

It's that time again ... time to join Sinbad the Sailor, faithful 1st Mate Rachid, the Grand Vizier, Margiana, the beautiful slave girl, and the rest of the crew as they set sail for the strange land of Marabia on **THE GOLDEN VOYAGE OF SINBAD**. Sinbad scholar Doug Murray recounts that perilous journey—a journey full of evil wizards.

hideous homunculi, savage centaurs, animated statues and other of Ray Harryhausen's special effects wonders—here in his royal TMT Filmbook treatment of the sequel to 1958's **7TH VOYAGE OF SINBAD**. If you think Sinbad had problems on the **7TH VOYAGE** read on and see the dangers awaiting him on the **GOLDEN VOYAGE**.



If Sinbad & Company had gotten a glimpse of this hectic panorama of the woes Ray Harryhausen had in store for them on **THE GOLDEN VOYAGE OF SINBAD**, they might have been content to stay home.

Sinbad (John Phillip Law), flanked by Margiana (Caroline Munro) and the Grand Vizier (Douglas Wilmer), sets foot on dry land, unaware of the dangers lurking there.

It is summer, 1958, and you have just emerged from the dark coolness of the local movie theater into the blazing sun. The light is blinding, but it doesn't seem to bother you, your mind is still far away, in ancient Araby with the heroic Sinbad and beautiful Parisa. You have been with them through many adventures, have seen them safely off on their homeward voyage, and the experience is still very real to you. Of course, it, like everything else, was only a movie, **THE SEVENTH VOYAGE OF SINBAD**, but for you it was an experience, an experience generated by the incredible special effects: the Cyclops, Roc, and most impressive, the Man vs. Skeleton fight. Yes, the special effects made the whole experience real, the special effects of Ray Harryhausen.

Well, Ray Harryhausen is back. Yes, he's done work since 1958, and fine work at that: **JASON AND THE ARGONAUTS**, **VALLEY OF GWANGI**, **FIRST MEN IN THE MOON**. But now he's returned to that magical time, that Arabian atmosphere of his earlier triumph; now he's gone back to the world of Sinbad the Sailor.

#### SINBAD SETS SAIL

**GOLDEN VOYAGE OF SINBAD** is not an exact sequel to **SEVENTH VOYAGE**, not really. Sinbad is back, the locale is the same, and there IS a quick reference to the earlier version in the course of the film. But this is a different Sinbad, taller, heavier, bearded, with a strange accent, and without his princess Parisa. And this is a different Arabia, larger, more detailed. And the story is certainly different: Where **SEVENTH VOYAGE** ends with Sinbad's ship sailing into the sunset, **GOLDEN VOYAGE** opens with it sailing out of the sunrise. We move in on the peaceful scene of a routine sailing day, the



crew performing their various tasks or relaxing on deck "amusing themselves" as seamen do. Suddenly, there is something strange in the sky—an oddly-fashioned figure appears. It is not a bird, and cannot be a bat, although its wing structure certainly suggests that. Seeing the agitation of the crew, and then the reason for that agitation, Rachid, the first mate, calls for "Captain Sinbad!"

Sinbad emerges, tall, broad-shouldered with a brown beard and turbaned dome; he peers around to see why his second-in-command has summoned him. Glancing up, he sees the reason soon enough. The creature is now almost directly over the ship. It does indeed look like a bat, although the body is longer and better articulated. It holds something large and glittering in one of its claws.

#### AN AYE FOR AN AYE

"What is it, Captain?" Rachid asks. "We're too far asea for gulls." "Aye," Sinbad replies. "And it's too large for a Jackdaw." "Aye."

at the winged intruder. The arrow skims just past the creature, startling it into dropping its shiny burden. The golden object plummets to the deck, barely missing Sinbad, who turns at once to examine it: "Why it's an amulet such as men wear on the mainland!"

"Throw it overboard," cries Rachid. "It is a thing of evil, I feel it!"

"Nonsense," says Sinbad, picking it up. "It's..."

But then a strange thing happens to the Captain. All movement around him seems to cease. He can see his men standing as if frozen to the deck, then in front of him a strange mist forms. The mist congeals into the form of a beautiful woman, a dancing girl, her face veiled. On her hand is a strange sign, a staring eye. She seems to beckon Sinbad closer as her voice whispers his name over and over. He steps

But one of the seamen plans to simplify this indirect identification procedure. Drawing back his bow, he lets fly a shaft



Koura (Tom Baker) confers with his loyal homunculus, a weird, winged spy who keeps a close and watchful eye on the activities of Sinbad and crew.



