

# WARP

12



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# Roll Call

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### Vice-President

Michael L. Masella

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### Recruitment Officer

position unfilled

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Trudie Mason

### Correspondence Secretary

Bryan Ekers

### Advisors

John Matthias

Ignazio Battaglini

Joseph Aspler

William Whitbread

## Newsletter staff

### Newsletter Editor/Art Director

Keith Braithwaite

### Desktop Publisher

Michael L. Masella

### Printing services by

Copidata and Prometheus Graphics

**Cover up:** This month's cover is a watercolour, airbrush, and coloured pencil rendering entitled "Space Cowboy". The artist is MonSFFA member Bernard Reischl.

# MonSFFA Membership Benefits

The Montreal Science-Fiction and Fantasy Association (MonSFFA) is a non-profit organization dedicated to the enjoyment and promotion of science fiction and fantasy in literature, films and television, art, music, costuming, model-making, comics and fanzines, and gaming.

Based in the greater Montreal area, MonSFFA is open to all interested life-forms. The membership fee is currently \$20.00 per year. Elections for executives are annual, and any paid member may volunteer for a position.

Membership entitles you to the following: (1) A MonSFFA membership card; which allows you free admittance to all MonSFFA general meetings, and entitles you to a minimum 10% discount at sf/f oriented stores in the greater Montreal area; and (2) a subscription to MonSFFA's newsletter, *Warp*, and its newsbulletin, *Impulse*.

MonSFFA is regularly approaching stores and asking them to participate in its discount program. The following stores have agreed verbally to implement our program: Hobby International, Inc., all Kangaroo Hobby stores, Librairie Astro, Mars Comics, Metropolis Comics, and 1 000 000 Comics. Further, signed agreements with Compucentre Fairview, El Paso Comix, I.D.AHHS, Komico, and Nebula Book Store have been reached. See these establishments for specifics. MonSFFA encourages its members to patronize these businesses.

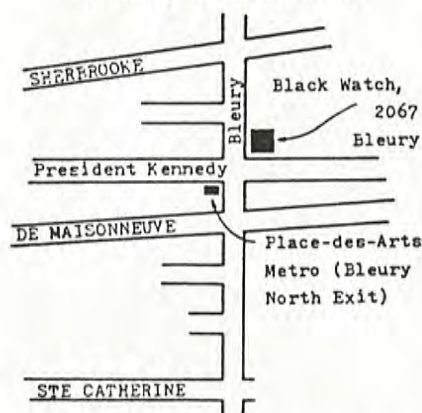
Subsequent newsletters and bulletins will periodically update these membership benefits as required.

Address all correspondence to:

MonSFFA  
P.O. Box 1186, Place du Parc  
Montreal, Quebec  
H2W 2P4.

## NEXT GENERAL MEETING:

Sunday, December 17



Black Watch Armory

1:00-4:30PM



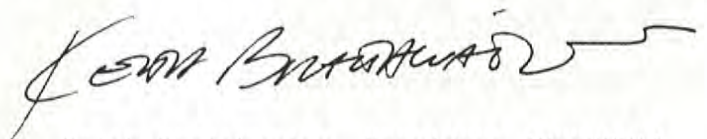


# President's Letter

Hi there! It's been a while. Where to begin? Well, since the last issue of this newsletter (WARP 5) went out back in May, a lot has happened. MonSFFA held a few social get-togethers over the summer months, participated in the Model Expo and the Montreal Hobby Show, and saw the successful realization of its convention, Concept '89 (see "MonSFFA-dom"). All in all, things have been going pretty well for the club. At this juncture, I would like to take the time to thank all of the BOA and regular members who have helped the club with its activities over the past year. The involvement of **all** of us is, as I've said many times before, essential to the good health of MonSFFA. If each of us can commit to even a few volunteer hours every month or two on behalf of what is, after all, **our** club, MonSFFA will be that much better.

A problem that has plagued us for the last six months is that we have been unable to find regular, reliable, and affordable photocopying facilities for this newsletter. The facilities we had been using since we began publishing WARP became unavailable to us after the printing of WARP 3. We managed to find a printer for WARP 4, and WARP 5 was photocopied on an old, liquid-toner run machine (hence the poor reproduction quality) arranged for us at the last minute by one of our members, Erik Dodds. We were not as lucky with WARP 6—another one-shot printing deal could not be arranged, so it was not produced. At that time, the BOA took action to insure that the membership continued to receive information on club activities, etc. A small, 4-page news bulletin called IMPULSE was created to, at least partially, fill the gap left by the absence of WARP. Its production was spearheaded by Trudie Mason and Colleen Magnussen, who have done an excellent job, putting out three IMPULSES to date. This issue of WARP was printed for us by Copidata and Prometheus Graphics. We thank them both very much. WARP 12 is a compilation of much of the material we've gathered over the past six months. At the time of this writing, we have yet to secure those elusive photocopying facilities, however, recent contacts that we've made have moved us much closer to achieving that. Nothing is confirmed yet, and without wanting to appear overly optimistic, I will venture that we'll probably be resuming a regular publishing schedule in the new year.

WARP's long-time editor, Geoff Bovey, has felt compelled to step down because of increasing demands on his time brought about by his university courses. His efforts as editor, and indeed in many other capacities on behalf of MonSFFA, are greatly appreciated. Geoff remains a member of the club.



Keith Braithwaite, President (MonSFFA)



# MonSFFA Discount Program

One of the *benefits* of being a member of the **Montreal Science Fiction and Fantasy Association (MonSFFA)** is that you are entitled to **receive** certain **discounts** on merchandise you purchase at the establishments shown on this page.

