldwide rights to Macross exclude Japan, a Japanese judgment does not apply to us.

Indeed, this statement is correct insofar as it says the Japanese verdict only related to "rights in Japan." However, what HG fails to note here is the crucial fact that one of the "rights in Japan" is the right of the show's copyright holder to license Macross to an overseas agent of their choice. So the above statement is at best little more than wishful thinking on HG's part and at worst, insulting to the intelligence of an informed observer.

And the Verdict Is...

On February 25, 2002, the Tokyo District Court issued a judgment that the copyright for Macross lies with Studio Nue and Big West. Tatsunoko had attempted to argue that they also held copyright because concept materials brought to them originally by the other two parties were simply "rough sketches" that were significantly different from the final product, and it was they who had fleshed out these concepts into their final form. The judge rejected these arguments. Unfortunately, the verdict does not comment on the validity of the previous "memorandum" between the three parties granting international rights to Tatsunoko.

In addition, the court denied Big West's request for a restraining order on further Macross production or licensing by Tatsunoko saying, "there is no reason to grant the request as we determine there is no risk of the defendant creating new Macross movies or licensing third parties to do so." This point is crucial.

If Tatsunoko is not currently licensing the property, or cannot carry out future licensing, this implies that HG's "rights" to Macross may already be invalid, or at least they will not be able to extend their license when the current one expires. Again, as they won't disclose the terms of their license, we don't have the answers to these crucial questions now. However, their refusal to disclose these details suggests that their position is not a strong one.

What's more, the Japanese court's verdict was not a complete one. There are other outstanding issues in the original lawsuit on which the court has yet to rule, such as whether certain statements by Studio Nue to Tatsunoko regarding production constituted an agreement to grant part of the copyright to Tatsunoko or not, how Tatsunoko's payment of some of Nue's staff's salaries affect the matter, and ultimately whether Tatsunoko has any copyright to Macross at all (the current verdict affirms Big West and Nue's copyright, but does not yet deny outright Tatsunoko's claim to share certain parts of it). The situation will no doubt be cleared up better when the court has completed judgment on all aspects of the case. This will probably be within a year, as Japanese courts have recently worked to speed up their handling of copyright cases.

The Real Mystery

Perhaps the most perplexing part of this entire issue is why Harmony Gold, especially in the wake of the Japanese court's verdict, feels that alienating Macross fans and threatening legal action against the very stores that also buy Toynami products is the best way to protect their interests. Their legal counsel has attempted to explain their actions to one retail store as follows: "As Harmony Gold has spent significant resources building the Macross franchise, and as Harmony Gold intends to expand that franchise, Harmony Gold must protect its rights. Toynami is currently Harmony Gold's sole licensee for the manufacture of Macross toys. All of Toynami's toys are marked clearly with Harmony Gold's logo. None of Bandai, Yamato, and Hasegawa has a right to distribute Macross toys outside of Japan."

The last sentence about Bandai, et.al., while correct, is irrelevant since those firms are not doing any distribution outside of Japan themselves. Their products are being moved into other markets by third parties. The note concludes:

"Continuation of parallel importation will undermine future licensing and official importation opportunities in the future. Therefore, in the mutual interest of Harmony Gold and Macross fans, Harmony Gold will continue to protect its rights."

Did you hear that, Macross fans? HG says they're acting in your interests when they attempt to deny you the opportunity to buy imported Macross merchandise!

The company is wise, however, to express concern about the future, because theirs is filled with danger. Their focus at this point should not be on whether Bandai and Yamato products are washing up on US shores, but about whether their license to the franchise will even be legally recognized or renewable. In particular, now that the Japanese court has conclusively awarded the rights to Big West and Nue, it appears that there would be no legal obstacle to Big West's choosing to license the overseas rights to a completely different firm, unrelated to HG.

Certainly HG doesn't want that to happen, so why don't they approach Big West directly at this point to secure their place as the overseas licensee with the true copyright holder? Individuals close to Big West have commented privately that the company would love to sit down and talk with HG, but that they are not willing to make the first move. If Harmony Gold hopes to ever be the official importers of all the Bandai, Yamato, Hasegawa and other Macross merchandise they are currently attempting to shut out of the market, they'll need to do so anyway, as all these products have been licensed through Big West.