The hideous homunculus continues his covert activities, following the progress of Sinbad and friends and reporting all to the demonic Koura, a wicked wizard with many a terrifying trick up his ample sleeve.

toward her ... Suddenly a sharp pain burns his cheek, the world takes on life once again and he can see the flying creature at very close range now—it looks to be some sort of miniature gargoyle, the body of a man with large taloned feet, a catlike face and bat-wings. The thing swoops down once more, attempting to kill the Captain and recover the lost trinket. But Sinbad drives the creature off with a few swings of his sword and, seeing the little creature fly away, turns command of the vessel over to Rachid while he retires to his cabin, the strange gold amulet around his neck, to puzzle out the strange happenings of the day.

Night, Captain Sinbad lies sleeping fitfully in his bed, strange dreams causing chaos in his head. Again he sees the girl, dancing gracefully, the strange ocular mark prominent on her hand. Then a darkening shadow, the girl's cries of "Sinbad" grow weaker, a strange, black, bat-like shape engulfs her, and Sinbad finds himself staring into two ice-blue eyes, eyes which seem to hold a strange power over him. He struggles and ... awakes to find Rachid shaking him.

"Captain, we need help ... a sudden storm ... we are unprepared! We will capsizel!"

#### HIGH-WATER HAVOC

Sinbad shakes off the dream as he rises and runs from his cabin. Stepping outside, he is immediately soaked to the skin. Such a storm! The waves are 20 feet high, wind tears at the still unfurled sails and bolts of lightning split the heavens! Sinbad rushes to the helm. With a superhuman effort, he

Beautiful slave girl Margiana offers aid and succor to the troubled Sinbad, who, probably due to an oversight on the part of the screenwriters, doesn't realize he's in love with her till the movie's almost over.



navigates the ship through jagged rocks then, as suddenly as it came, the storm subsides. The ship floats on a calm sea, in sight of land.

Morning, Sinbad stares at a pastoral shoreline. Then, he sees something. It is a man, cloaked in black, batlike. Turning to Rachid he orders, "Anchor in the harbor of Marabia. I will join you there." With that he leaps into the sea, swimming swiftly to shore.

Wading ashore, Sinbad wipes his sword on his sash and sticks it into the sand to dry while he empties water from his seaboots. Suddenly he notices a long black shadow on the sand before him. Leaping back, he looks upward at a pair of icy blue eyes set jewel-like in a smiling face. The man speaks. "I am Prince Koura, and you have my property." Indicating the amulet, he adds, "I want it back." To further underscore his determination, he draws a jeweled sword from beneath his robes.

Sinbad, stepping back, reaches for his own sword, but there's nothing there! Turning, he sees a smiling man holding his sword menacingly in hand.

"It seems I would have no choice," Sinbad replies, taking the amulet from his neck. Moving towards Koura, he makes as if to hand the amulet to him, then, with a sudden move, waves it in the face of the prince's horse. The animal bolts, and Sinbad, acting quickly, turns and leaps on the horse of Koura's assistant, spurring the animal towards the city of Marabia.

#### MAN WITH THE GOLDEN MASK

Reaching the city, the evil prince at his heels, Sinbad races through the gates to be confronted by another strange sight: a man in a golden mask!

The man rides with numerous mounted guardsmen, who immediately move to capture Koura. But it is too late. With a hastily murmured incantation, the evil Koura brings the gates of the city down in the faces of his pursuers and rides away unhindered.

"I am the grand Vizier of Marabia," the masked man informs our hero. "And you have been sent by destiny. This I know by that which you wear around your neck."

Later, seated in a mysterious underground room, Sinbad tells the story to the vizier.

"A strange story, captain," the Vizier agrees. "But I believe you. You see, I am the true and proper heir to the sultans of Marabia. When the old sultan died, he told me of a secret, a secret that would lead to many riches. A secret hidden in his room. So I rushed here, to read the secret from the paintings on these walls," he reveals, indicating the charred surroundings. "But as I arrived, a ball of fire destroyed all, including my face, which is why I wear the

raised in supplication, begging to be heard.

"You are as good as I have heard, oh Captain," he cries. "Please come with me."

#### AN OFFER HE CAN'T REFUSE

Puzzled, Sinbad follows the fat man to a nearby house, and seats himself as the man calls for coffee and sweet cakes.

"I am Hakim, a merchant of this city. And this," he says, gesturing at a drunken boy sleeping peacefully in the corner, "is my son, Haroun. I want you to take him to sea with you. I will pay two hundred gold coins if you will take him on your next voyage."

Sinbad shakes his head.

"THREE hundred gold coins!" the fat man offers.