These businesses have very kindly agreed to help support and to encourage **MonSFFA** by implementing our **Discount Program**, and we, in return, *encourage our members* to **frequent these stores**.

The discounts offered by each store are listed below their business card. Ex-ceptions *may* exist; ask the specific dealer for details.

*You must present a valid MonSFFA membership card in order to take advantage of these discounts.*




**Fairview Shopping Centre**  
6815 Trans Canada Highway G-19  
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Telephone: (514) 695-3620  
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10% off on computer game and video game software not otherwise on special. Fairview store only, see Mike Masella.




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10% off on new issues, 15% off on back orders.



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paperbacks, trades, handcovers and magazines  
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open 7 days a week  
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American price on most comics, 10% off on everything else except imports and some magazines.



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10% off on new issues and specialty books.

6290 Somerled Ave., N.D.G. (630-4518)  
1539 Van Horne, Outremont (277-5788)  
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20% off on most merchandise.



# MonSFFA Andom

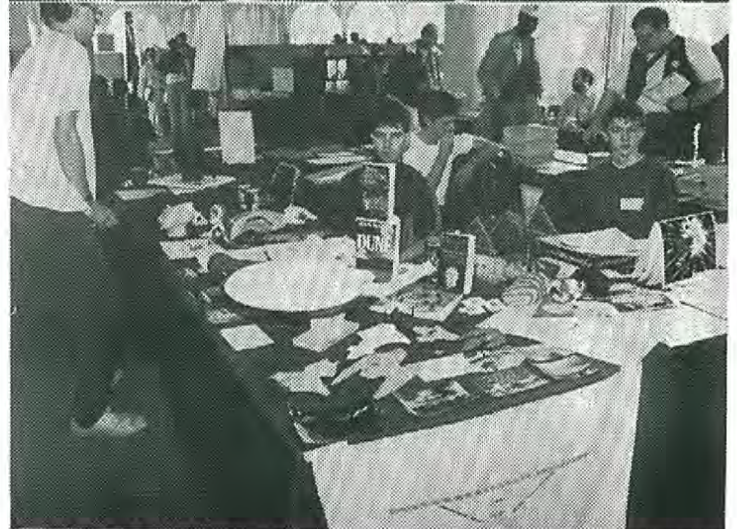
## Con•cept '89

Con•cept '89, MonSFFA's sf/f convention, was held on November 12 at the Maritime Hotel in downtown Montreal and by all measures was a resounding success. At the close of registration late in the afternoon paid attendance had reached 300. (The con needed 225 to break even, so Con•cept made a profit.) The general post-con feedback from attendees was very positive—it seems that everyone had a good time.

The exhibit area proved to be very popular, what with the numerous displays set up by various sf/f oriented clubs and individuals. *Trek*, *Robotech*, models and crafts, gaming and more were well represented. Two programming rooms operated all day long; discussion panel topics included Starfleet technology, bio-engineering, costuming, fandom, writing and getting published, writing for TV, Dr. Who, fanzine production, science fiction and fantasy compared, and trekkie deprogramming. Special guests and fan alike hosted and participated in these discussions. Author guest Donald Kingsbury, aside from his panels, gave a reading of some of his work. McGill University professor Darko Suvin offered a most interesting talk on the subject of sf as compared to fantasy, and con MC Larry "The Doctor" Stewart covered everything from Dr. Who to deprogramming trekkies to roasting William Shatner. Local fan Capucine Plourde's presentation on costuming drew a large crowd, Worldcon photographer Joseph Aspler showed slides on fandom, Alan Yates and Johanne Breijer talked about writing for TV, and chemist Graham Darling and artist and MonSFFA president Keith Braithwaite hosted a panel on bio-engineering.

The art show showcased the talents of both pro and amateur sf/f artists, including noted pro Denis Beauvais (Dark Horse Comics, Dragon Magazine) who showed, among other works, the painting which was used as the cover of the first of Dark Horse Comics' new *Aliens* series. The role-playing game sessions, put on by game-masters from the AQJS, the Concordia gamers club, as well as MonSFFA veeep Mike Masella ran all day and were packed. The "Space Cantina" (con suite) was a popular spot to take a breather during the course of the con. Drinks and munchies were served, and donations to Sun Youth's charity totalled \$300.00 by the day's end. The costume competition and the amateur sf/f video/film contest boasted a number of very impressive entries and were real crowd pleasers. The evening's dance fizzled early, it being a Sunday and all, but quite a few enthusiastic con-goers stayed to simply sit, talk, and wind down after the full day's activities.

A great deal of thanks goes out to the many exhibitors, contributors, volunteer staff, our special guests, dealers, and the Maritime Hotel staff for helping to make Con•cept '89 the success that it was. Special thanks go out to the con-com, whose many hours of effort brought the con through from concept (pun intended!) to reality: John Matthias (Chairman), Kevin Holden (Programming), John Dupuis (Finance), Colleen Magnussen (Registration), Trudie Mason (Publicity, Hospitality), Emile Richard (Dealers' Room), Mike Masella (Program Guide, Gaming), Keith Braithwaite (Art Show), Larry Maislin (Videos), and William Whitbread (Security). Thanks also to those con-com advisors whose experience and input greatly helped a largely inexperienced con-com. They are Joseph Aspler, Graham Darling and Eugene Heller. Lastly, thanks to all of you, the fans, who came to Con•cept and made it all worthwhile. A more detailed report on Con•cept '89 is scheduled to appear in an early 1990 issue of either *Warp* or *Impulse*.