Here's hoping that HG soon understands that "controlling" a market (what they're trying to do) and "exploiting" a market (what they should be doing) are two different things. Either that, or that the courts in both nations work to quickly erase the last of the uncertainties

surrounding this issue. Ichijo, Minmei and the rest of the gang deserve better than this.

References:

The US Copyright Act and other parts of the US Code can be found online in numerous places, including Cornell and Findlaw.com.

The text (in Japanese) of the Tokyo District Court's decision can be found [Here](#).

All information in this article is from the above two sources (translations mine), or from conversations with individuals who are party to the proceedings described. All opinions and speculation are mine alone.

VF1x's MPC VF-1J Review.

By Jerry "VF1x" Tsai

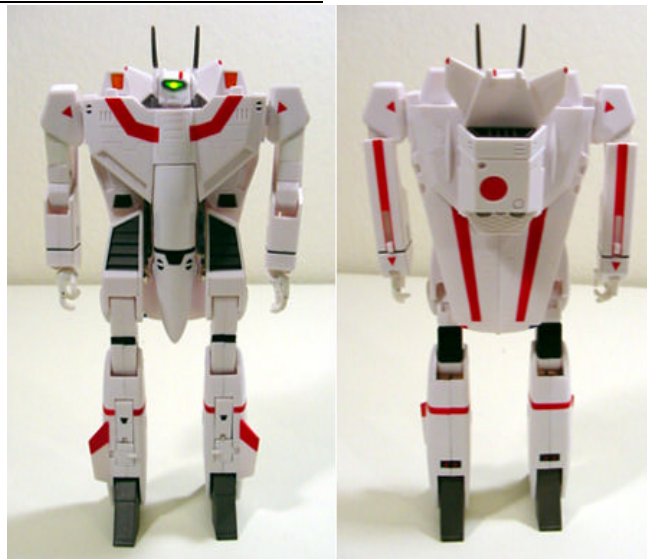
Without being too nit-picky, I'd rate this toy a solid 7 out of 10 in overall appearance and playability (being nit-picky, I'd give it a 6/10). The leg twist hinge feels like its going to be the weak point being that is entirely made of plastic. Metal content is minimal, I'd say about 2%, not the promised 30%. What I don't like are the proportions, the nose, the heatshield, the legs, air intakes, etc. It just seems all off.

Plastic feel is okay, but it does feature what we see in other Toynami products, uneven surfaces in some parts, gaps and seams, etc. Frankly, I was expecting the plastic to be very bad, but I'd have to say its okay. Not too flimsy, but not solid either. A bit cheaper than I like it, but it will do.

I have to say though, that the box and packaging are incredible. The box, inserts, instructions, etc get a 9+ out of 10 in my book.

Accessories are okay, I'd say that they can be way better. I'd rate them a 6.5 out of 10.

OVERALL APPEARANCE:



Overall appearance is okay, I think the legs are way too skinny though. Just focus your eyes on the

body and you'll see what I mean. It looks very top heavy.



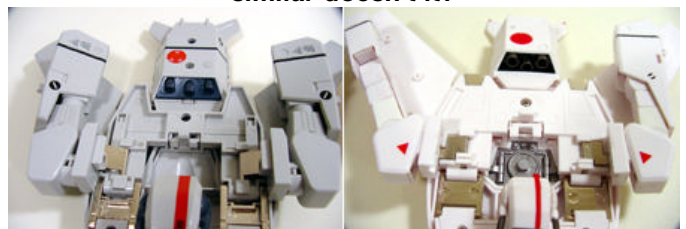
Comparison with the other VF-1J's. MPC's lookin' a bit too well endowed... he's got quite a shnoz doesn't he?!



Transformation compared to Bandai Reissue. Looks similar doesn't it?