"No, I couldn't even use him for ballast," laughs Sinbad, getting up to go. Turning, he almost walks into a young slave girl bringing coffee. The girl is beautiful, but what stops Sinbad in his tracks is her hand ... on your right hand is drawn a large eye!

The siren-shaped figurehead of Sinbad's ship comes to sudden, sinister life through the monstrous magic of the diabolical Koura and sends the alcoholic Haroun scurrying to safety. A quick-thinking Grand Vizier helps out by forcing the overbearing statue overboard with a deft thrust of his trusty torch, but not before it makes off with Sinbad's invaluable chart.

mask you see now. All I have left is this box and the hope that someday, someone will come to help. You are that someone, for in the box is the duplicate of the amulet you wear." So saying, he withdraws another, similar golden amulet from the box.

Sinbad places the two together, unsurprised when they interlock into one. Studying the integrated pieces, Sinbad suddenly exclaims, "Look, Vizier, they form a map! There's the north star, and there's the meridian..."

"And you are a sea captain! We must follow this map and find the treasure at its end before Koura does. For should Koura gain this, he will have Marabia, and freedom will be lost here forever."

"But he cannot know," Sinbad replies.

Miles away, Koura smiles. Rushing back to his castle, he had dispatched his messenger and spy, the same homunculus Sinbad had gained the amulet from earlier to eavesdrop on Sinbad and the masked man. Koura now knew all.

"Achmed," he shouted. "Get us a boat and a sea captain. We sail in the morning."

Sinbad, too, plans to sail in the morning. After making plans with the Vizier, he walks back through the city's marketplace on the way to his ship. Stopping for a cup of coffee, he confirms something he had noted before: Two men are following him! Dodging down a side street, Sinbad ducks behind a corner and waits for his pursuers to catch up. As they do so, he leaps from hiding to trip the larger of his foes and sends him sprawling into a pile of trash. Then, he dislodges the awning above the pile and lets it fall, entangling his opponent. Turning to the second man, Sinbad sees a stout merchant, his hands

"Ah, the girl finds favor in your eyes? She is yours. Take her and my son ... please!"

Sinbad hesitates.

"My son, the girl and FOUR hundred gold coins. A deal?"

"A deal," Sinbad reluctantly accepts.

Next morning Sinbad's crew is treated to a strange sight—the ship is boarded by their captain, a beautiful girl, a drunken boy, and a man with a head seemingly made of gold.

"Allah help us," Rachid mutters. "This is certainly a strange voyage."

#### UNSMOOTH SAILING

The ship sets sail. All aboard, even the now-sober Haroun, settle down for the long voyage, and no one is aware of the ship behind them ... A ship carrying the evil Koura and his surly assistant!

That night, Haroun, pulling watch, sees a light astern. The Captain, seeing the pursuing ship, realizes who it must be and decides to lose the pursuers. Guiding the ship to the East, Sinbad turns her into a shallow sea filled with rocky reefs and treacherous waters.

The magician's ship falls far astern. "Faster," Koura orders. "We will lose them."

"If we go any faster," his captain replies, "we will lose the ship."

"What do we need to catch up with Sinbad?" asks Koura.

"He must have a chart..." So hearing, the magician hurries below deck.

On Sinbad's ship, strange things begin to happen. Haroun, leaning on the siren-shaped figurehead of the foredeck, finds himself almost falling overboard. Looking

up, he sees the figurehead move. Terrified, not sure if it is really happening or if it is just a drunken hallucination, Haroun hurries to his cabin.

But it IS really happening. The



Koura convinces hostile natives of the awesome power of his black magic when he gets their six-armed goddess to do an impromptu dance and generally behave in a manner most unbecoming a six-armed goddess.

figurehead, directed by Koura's evil magic, rips itself free and, striding back toward the cabins, effortlessly tosses a seaman overboard, as though the stout sailor were but a mere child.

Reaching the cabin area, it smashes down a wall and grabs the chart it has been searching for. Sinbad and his men, shaking off their amazement, attack it with torches. The thing grabs a metal harpoon and swings wildly at the men. Finally, backing up, it crashes through the railing and falls into the water, the metal harpoon carrying it straight to the bottom.

The Vizier looks at Sinbad. "It has the chart."

"Yes," Sinbad replies. "But I have it too. Up here," he explains, pointing to his pate.



A horde of highly excitable little green men decide to decapitate Sinbad when he stumbles into their lair. It was the evil influence of the wicked wizard that made them do it, however.

Meanwhile, Koura, spent and sagging, has brought the figurehead aboard ship. Grasping a sword, he severs the wooden hand and hands the chart to the captain. "Here, captain. Here is your chart."