Con•cept '89: Exhibit Area



Con•cept '89: Masquerade



## Model Expo and Montreal Hobby Show

MonSFFA took advantage of invitations to participate in the Model Expo, held at the Dollard Civic Centre June 3 and 4, and the Montreal Hobby Show, held at Place Bonaventure over the Thanksgiving weekend. Both were excellent opportunities for us to promote our club and our then-upcoming convention. The members helping out on these occasions displayed models, held gaming sessions, did artist demos, and generally talked up the club to the people who visited our booths. MonSFFA thanks all of those members who helped, and also Daniel Brotman, one of the organizers of these two events, for inviting us to take part. Many flyers were handed out and our efforts paid off in new club memberships and advanced registrations to Con•cept. While at the Model Expo, we had a chance to check out some of the other groups in attendance, one of which was a model makers club. One of their members, Robert LaTour, was displaying several very rare kits: *The Seaview* and its flying sub (*Voyage to the Bottom of the Sea*), the *Spindrift* (*Land of the Giants*), and the flying saucer from the *Invaders* TV series. He also displayed a 4-foot long version of the *Seaview* that he had carved from wood. At the Hobby Show, we met another sf group, a french-language club from Quebec City called Astriex, who were setting up a chapter of their club here in Montreal. Their interests include model making, *Trek*, and the *Thunderbirds*. We talked at length with them and agreed to collaborate on fan events in the future. We invited them to come to Con•cept, and their booth there proved to be quite popular. We also met with the people from the AQJS while at the Hobby Show and invited them to participate in Con•cept as well, which they did.

### Star Trek V Premiere

MonSFFA was lucky enough to obtain 13 double passes (26 admissions) to the premiere of *Star Trek V: The Final Frontier*, held at the Loews theatre back on June 8. The dozen or so members who showed up in *Trek* costumes received passes, and the remaining spots went to randomly selected members, and to the BOA (in recognition of their efforts on behalf of the club). Thanks go out to the Montreal office of Paramount Pictures, and to John Matthias, who arranged for and distributed the passes.

### General Meetings, Summer Activities

Since *Warp* was last published, we've held three general meetings and a few other events. The June general meeting was our last before the summer break. Its theme was "fantasy", and members brought in related items of interest. Gaming was geared to reflect the theme, however, with the release of *Star Trek V* that same weekend, it was difficult to keep people from talking *Trek* during the discussion panel. Many members were very disappointed with the movie. Over the course of the summer, the club sponsored several get-togethers, including a video and gaming party at member Emile Richard's apartment, and a barbecue at Angrignon park. Our summer activities attracted small, but enthusiastic numbers and everyone had a good time. We welcomed members back to our regular general meeting schedule with our September meeting. Members reacquainted themselves, Con•cept was discussed and volunteers for it recruited, and a group of us enjoyed a game of Science Fiction Win, Lose, or Draw. The October meeting's theme was "alien beings". The movie *Alien* was shown and Con•cept again recruited volunteers. Last minute nominations for the club's elections were accepted, and the *ST:ING* blooper reel was screened. Thanks to all the members who helped out with these general meetings and summer activities. Because of Con•cept's scheduling, there was no November meeting.



MonSFFA's booth at the Montreal Hobby Show



Some of the Astriex displays at the Montreal Hobby Show



## MonSFFA at the Model Expo



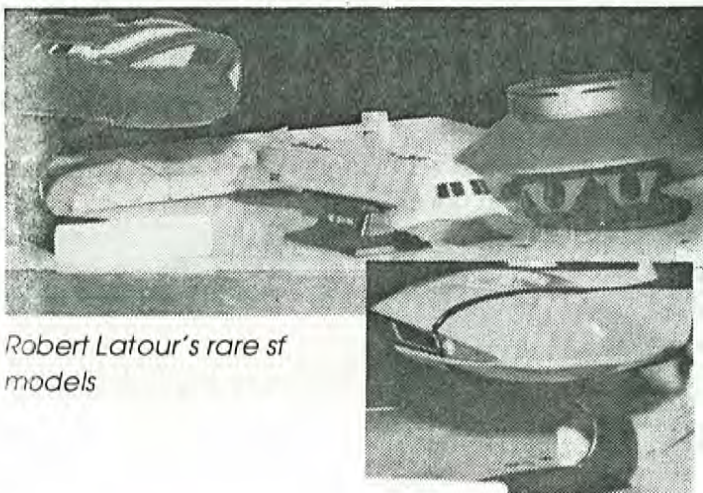
MonSFFA's booth at the Model Expo.



Berny Reischl works on his model of a Romulan Bird of Prey.



Claude Marcotte's speeder bikes.



Robert Latour's rare sf models

## Elections

The club's elections will be held at our December 17 meeting (see "Next General Meeting").

Here is the slate of candidates:

President (Keith Braithwaite)  
Vice President (Mike Masella)  
Treasurer (Colleen Magnussen)  
Recruitment (Emile Richard)  
General Activities Officer (Lou Israel, John Matthias)  
Special Activities Officer (no candidates)  
Public Relations Officer (no candidates)

## Science Fiction Evening

MonSFFA is sponsoring a science fiction evening, to be held Wednesday, December 13 at 7:00 pm at Dawson College (3040 Sherbrooke Street West—Atwater metro, in the Amphitheatre—room 4-C1). Scheduled are a number of slide and video presentations on, among other things, Japanese science fiction, the *Thunderbirds*, and *Dr. Who*. This meeting is being used as a testing ground of sorts for some of the new ideas that have been recently proposed to the BOA. So come on down, check it out, and let us know what you think!