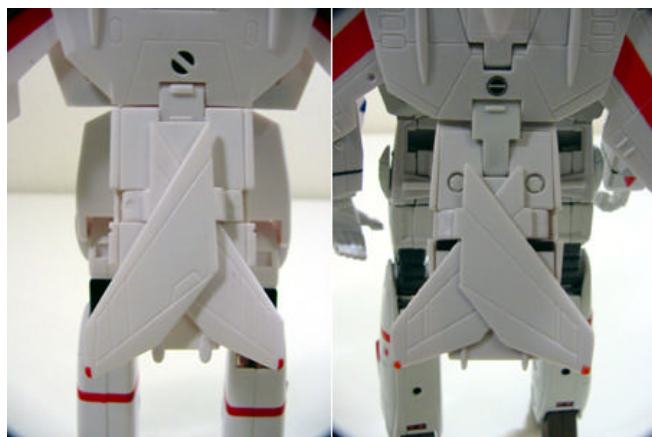


Head comparison. Personally, I like the Yamato's head the best.



Another look. Mighty HCM looking... hmmm.

TRANSFORMATION:



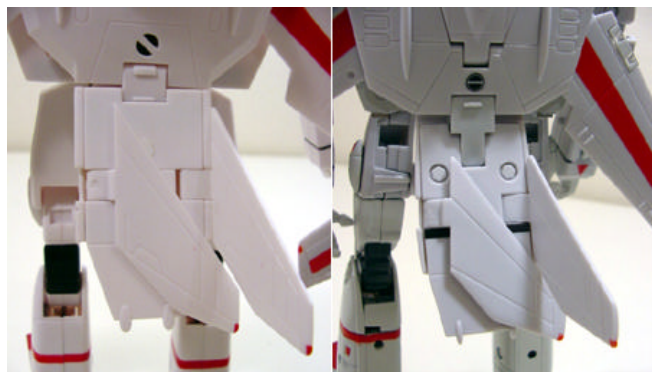
Tailfin compared to Yamato.

DIE-CAST (DIS-)CONTENT:

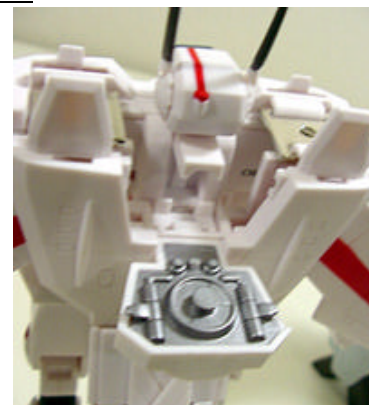


Shoulder Hinges (these are very thin and flimsy feeling), Leg Swing Bars, trapezoids on Back Plate (these are magnets to help hold the legs in place for fighter mode - they don't really work though), Landing Gear, Inside of leg has some light metal frame work.

NICE DETAIL:



Another look. It does droop a bit inverted in fighter mode, so I'd say they stole the prerefined tailfin design from the first Yamato VF-1.



Under-hatch features some cool detail. Not shown, but the tires have tread! Nice.

NOT SO NICE DETAILS:



Note the oversized, big, round Leg Sing Bar circles. Weird shaped air intake housing.



Messy looking seams, plastic features uneven finish at some parts. Paint is inconsistent with a bit of smears, overspray, and masking tape leaks... in other words, classic Toynami.

MORE COMPARISON:



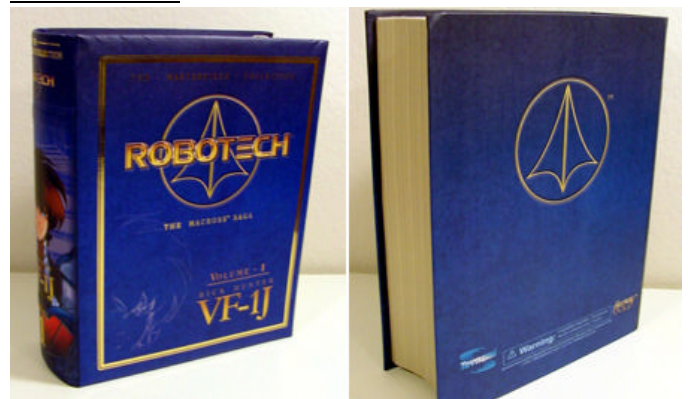
Plastic comparison, Toynami at top, Bandai at bottom. Toynami plastic has texture, not bad I guess. Bandai plastic feels more substantial though.