#### AN EERIE EXPEDITION

But Sinbad's long lead proves insur-

mountable. Morning finds Sinbad, the Vizier, Margiana (the slave girl), Rachid, Haroun and two other sailors landing on a strange beach ... a beach surrounded by cliffs with curious carvings, the heads of gods and demons. Reaching shore, Sinbad turns to the Vizier for instructions.

"We must go to the cave of the Oracle," he says. "There we will learn all we must."

Following faint trails and wraithlike figures, they finally arrive at a cave near a ruined temple, unaware that behind them Koura and Achmed have landed and are following quickly. They are equally unaware that Koura's spy, the winged homunculus, is watching their every move.

Sinbad's party descends to the cave of the Oracle. There, they hand the joined amulets to the priestess of the Oracle, a wizened old crone.

The amulets are placed in a small alcove on the side of a deep well. A strange rushing sound begins far below. Suddenly, on the top of the well, a ball of green fire appears, and in it is a face ... the face of a Herculean man, a man with the horns of a goat: the Oracle himself!

Speaking in rhyme, the Oracle tells them of good and evil, of the need for them to win their race with Koura, and finally instructs them to go north, to find the third segment of the amulet and the Fountain of Destiny, the place of the Gods!

But Koura has heard all. Through the ears of his homunculus spy, Koura has learned all that Sinbad has, and now moves to prevent further competition. Taking vials from his chest, he places them in the cracks of the cave opening. Moving back, he concentrates and soon a great explosion rocks the earth. The cave opening collapses; Sinbad is trapped! Koura hurries off to the north.

In the cave, Sinbad and his friends are understandably despondent. Trapped, unable to stop Koura, Sinbad looks for a means of escape. Glancing up, he sees a hole in the roof. Turning to his men, Sinbad orders them to remove turbans, sashes, anything that can be tied together to form a long strong rope. Sinbad pulls a metal leg off a smoking brazier and shapes it into a straight arrow. Fastening the makeshift rope to the arrow, Sinbad fires it through the roof-hole. Pulling on the rope, Sinbad finds the arrow caught tight and gets ready to climb.

"Let me," Haroun cries. "I'm the lightest."

"Ah," Sinbad replies, "but I'm the most foolhardy."

Special effects ace Ray Harryhausen did these pre-production sketches of some of the planned highlights of THE GOLDEN VOYAGE OF SINBAD before constructing the actual models.



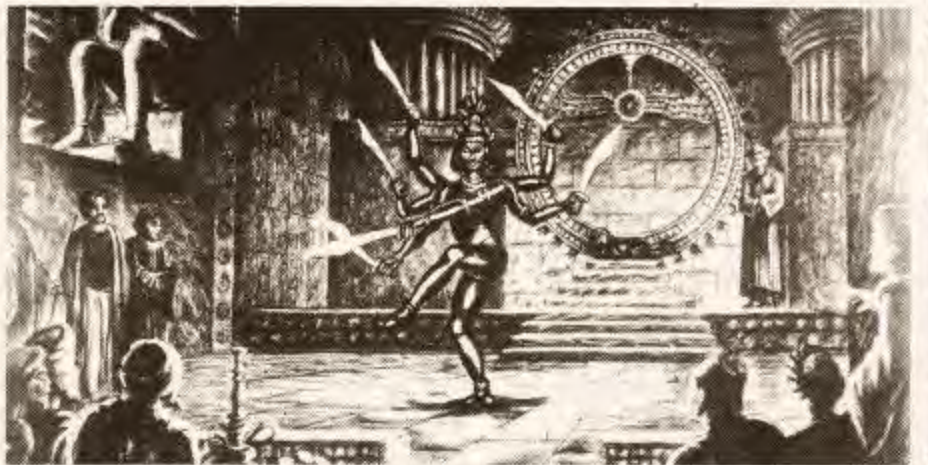
Koura instructs his faithful homunculus to do his evil bidding.



Sinbad and his small brave party approach the cave of the Oracle.



The fiery face of the Oracle divulges the secret of the amulet.



A six-armed goddess with a sword in every hand is brought to life by Koura's black magic.



Sinbad and companions encounter the wrath of the mighty Centaur.



A strange native horn blows a menacing note, summoning forth the cyclopean Centaur, half-horse, half-man, all-hostile.



Spying the intrusive Sinbad, the Centaur gallops into battle, oversized club in hand.

with his free hand, feels the arrow begin to slip. But then another arrow speeds by, fired by Haroun. The homunculus falls, the arrow piercing its body, and Sinbad climbs to safety, pulling the rest of the party behind.