## Next General Meeting

Our next general meeting will take place on Sunday, December 17, at the Black Watch Armoury between 1:00 pm and 4:30 pm. It will be a low-key meeting with no set theme—essentially a chance for members to socialize a little before the holidays and talk about the club and the convention (where do we go from here after the success of Con•cept '89?). Note: The club elections will be held at this meeting (see "Elections").

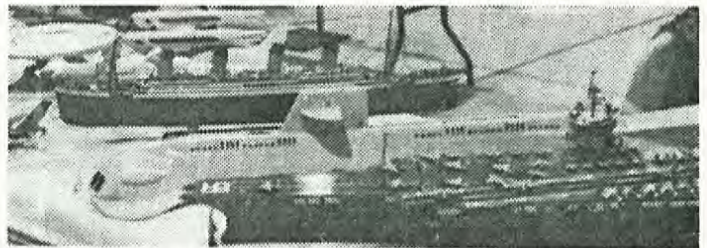
## Newsletter

A deal is now in the works to provide *Warp* with its elusive photocopying facilities (see "President's Letter"). Should it work out, and indications are positive, *Warp* expects to be able to publish every second month, or six times a year. *Impulse*, our news bulletin, will publish on the months that *Warp* does not.

**MonSFFA WISHES ALL OF ITS MEMBERS AND FRIENDS THE VERY BEST OF THE SEASON AND A HAPPY NEW YEAR!**



Lynda Pelley with her Death Star.

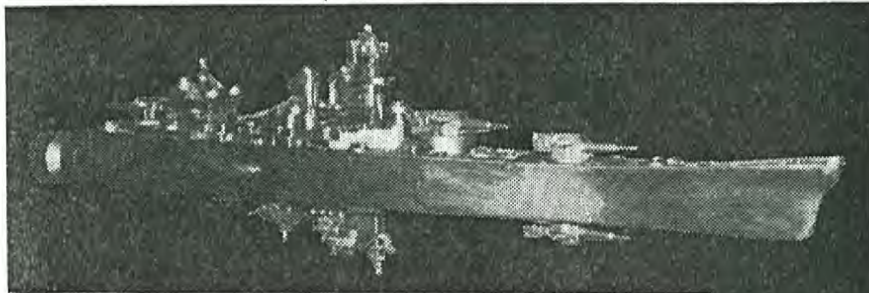


Robert's 4 foot Seaview.



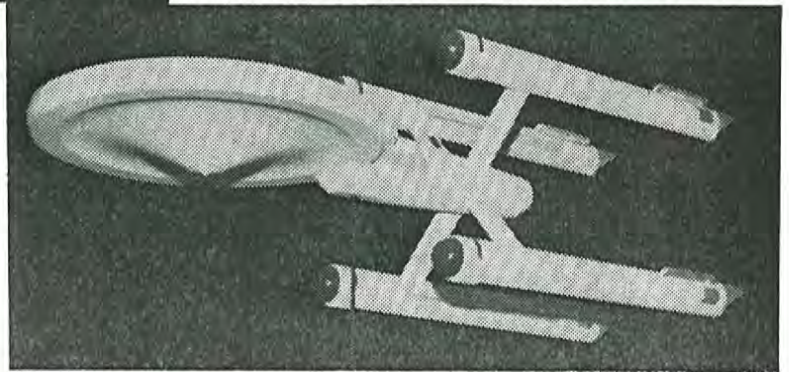
# MonSFFA at Model Expo

Below are photos of some of the models, built by our members, that were on display at our booth at the Model Expo (see MonSFFA.com).

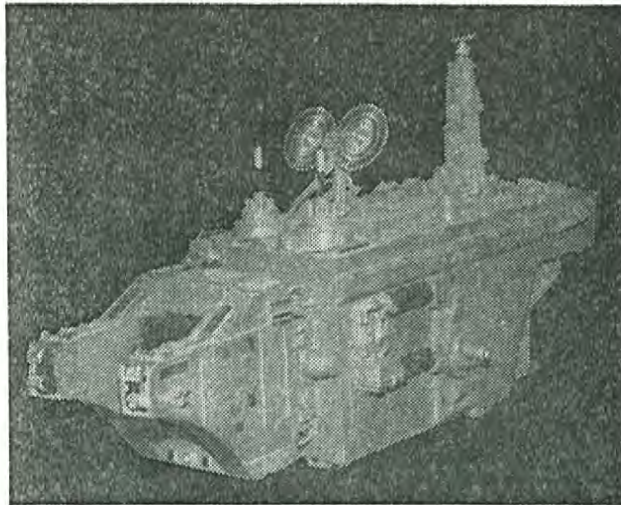


▽ Stargazer-like Federation Starship (model by Ken Carroll)