ACCESSORIES:



Missiles look like they are of the same quality of Toynami's Veritech Figurines and Keychains even though they are made of plastic, not PVC. The pilot is not very detailed, but not a bad attempt anyway.

PACKAGING:



Very nice, the cover is actually padded a bit, like a real hardcover book.



Box features a hidden magnetic closure. The COA isn't cheaply printed on the flap of the box. It's actually printed on a thick glossy card and attached to the box, it's removable - nice touch.



This is how you get it out of the box!



Instruction booklet includes backstory and a making of the toy article. This booklet beats out the Yamato and Bandai ones by far. The precut stickers are printed on a very thin, glossy sticker sheet with a cool translucent backing. Extra stickers are provided for further customization of your Veritech.

OTHER NOTES:

HEAD LIGHT:

i forgot to add, the light up eye switch is under the front of the nose and the wires in the head limit head movement. you can turn his head 180 degrees to it's right and about 45 degrees to the left. IMO, its a cheesy gimmick that cuts down on head poseability.

TRANSFORMATION AND PLAYABILTY OPINION:

This guy screams HCM or Taka/Bandai 1/55 with a pinch of Yamato Tailfin. Shoulder hinges are ultra flimsy, makes for a scary transformation. Joints click nice and tight in the legs, arms do not click, but pose well. I'd say it can take more abuse than a Yamato but certainly not as much as a Taka/Bandai.

The WEIGH-IN!!!

On my electronic postal scale:
 The 1/55 MPC - 9.7 oz. (274 grams)
 The 1/60 Yamato - 12.6 oz. (358 grams)
 The 1/55 Bandai reissue - 12.8 oz. (364 grams)
 The 1/55 "cheapy" bootleg - 8.5oz (240 grams)
 Overall weight winner, Bandai.
 Weight to scale ratio winner, Yamato!

The HANDS:

The trigger finger and thumbs are independent and the other 3 fingers are molded together. Poseability is okay, but the thumbs stick out when in retracted in fighter mode. Nice point is that the wrists are ball jointed.

PLASTIC FEEL:

I didn't want to say this, but quite honestly, the plastic feels like 2 grades higher than the plastic used on the Cheapy "5-Buck" Bootleg. I'm trying not to knock the MPC, but as I said before, the plastic is OKAY - almost good, BUT definitely NOT great.

MAGNETS:

I was looking at it closer today and discovered more magnets placed throughout the Veritech... I believe there are 6 of them in the arms and legs. They are supposed to make the toy tighter in Fighter mode, but it doesn't work that well.

LANDING GEAR HOOKS:

Yes, just like in the Bandai HCM, this version has Landing Gear Hooks as well.

FINAL WORDS:

I hope you have enjoyed my review of the MPC. Is the Veritech worth \$80? I'd say no, more like \$40, but for the ultimate collector, you might want to pick one up just for the sake of it. I do like the box and extras though.

It's Good To Be A Macross Fan...
 By Jeremy "Skull Leader" Housdan

As a first column for me, it's hard to decide what an appropriate first topic should be. I'm gonna turn my attention more to those who may not be up on all things available right now, so older fans may not see much of anything new here. Knowing all of the wonderful things happening in the realm of Macross, I think I'll start on one of the main reasons why it's so good to be a Macross fan right now. VALKYRIES. I've heard complaints off and on in the boards about how the VF-1 is the only Macross toy in production at the moment. Personally, I don't think we should be complaining right now when at least there are Macross toys of some sort being produced. There was a time, not so terribly long ago, when getting a hold of a genuine VF-1 toy was something like digging up a dinosaur (a select few knew