Miles away, Koura cries with pain. His mind recoils from the death of his creation. His face looks like that of a much older man. "I must get there," he thinks. "I must not lose."

#### LITTLE GREEN MEN

Suddenly, the jungle is filled with wild yelling. Koura and Achmed find themselves surrounded by scores of little green natives. Natives with razor-sharp weapons. Natives who motion the wizard and his assistant into a ruined temple.

Koura tells his assistant not to worry, that they are bringing them before their goddess Caro and that he can control the situation. Achmed swallows the bile of fear but retains his composure.

Standing before the six-armed goddess, Koura is unimpressed. Taking a vial from his robes, he throws it at the goddess and orders the statue to dance for him!

Before the amazed eyes of the natives, the goddess leaves her pedestal, the metal of her body creaking, and does a ceremonial dance before this black-clad stranger. As the dance ends, they hurl themselves to the floor before Koura in a frenzy of fear.

Koura orders them away and tells his servant to meet him at the ship, then proceeds to ransack the temple in search of the missing third of the amulet.

But instead of finding, he is found. Sinbad and his little band enter, having followed Koura's path. Sinbad confronts the now-ancient magician and, drawing his sword, announces it is time to kill the wizard. "A fair fight."

"Aye," Koura replies, "a fair fight." So saying, he tosses his sword to the statue. The goddess' hand snatches the blade from the air and five identical ones sprout from her other hands. Sinbad, astounded, finds himself facing an incredible foe.

But Sinbad fights, and fights expertly. Swords swing and clash. Sinbad's men rush to the aid of their captain. The statue fights with deadly skill; one of Sinbad's men is killed. Rachid is wounded, but the statue is forced up the stairs to a ledge. There, engaging Sinbad to the front, it misses the approach of Haroun who pushes it off the side.

The goddess drops some twenty feet and shatters on the stone below. Sinbad, gazing on the defeated terror, sees something of interest—the missing third of the amulet! But before he can reach it, Koura returns, accompanied by scores of the green natives! Sinbad and his men, helpless against such numbers, are quickly taken captive.

Koura, chuckling, takes the three pieces of the amulet and informs the captives that the natives are enraged at their sacrilege and are sure to kill the intruders. Certain of his triumph, the wizard walks off to his final destination.

#### SINBAD EVADES BLADE WITH AID OF SAVING SLAVE

And it looks like the wizard does have



Issuing forth a combative bellow, the monster closes in on the overmatched human.

his way in the matter. Sinbad, carried by a dozen of the natives, finds himself on a sacrificial altar, about to be beheaded by a native blade. It looks like the end. But, then, Margiana pleads with the natives to stop, raising her hands in supplication. The tattooed eye comes into view for the first time. The natives are amazed. They chatter among themselves, then carry the screaming girl into a nearby cave, forcing her companions to follow. In the cave, the natives stop before a gaping crevice, lowering Margiana in a huge basket. The Vizier and Sinbad realize they plan to sacrifice the girl to their one-eyed god!

The girl is left sobbing at the bottom of the pit as the natives blow on a strangely-shaped horn. An answering bellow comes from a tunnel. Then the noise of hooves, giant hooves. Suddenly, from the tunnel mouth steps a strange creature. A centaur. Half-horse, half-man. Cyclopean, with clawed hands and a heavy, furred body.

Margiana screams at the sight, and the centaur, seeing the girl for the first time, reacts in the manner of monsters everywhere, reaching for her, picking her up and carrying her back to his lair.

Sinbad, meanwhile, struggling furiously with the natives, finally manages to break free and, with his companions, forces the little men back. Sinbad's men lower themselves to the cave floor and hurriedly follow the centaur's trail.

Reaching a branching of the centaur's tunnel, Sinbad breaks up his group and all plunge forward, trying to find Margiana before it's too late. Sinbad soon finds the centaur's lair. Human bones, skulls, and filth line the place, and in its midst, sobbing but alive, is Margiana.

"You followed me?" the girl asks in amazement.

"Of course," Sinbad answers, finally realizing he loves her.

Standing, the two make their way forward, looking for the end of the tunnel. Finally they break into a huge cavern, a cavern whose center is filled with a fountain, the Fountain of Destiny. Crouched before that fountain, his youth returned and the remaining two segments of the amulet in his hand, is the wicked wizard Koura!

Sinbad moves stealthily to the wizard and, before Koura can grasp what is happening, snatches the two remnants of the amulet from his hands.

"You are too late, Sinbad," Koura cries. "I have regained the energy of youth."

"Perhaps," Sinbad rejoinders, "but I'll deny you the other two boons with my sword."