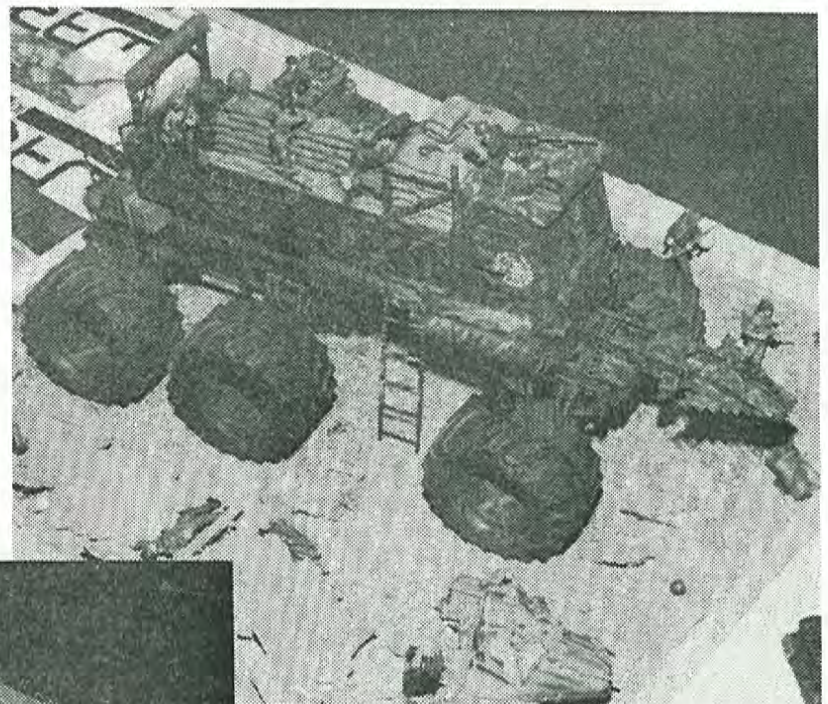
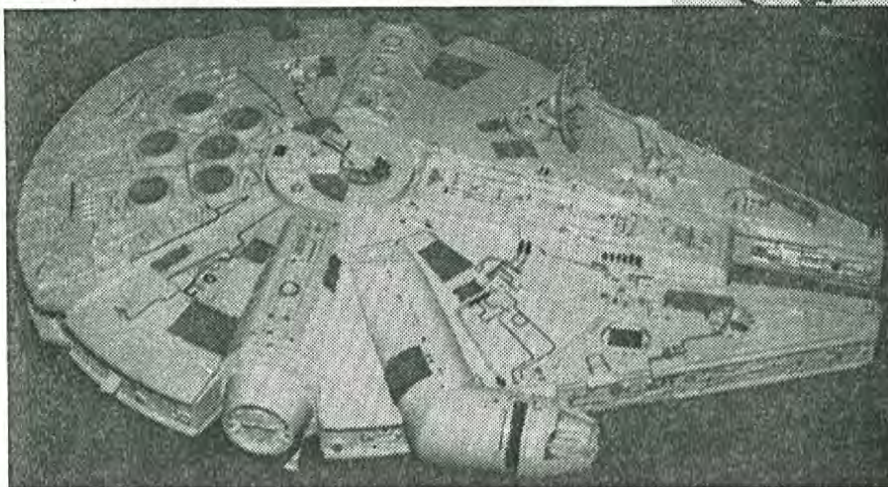
△ "Japanimation"-inspired space battleship (model by Ken Carroll)



▽ Cargo tug *Konkordium* (model by Eric Dodds)



▽ *Millenium Falcon* (model by Lynda Pelley)



△ *Road Warrior*-like assault vehicle (diorama by Ken Carroll)



△ *Death Star* under construction (model by Lynda Pelley)





## STARFLEET COMMAND INTELLIGENCE BUREAU.

RECONNAISSANCE REPORT:  
47th WORLD SCIENCE FICTION CONVENTION  
(NOREASCON 3, BOSTON, U.S.A.)