where to find them, the rest of us were largely clueless), and the PRICES we had to pay??? I can remember chucking down \$800 in hard-earned cash for a VE-1 1/55 that had NOTHING with it... no armor no nothing. Now a collector would have a difficult time fetching that price for a MIB version. With the birth of the \$5 bootleg and heavy customization markets, things seemed to be on the rise. That particular movement rather died before it reached total maturity when Yamato announced it's 1/60 scale (then 1/72) VF-1 DYRL Valkyrie lineup. Soon Banpresto followed suit with their line of "perfect variable" vending machine walks. FINALLY, the moment we'd all been waiting for... Bandai announced that it would be reissuing a number (undisclosed at this time) of the Macross 1/55 scale Valkyrie lineup. Heck, even Robotech fans have their own incarnation of the VF-1 thanks to Toynami. There are VF-1 options for EVERYONE and it isn't over yet. Neither Bandai nor Yamato show any signs of letting up. Yamato (in addition to their wonderfully flourishing 1/60 lineup) announced plans for and displayed a prototype of a new 1/48 scale that is in the works! If these go for sale, they will be the largest fully transforming VF-1 Valkyries ever sold. Bandai has their VF-1S Super Valkyrie reissue on the way soon AND there have been rumors on the fan boards (almost completely unfounded, but still interesting to ponder) that the 1/72 HCM (High Complete Model) once considered to be **THE** best and most highly collectable VF-1 toys ever made, might see reissue treatment. Several of Bandai's HCM Gundam lineup has seen the reissue light of day, and some fans are optimistic that the Valkyries cannot be far behind. We'll just have to see. Ok, here's the list... If you want a new Valkyrie, but you aren't sure exactly what you want out of it, consider the various points of each:

1. Yamato 1/60 Scale DYRL VF-1 –High Detail, Complex transformation, SOME fragility and looseness (more like an advanced diecast model), Gunpod, Wing ordinance and more decals than you can shake a stick at. Considered the most faithful to Shoji Kawamori's design so far.
2. Bandai 1/55 Reissue VF-1 –Large and sturdy, widely considered to be a classic toy. Decals PAINTED on. Comes with gunpod and gun missiles. S and Hikaru A variants have replaceable heat shields/canopies. Somewhat bulky in areas, but considered a sure thing.
3. Banpresto "Perfect Variable" vending machine VF-1 –Small and cheap! Typically pretty loose and sometimes falls apart. Moderate detail at best, but they can make some good poses if you're patient
4. Toynami 1/55 "Masterpiece Veritech" VF-1 –the ONLY "Robotech" titled fully transformable VF-1 for sale. Large scale, but fragile. Considered to be a compromise between Yamato's detail and

Bandai's sturdiness. Comes with a gunpod, pilot, ladder and wing ordinance. A light up eye and rubber wheels help to round out this VF-1's gimmicks. Okay, except there's a HEAVY price tag attached to it for a domestic release. Hardly worthy of the title MPC if you ask me... Still, if you're a robotech fan, this is the way to go.

I'm not discussing any of the Super Valkyries this time simply because I haven't had a chance to handle any of them yet. But if you want one, here are your available options:

- Yamato VF-1J Super Valkyrie
- Yamato VF-1S Strike Valkyrie (coming in September)
- Banpresto "Perfect Variable" Super Valkyrie
- Bandai VF-1S Super Valkyrie (coming soon)

Also big news, Big West announced that a toy company called "Sunwards" would be handling overseas sale and distribution of Macross toys! (*Editor's note: As of late July Sunwards US/international plans have been put on temporary hold due to Harmony Gold's objections*). This is a very recent announcement and Sunwards will open shop with Yamato's VF-1S Strike Valkyrie in September. So, as you can see...Valkyrie toys are an EXCELLENT reason to be a Macross fan right now...eventually other VFs will be produced, we just have to be patient. In my next column, I'll discuss ANOTHER big reason why it's great to be a Macross fan...movies and video! Until next time, fellow Otakus!