Koura's face darkens, as he kneels chanting incantations to his evil gods, begging for the death of Sinbad, the last obstacle to his success.



Sinbad draws his sword, determined to fight a brave, if losing, battle with his inhuman foe.



Fortunately, a quick call for help goes out to the gods and they respond by sending the grotesque Griffin to Sinbad's rescue. A vicious battle ensues, and though the Griffin loses, Sinbad's men manage to dispatch the wounded Centaur.

And the gods are quick to answer Koura's prayers. From the tunnel mouth steps the centaur, a huge club in hand. It charges Sinbad with murder in mind.

Margiana screams. She falls to the floor, pleading with Allah to send aid to Sinbad.

#### BATTLE OF THE BEASTS

And her supplications are answered just as speedily. From another branching of the cavern, a roar is heard, and into the cavern stalks a griffin. Half-eagle, half-lion, the beast is a natural enemy of the centaur. And trumpeting its call, it attacks.

Griffin and Centaur lock in mortal combat. And the Griffin is the stronger! The centaur is forced back, its struggles weakening, blood flowing from numerous wounds.

But Koura steps in! Seeing his last chance fading, the evil magician's sword flashes and the griffin falls, the tendons in its rear leg severed. Now crippled, the griffin is no match for the centaur, who quickly finishes it off. Now the centaur turns back to Sinbad.

But the battle has brought the rest of Sinbad's party, and, as one, they attack the beast. All are unsuccessful, but in the melee Sinbad jumps onto the back of the creature and, stabbing it repeatedly in the neck, finally succeeds in destroying it.

Sinbad drops to the floor, exhausted, the two remaining pieces of the amulet falling unnoticed to the floor as Margiana rushes to the aid of her hero. Koura, in a final attempt to wrest the treasure from Sinbad's grasp, plucks the fallen pieces, rushes to the fountain and throws one in.

"I have you, Sinbad!" he cries. Sinbad looks on, stunned, as the magician's body disappears, made invisible by magic. But Sinbad does not give up. Able to see only Koura's sword, Sinbad fights valiantly and finally, with a deft move, disarms the villain.

"You have done me a favor, Sinbad," Koura cries. "Now you can't see me at all." Sinbad flails wildly at air, knowing it is hopeless.

"Sinbad," Margiana cries, "behind you!" Sinbad turns and, outlined in the waters of the fountain, is the figure of Koura, dagger in hand. Sinbad quickly throws his sword, and the wizard dies, victory snatched from his hands and all breath from his body.

#### SINBAD SPURNS SULTAN'S THRONE

The waters of the fountain run red with blood, as the magician, along with the third amulet, fall into them. Sinbad and Margiana, standing together, see a strange sight in the waters ... a vision of Sinbad, wearing a crown of pearls and gold. Margiana trembles; she knows now

that this is Sinbad as a sultan, and a sultan cannot love a slave girl. But Sinbad motions her to stillness.

"Vizier," he calls, lifting the crown from the waters. "Are you not the true heir to the sultans of Marabia?"

The Vizier steps forward, puzzled by Sinbad's words. Sinbad turns to the man, places the crown on top of his golden mask. "This, then, is your crown."

As the crown settles on his head, a miraculous thing happens. The golden mask seems to melt away, revealing the unscarred and handsomely restored face of the Vizier. In wonder, Sinbad and his men walk from the chamber.

Later, on board ship returning to Marabia, Margiana, standing by Sinbad, asks, "You saw the vision, that crown was yours. Why did you give it away?"

"I value my freedom," Sinbad answers, "and a sultan cannot even marry whom he will."

Then, grasping the girl in his hands, Sinbad looks forward as his ship ventures once more back to the world of reality. □

**THE GOLDEN VOYAGE OF SINBAD (1973).** Produced by Charles H. Schneer and Ray Harryhausen. Directed by Gordon Hessler. Special effects by Ray Harryhausen. Starring John Phillip Law (Sinbad), Caroline Munro (Margiana), Tom Baker (Koura), Douglas Wilmer (Grand Vizier), Martin Shaw (Rachid), Kurt Christian (Haroun), Takis Emmanuel (Achmed), and John D. Garfield (Abdul).

With the wicked Koura dead and gone, Sinbad places the coveted crown of gold and pearls atop the pate of the Grand Vizier, rightful heir to the sultans of Marabia. All Sinbad gets for his considerable troubles is four hundred gold coins and the undying love of a beautiful slave girl, which, in those days, wasn't a bad deal at all.



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Wanted: any monster mags, stills, and toys. Send list, prices and condition to: Phillip Briggs, 14 Spring Street, Hoolton, ME 04750.