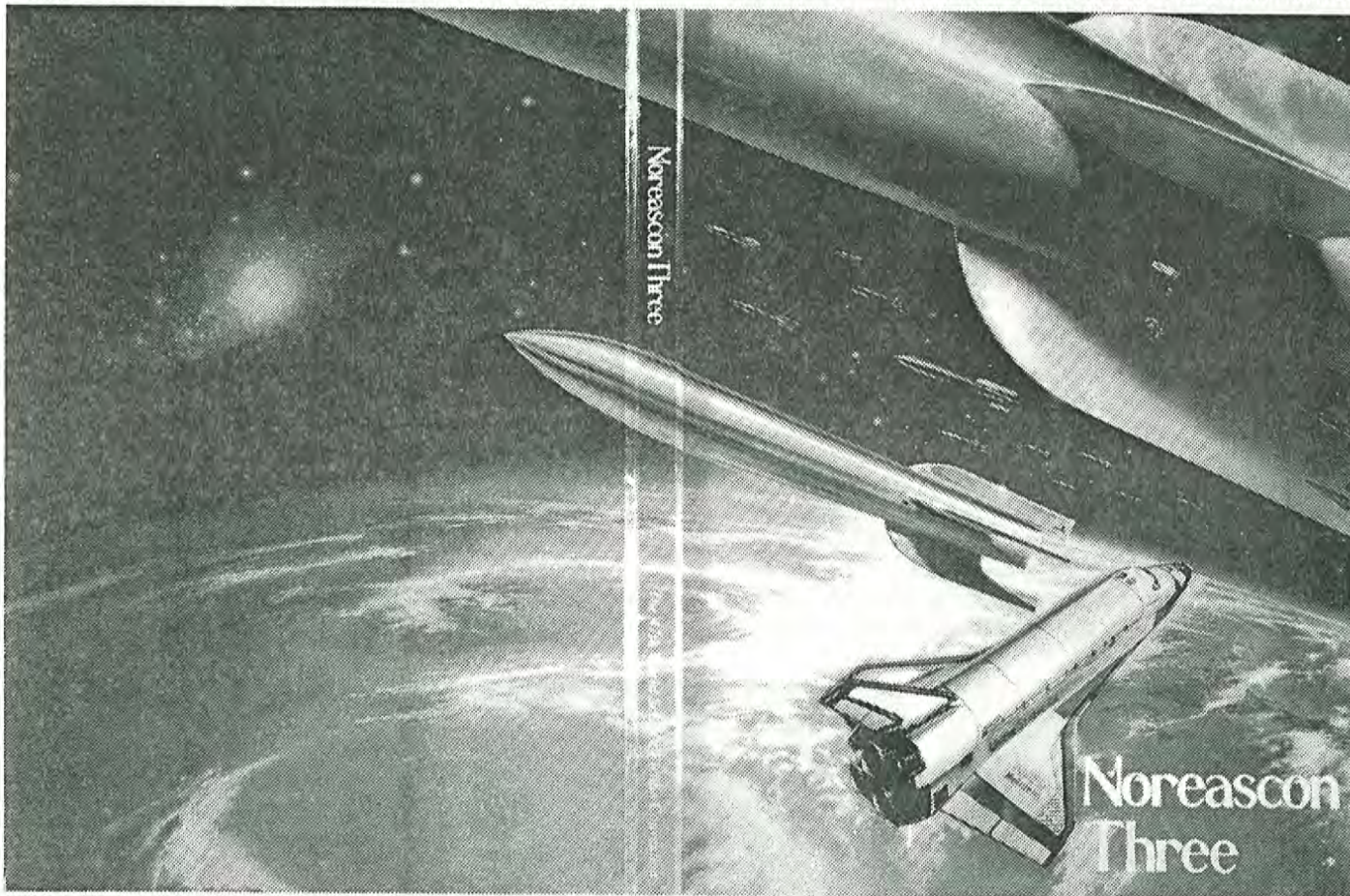
by Commander Bernard Reischl

*Commander Reischl's Log: Random notes, observations, and stuff ripped off from the daily con newsletters...*

Friday night: Louis Wu's 200th birthday party. Fantastic! The crowd lined up well out into the streets outside the Sheraton. A boisterous band of

me off the floor! Note for future reference: Avoid off-hand remarks about floor rugs and furballs when in the presence of Kzin warriors.

There was an impressive holography exhibit at the Hynes. I wish we had stuff like this back home.



47th Worldcon program book—out of this world!

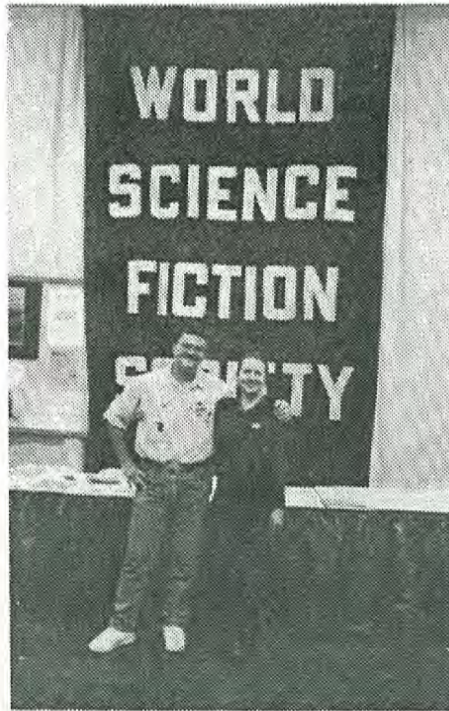
toga-clad Dixieland jazz musicians led an ensemble of costumed kings, queens, fools, and other party-goers through the corridors and in to the main ballroom. There was much food and drink, and many of the party rooms were decorated to represent typical Nivenesque themes. I strolled through a Kzinti embassy, a puppeteer garden, and a mad tea party complete with pink flamingo croquet, among others. I noticed that many of the costumed women attending this party very definitely fell into the exhibitionist category. God bless America! I met an interesting female Klingon security officer. She gave great headlock. Another alien of note was a seven-foot tall Kzin warrior who livened things up a little by grabbing me by the neck and actually lifting

The Science Fiction Retrospective Brunch was attended by over 1200 sentient beings. The speakers included Isaac Asimov, Forrest J Ackerman, Andre Norton, Ian and Betty Ballantine, Hal Clement, Chip Delaney, Fred Pohl, Michael Whelan, and through the magic of audio tape, Arthur C. Clarke. Clarke's speech included a few good natured shots at his old friend Dr. Asimov, who responded in turn. Again, food and drink were in good supply. A delightful couple from Brighton, England joined our table at one point and we all chatted for a while about British sf, past and present. They were amused by the adoration we North Americans have for their *Tripods* series. It was trashed by both viewers and critics in England.





Party-goer at Louis Wu's birthday party



Two MonSFFen: Me and Lynda Pelley



WOW! What a "Rogue." God bless America!

Demand was so great for the amazing Mike Jittlov's *Wizard of Speed and Time*, showing at a nearby theatre, that extra screenings were added.

Saturday night: The Hugo Awards. Things ran late, as with any awards show worth its salt. MC Fred Pohl was dressed to the nines, and like Arthur C. Clarke, took a few jabs at Isaac Asimov. I had the pleasure of going backstage after the presentations and talking with some of the winners, notably

Frank Marshall (producer, Best Dramatic Presentation—*Roger Rabbit*), C. J. Cherryh (Best Novel—*Cyteen*), Connie Willis (Best Novella—*Last of the Winnebagos*), Mike Glyer (Best Fanzine—*File 770*), and Michael Whelan (Best Pro Artist). What a swell bunch. They *can't* be from this planet!