Macross Panel and Macross World Con 2 at the 2002 Anime Expo

Compiled by Richard "Apollo Leader" Burney

As in past years, the 2002 Anime Expo was held at the Long Beach Convention Center in Long Beach, CA over the 4th of July weekend. On the evening of July 6th, a Macross Panel was held. The most notable guest was Shoji Kawamori himself. Besides the Macross Panel, Kawamori was at the Expo to promote his latest creation, *Earth Girl Arjuna*, along with *The Vision of Escaflowne*. Kawamori, through a translator, answered questions presented by the audience at the Macross Panel. The trailer for *Macross Zero* was presented, too; this was the first time, worldwide, that the trailer had been shown to the public.

Immediately after the Macross Panel, the first part of the Macross World Con 2 was held. There were many toy/model customizations on display. Shawn Klueck had a bunch of Macross books and magazines on display. Courtesy of Yamato and Graham Parkes, Shawn had a prototype of Yamato's YF-21 with FAST Packs on display... the was the first time Yamato had allowed the FAST Pack equipped YF-21 to be shown in public! The second part of the Macross World Con 2

was held the next day at the party room of the apartment complex where Jerry "VF1x" Tsai lives in Los Angeles.

Below are some pictures taken by some of the individuals who got to attend the Expo and the Con. A special thanks to all who took these pictures!



Some of the guests at the Macross Panel included Shoji Kawamori (3rd from left – Macross creator), Shin Kurokawa (2nd from right – lead man on the Macross TV series DVD project), and Egan Loo (right – webmaster of the Macross Compendium). (Courtesy of Nicholas "Solscud007" Chen)



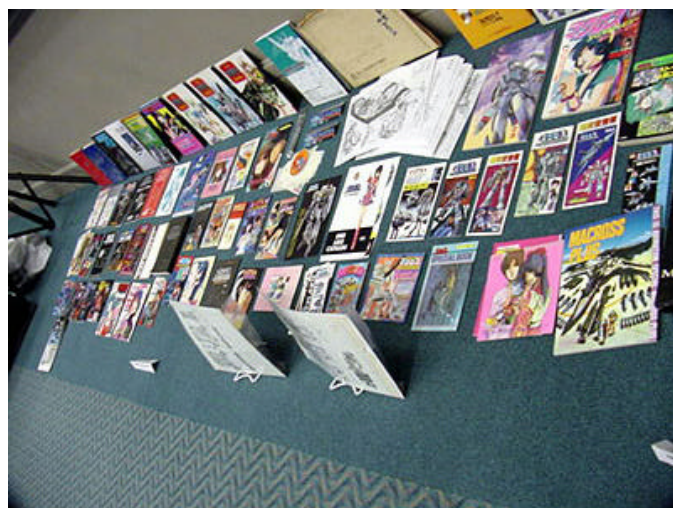
The man, the myth, the legend himself, Shoji Kawamori! (Courtesy of "Major Tom")



Kawamori takes questions from the audience (Courtesy of Jerry "VF1x" Tsai)



Welcome to the Macross World Con 2! (Tsai)



Part of Shawn Klueck's book collection. (Tsai)



Thanks to the fine people at Yamato and Graham Parkes, Shawn was able to procure the prototype of the FAST Pack equipped YF-21. ("Major Tom")



"Doh!!!" Shawn accidentally snapped one of the YF-21's legs off. I wonder if Yamato will give Shawn and Graham any more exclusives ?;) (Courtesy of "Valkyrie")



Lego Valkyries! (Tsai)



There were even more toy/model customization jobs at the second day of the convention. (Tsai)



Shawn reads off the winners of the various customization categories. (Kevin "Valkyrie Exchange" Lam)



Some of the customization jobs included VF-1D conversions of Yamato's 1/60th scale and Bandai 1/55th scale Valkyrie's, and "Rick The Hunter's" controversial Nazi style Valkyrie. (Chen)