For sale: Werewolf by night 1 and Tomb of Dracula 6. In reasonable condition. Mark Carroll, 15 Estates Lane, Shoreham, NY 11786.

Wanted: old Daredevil comics. Send selling list to Russell Williams, 1909 Amsterdam Ave., Apt. 6H, New York, NY 10032.

Wanted: any information over Godzilla, Rodan, Ghidrah, Baragon, Kelley Barber, 1617 N. Pacific, Conroe, TX 77301.

Wanted: soundtrack albums from these 4 James Bond movies: Dr. No, From Russia with Love, Thunderball, You Only Live Twice. Send price and condition to: Ravindra Sriram, 133-12 Sanford Ave., Flushing, NY 11355.

For Sale: first collectors copy of Marvels new monsters of the movies. Send self addressed envelope to C. Billingsley, Drawer 31, Mansfield, LA 71052.

Wanted: fanzines, comic books, movie stills, 16mm films. Sam Park, 406 Oak St., Malden, MA 02148.

Interested in books, stills, articles from TV series Get Smart, also Sherlock Holmes movies articles. Lynde, 411 E. Hacienda Dr., Corona, CA 91720.

Wanted: Fury comics in either comic strip or comic book editions. Interested in obtaining entire series if possible. G. Moore, 93 Bristol Rd., Wellesley, MA 02181.

Movie collection, old/new. Photos, film, mags, posters, books. Selling/buying. Plus list of other collectors. \$1.00 (refundable) brings large list and future mailings. Lewis, 1425 Tully Rd., #7, Modesto, CA 95350.

For sale: EC paperback The Autumn People by Bradbury, \$3.50. Wanted good condition Frazetta, Ingles, Davis, R. Jones, Box 5, King, NC 27021.

Star Trek info, memorabilia, fanzines. Anything and everything. Star Trek wanted, welcomed and desired. Write: Lori Chapek, 317 Yakeley Hall, Michigan State University, East Lansing, MI 48824.

Wanted: paperbacks from the TV series The Avengers #2-47. Send to Spencer Morris, 3139 Hudson Dr., Cuyahoga Falls, OH 44221.

Star Trek fans. Pictures, slides, pens, bumper stickers, and other unique souvenir items from the show. Send 50¢ for catalogue to Star Trek Productions, PO Box 127, Holmes, PA 19043.

Wanted: Perry Rhodan issues No. 1 thru 20 and No. 24. Must be in good or fair condition. Hurry, immediate reply. David Allen Prekup, 214 Second St., Vestaburg, PA 15368.

Wanted: Blazing West and Western Crime Busters comic books. Send price. James McCann, 638 Breckenridge, Lexington, KY 40508.

Wanted: Star Trek items. List price & name to: Jeff Raleigh, 838 E. 237th, Euclid, OH 44123.

Wanted: anything having to do with Star Trek or Godzilla. Richard Swol, Taylors Falls, MN 55084.

Original art for sale by Clockwork Alex! No realistic type crud! Marlon Slater, 629 E. 31st St., Minneapolis, MN 55407.

Sale: Ellison paperbacks. Stamp for listings. Wanted: Doctor Who, Lost in Space, Irwin Allen material! Ron Sapp, 589 North Dupont Highway, Dover, DE 19901.

Movie Posters — Pressbooks — Stills. Actual posters used by movie theatres. Thousands of titles available. Horror and science-fiction specialists. Also souvenir programs, star portraits and monster magazines. Fantastic selection of old pressbooks back to early 1930's. Catalog \$1.00 (refundable with order). The Cinema Attic, Dept. MT, P.O. Box 7772, Philadelphia, PA 19101.

Non-profit Star Trek Club receive I.D. card, charter, certificate, pen-pal address. Send Name, address, complete autobiography to: Trekkies United (West of Mo.) 1824 Sergeant, Joplin, MO 64801 (East of Mo.) 820 Mt. Prospect Ave., Newark, NJ 07104. Send \$1.00 for materials. No one under 12 please.

For sale: photos of U.S.S. Enterprise of Star Trek fame. Enclose 10¢ for price list of all photos. Fast delivery, efficient order processing. Write: D-R Enterprises, 322 Southbrook, Jackson, MS 39211.

Wanted at reasonable prices & in good condition. World Famous Creatures, Monster Parade, Mad Monsters, Horror Monsters, Fantastic Monsters of Filmland, For Monsters Only, Monster Mania, Bizarre 1962, Monsters Unlimited, Modern Monsters, Monsters & Things, Orpheus, Journal & Castle of Frankenstein & Shriek. Correspond with Alfred Nazario, 1320 Sheridan Ave., Bronx, NY 10456.