The History of Costuming exhibit showcased examples of costumes that classify as works of art! The Ming the Merciless costume was just amazing.



The Ming the Merciless costume



A Grand Masters Costume



Watch out for her around Halloween!





*The Hugo Winners*



*Worldcon Board Members*



*Isaac Asimov*



*Frank Marshall*



*Catherine Cook and L. Sprague DeCamp*



*Rocker Edgar Winter (right)*

Kudos to all of the costumes and costumers.

Orlando, Florida won the bid for 1992's Worldcon. One of the more bizarre hoax bids submitted was for the Bermuda Triangle. This is *not* a hoax: a group from Moscow has bid for the 1995 Worldcon. Good luck, comrades.

Sunday afternoon: Frank Marshall (Amblin Entertainment) spoke and showed previews of *Back to the Future 2* and *Gremlins 2*. Pretty funny stuff. The most fun, though, was watching the extremely rarely screened (this was only the second time) Indiana

Jones bloopers reel. Hysterically funny stuff—one scene showed Indy being whipped by a leather-clad Barbara Streisand!

Sunday, 4:30 pm: The Worldcon warm body count is 5220 preregistered attendees, 665 at the door, and 227 one-day memberships. That all adds up to 6142 very luck stiffs.

Sunday evening: A group of us, in costume, check out a local pizza joint. We do a few Monty Python routines out loud. Some of the patrons laugh, some cry, the management just sighs. God





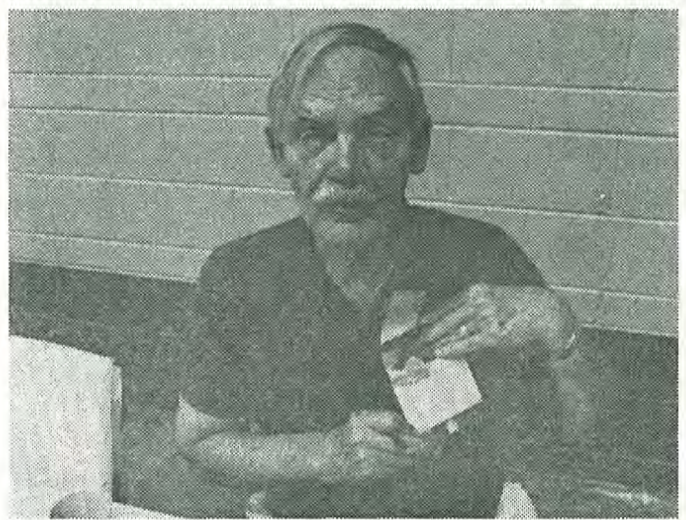
*Robert Silverberg, Isaac Asimov chat with fan.*



*Ottawa's Larry "The Doctor" Stewart and Lynda Pelley*



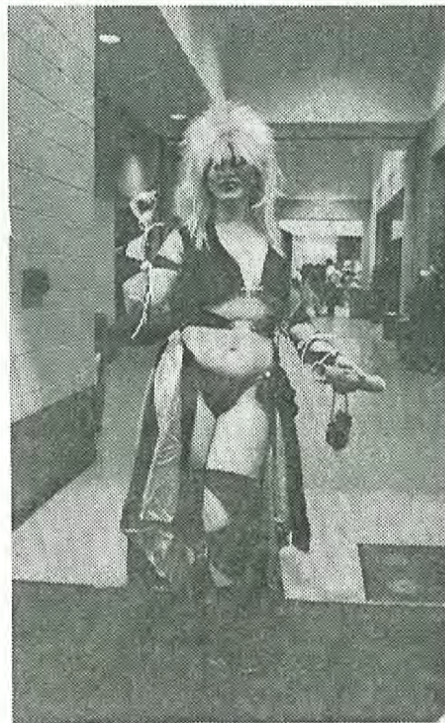
*Flamingo Croquet*



*Fred Pohl*



*Starfleet officers abound*



*?!?!?????*



*"That's Mr. Kzin to you!"*





*The Music Box Girl*



*Masquerade Grand Prize Winner: The Dread Warrior*



*Klingon Ambassador*

bless America!

Sunday night: Masquerade. Some of the highlights were Mermaid's Vengeance (an armed mermaid goes after the *Exxon Valdez*), Taarna, Scraps the Patchwork Girl (superb workmanship), the Music Box Girl (two costumes in one), Beauty and the Beast: The Final Chapter, a Klingon Ambassador, the Mock Taa Dragon (excellent work by a novice), the Phoenix, Darth Vagrant (Batman when unmasked!), the Hatchling (Montreal's own Capuc-

ine Plourde, who won an award for workmanship), Tackyana: The Costumer from Hell (one of my faves), and the grand prize winner, Dread Warrior.

