

# INTRODUCTION

## LOST IN SPACE

*This manual was originally designed to be a combination of material gathered over the years, mainly photos, original blueprints and some new drawings. It would have been done from the point of view of the person collecting the material along with those of Prof. John Robinson who wrote the journal of the events which took place during the voyage. But thanks to so many others that have contributed, this has become something much more.*

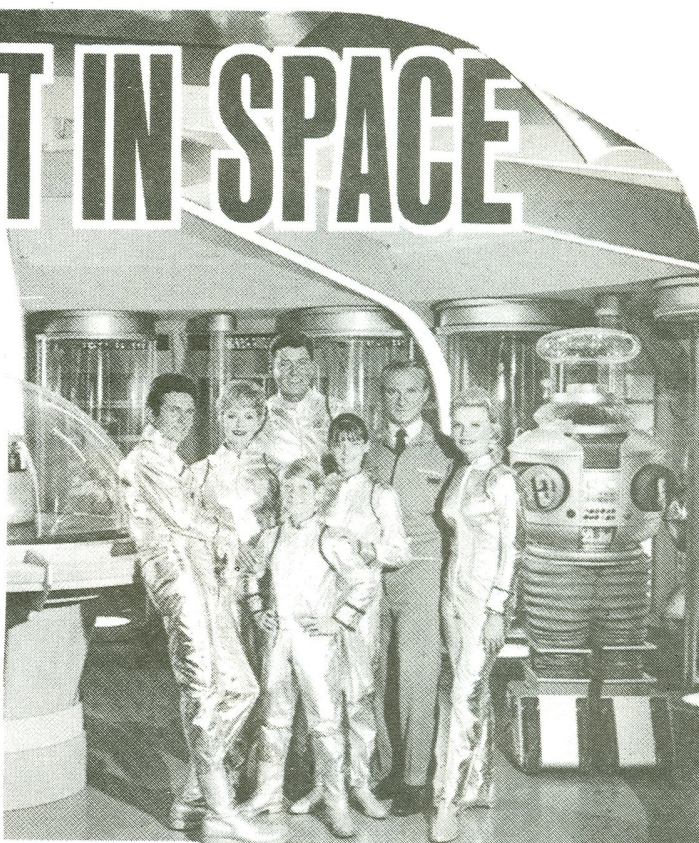
*Here in this special manual are rare, never before published, original drawings from various episodes of **Lost In Space**, along with a number of exclusive special photographs also never before printed!*

*Irwin Allen, the creator and producer of the series and such other tv wonders as **Voyage To The Bottom of the Sea**, **Time Tunnel** and **Land of the Giants**, directed the pilot, which was aired as the first five episodes. Before the **Family Robinson's** sci-fi high adventures ended, they would run 83 episodes, four more than **Star Trek**. The ratings of **Lost In Space** were always as good or better than those of **Roddenberry's** brainchild.*

***Lost In Space** begins as America's first space family, the Robinsons, leave an overcrowded Earth to colonize a planet in the Alpha Centauri star system in 1997. Aboard their spaceship, the **Jupiter II**, we find John and Maureen and their three children—Judy, Penny and Will. The five year voyage to reach the new planet has begun.*

*But not everything goes as planned. Doctor Zachary Smith, under the employ of a foreign government, has sabotaged the control system. Smith accomplishes this dastardly deed with the help of the resident robot. (The friendly, logical, ambulatory thinking machine was quite reminiscent of "Robby," the mechanical man from the movie **Forbidden Planet**. In fact, both robots were designed by art director Robert Kinoshita.) Dr. Smith finds himself trapped aboard ship when it takes off, leaving him hopelessly "lost in space," along with the Robinsons and the **Jupiter II's** pilot, Major Donald West.*

*An uneasy truce is made between Smith and the others, although none of the travellers particularly trust him,*



*especially Major West. For three years they would all wander from planet to planet, trying to find their way home. The adventures are fanciful but with a true sense of wonder, full of monsters and intelligent life forms that create a continuous air of excitement. The series also features a series of cliff-hanger endings designed to bring viewers back each week. Dr. Smith forever tries to make deals with alien beings to get himself back to Earth with or without his companions, but his schemes never quite work out. If he isn't stopped by the adult Robinsons, by resourceful little Will or even the robot, then he manages to botch the job all by himself.*

***Lost In Space** spun stories around outlandish monsters and a few basic special effects, most of which were conceived and designed new for the series. This manual highlights some of these and the men who were called upon to visualize and create them.*

—RICHARD MESSMANN Sept. 1986