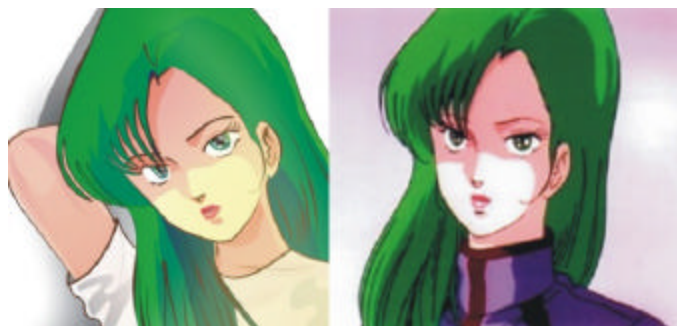
Group shot of Macross World Con 2! (Lam)

Macross Fan Art

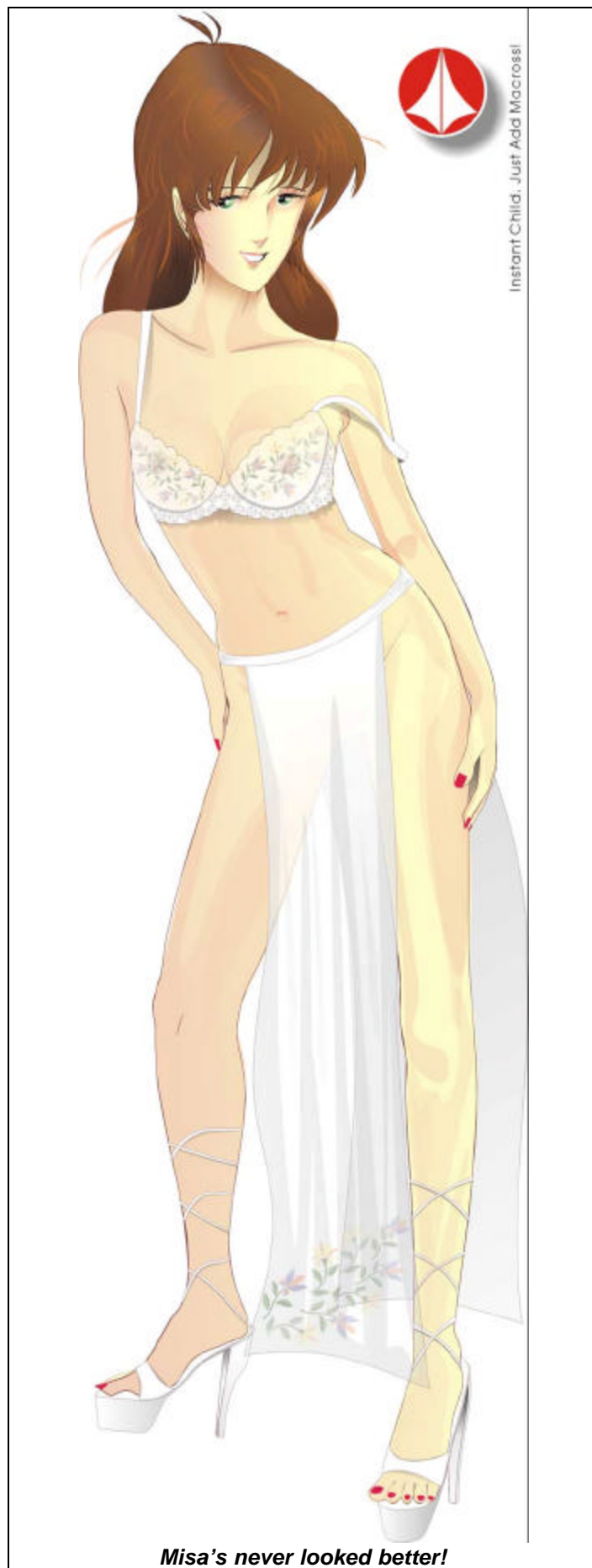
For the first installment of the fan art section, I've included Gordon "Beware of Blast's" sexy depictions of two of classic Macross' most popular women, Macross 1st officer Misa Hayase and Zentradi ace pilot Milia Fallyna. Sorry, Minmay fans, Gordon hasn't provided me anything similar for her yet!



Got Macross? Milia does!



The picture on the right is the original Mikimoto depiction that Gordon based his "Got Macross?" Milia from. A pretty good tribute if you ask me.:)



Misa's never looked better!