Wanted: The Outer Limits bubble gum cards. New or in good condition. Also stills or film if possible from The Outer Limits. Write: J. Michael Burns, 9 Sherbrooke Drive, Hyde Park, Wilmington, DE 19808.

Send a 10¢ stamp for our comic selling list. Marvel, DC, etc. You'll like our prices! Hurry! Norm Partridge, 119 Seville St., Vallejo, CA 94590.

I'm a serious collector of James Bond. I will pay any price, if you have what I want. I will pay for information as to where I may be able to buy James Bond items. I'm only interested in the first seven James Bond movies, anything having to do with "Live and Let Die," or newer I'm not interested. Send your James Bond selling list. David Sill, 480 NE 74th St., Miami, FL 33138.

Wanted: makeup info. And Planet of Apes stills, posters, also info on Wolfman makeup. Write Wolfgang von Kleinschmidt, 1808 Wisconsin Ave., Racine, WI 53403.

Wanted: Anything that has to do with Star Trek and back issues of DC comics. Send price list. Tom Stillabower, 199 N. Home Ave., Franklin, IN 46131.

Movie items: Photos, film, posters, books. Buy/Sell. Plus list of 50 other collectors of movie memorabilia. \$1.00 (refundable) brings large brochure and future mailings. Lewis, 1425 Tully Rd., #7, Modesto, CA 95350.

Wanted: Dead of Night material. Posters, stills, pressbook, esp. lobby cards. Will buy or trade for: Write Mark Walker, 525 N. Kenwood Ave., Baltimore, MD 21205.

WANTED — WANTED!!! Old radio and comic premiums, to expand our museum of relics, trivia and the lore of 20th Century pop-art. Things like the BUCK ROGERS PISTOL, or a CAPTAIN MIDNIGHT DECODER RING, and all the rest of the stuff. These things have a place in our history, and we have a place for them on our shelves. Please send description and condition of items, plus the price you're asking, to THE MONSTER TIMES MUSEUM, P.O. Box 595, Old Chelsea Station, New York, N.Y. 10011.

Wanted: any material (stills, paperbacks, etc) on TV series The Avengers, with P. Macnee and Diana Rigg only. Also wanted any material on any or all of the following films: Barbarella, Captain Kronos Vampire Hunter, and Golden Voyage of Sinbad. Write: Chris Garcia, 300 S. Dave Dr., San Pedro, CA 90732.

Wanted anything on Godzilla & the Japanese monsters. Stills, magazines especially TMT #7, posters, etc. Send description or picture & price to: Eric Gipson, 1209 Lincoln, Pacific Grove, CA 93950.

Wanted any Kong material, stills, articles, etc. Also wanted, issues 1-3 of FXRH magazine. Write Steve Tabell, 4067 W. 220 St., Cleveland, OH 44126.

Wanted Star Trek stuff, bubble gum cards, posters, pictures, comics, info on where to get replicas of phaser, communicator, tricorder. Please send price list. Robert B. Hess, 2949 S. Quince, Olympia, WA 98501.

8mm-16mm King Kong free catalogue. C. Philp, 692a Yonge, Toronto, Canada.

Comics digests wanted. Archie # 22; Dennis the Menace/Little Lulu. Also want Pogo books, comics and material. Send info, prices to: Harvey Abel, 203 Colborne St., London, Ontario, Canada.

Wanted: Monster posters will pay fair price. Tom Reinart, 394 W. 6th St., Winona, MN 55987.

Wanted: Star Trek pictures, posters, anything to do with Star Trek. Send price list to: Larry Marso, 5498 Blossom Wood Dr., San Jose, CA 95124.

Wanted: Male penpal 10-14 who likes monsters, nature, Star Trek. Will play chess through letters. Mark Sturmer, 1209 83rd Ave., No. Minneapolis, MN 55444.

Wanted: penpal that are interested in Horror movies and the occult. Girls, only over 24. D. Williams, 2921 N. Gresham, Chicago, IL 60618.

Buy — Sell — Trade at Supersnipe Comic Book Art Emporium, 1617 Second Ave., NYC 10028 (212) 879-9628. New & old comics, original art, big little books, movie memorabilia, science fiction, & The Monster Times.

Pin-ups, Portraits, Press Books, Physique Poses, 50 years of Scenes from motion pictures, westerns, horror, musicals, etc. Movie star news, 212 East 14 St., NYC, New York, come in person, Mon.-Fri. 1-6, Sat. 1-5.

Enclosed is \$ \_\_\_\_\_ for my \_\_\_\_\_ word (minimum 25) classified ad.

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