Dealers' Room: It had just about everything that you could want but couldn't afford—books, models (outrageous prices!), North American and Japanese videos, books, posters, costumes, books, miniature figurines, pins, books, blueprints, comics, art portfolios, books, animations cells, stuffed dragons, masks, books, patches, weapons replicas, and



*Taarna, from Heavy Metal*

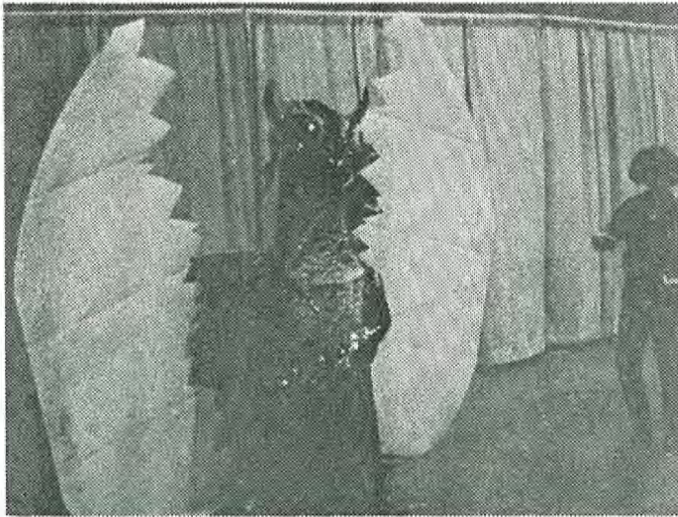


*The Mermaid's Vengeance*

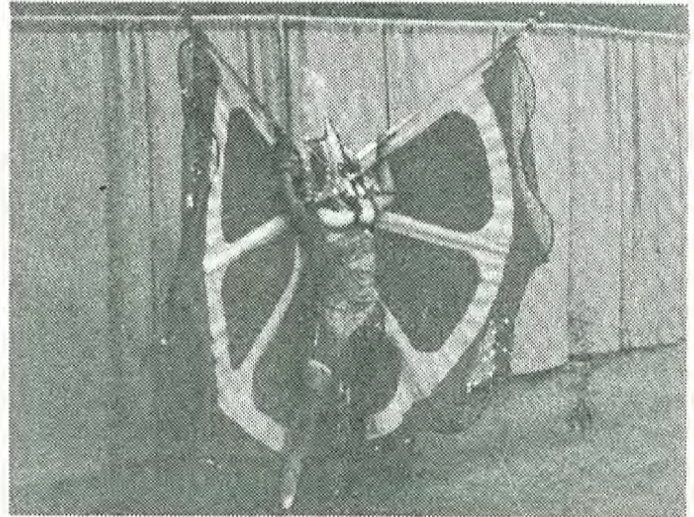


*The Raisin Hunter with her California Raisin Pelts*





*The Hatchling—our own Capucine Plourde*



*Tacky, tacky, tacky...Tackyana!*



*"Pepe, it's about your cologne!"*



*The Mock Taa Dragon— "Whoa, ya stupid dragon!"*



*Beauty and the Beast: The Final Chapter*



*The Phoenix*

books. Oh yes, and there were books.

Art Show: Ottawa-area artist Denis Beauvais won an award for his painting "Spinning Tales". The ever popular Michael Whelan received an award for his work "Passage: The Red Step", as did Don Maitz for his oil "The Orphan".

Personal note: As one of the lucky stiffs who attended Worldcon, I really enjoyed myself. I only

wish that I had had about a dozen clones with which to cover all of the events that I missed. There were a few of us MonSFen in attendance, and everyone had a great time.

*Commander Reischl's Log: Signing off, now...wait a minute, what's this? Oh no, my credit card bill from the dealers' room! AAAAAARRRRRRGGGGGGGH!! This (gasp)...this will be my final entry...*





↑Only her hairdresser knows for sure.  
←"Here Kitty, Kitty."  
Asimov in a fowl mood.→  
✓The Louis Wu birthday party.  
Fan fave Diane Duane↘



All photos this page by J. P. Bastien, except one. Guess which one?



Larry Niven on the Run.

Asimov and J. P. on the pun!

Just Beastly!



# Fandom Glossary

Compiled by Joseph Aspler

**Plagerized from various sources—including the 1988 Worldcon daily zine**

**APA**—Amateur publication association. Each member sends copies of his/her submission to the APA editor, who collates and ships it all back to the members. Can give new meaning to the word "libel".

**BEANIE**—The propeller beanie of 1940's comics has become a stereotype for sf fans. If you look closely at any convention, you might spot one or two real ones.

**BHEER**—Fannish for beer. See also Ghod. (Inserting a totally useless "h" is an old fannish custom).

**BID PARTY**—Different cities will compete for movable conventions, particularly Worldcons. They throw parties, and are generally hospitable, to gain your support for their bid.

**CON**—Science fiction convention. Most have the word "con" in their title—i.e. Maplecon, Balticon, ConFederation, etc. See also Worldcon.

**CONCOM**—Convention committee.

**CON SUITE**—Convention Suite. Generally a lounge where attendees can assemble 24 hours a day.

**COSTUME**—An outfit worn at a convention. A hall costume is everyday sf/fantasy wear, and a masquerade costume is worn in competition.

**COSTUMER**—Someone seriously into costumes and costuming. May be a member of the **Costumers' Guild**.

**DEAD DOG PARTY**—The last harrah of the convention; held the last evening after most of the people have had the sense to go home.

**DUFF**—Down Under Fan Fund. Collects money to send a prominent American fan to an Australian convention, or vice-versa. (Are Canadians eligible? I really don't know.)

**ELEVATOR PARTY**—The result of several thousand fans simultaneously trying to use the only four elevators in a 40 floor hotel. Hint: get a room on a lower floor, and use the stairs.

**FAN**—Someone heavily involved in science fiction and fandom; derived from "fanatic"

**FANDOM**—The collectivity of fans.

**FANNISH**—Adjective; having to do with fans or fandom

**FANZINE**—Magazine published by and for science fiction fans. Not to be confused with fan magazines.

**FEN**—Plural for fan.

**FIAWOL**—Fandom Is A Way Of Life. The slogan of thousands.

**FILK**—A science fiction folk song, either original or parody. The term is reputed to have been born in a misprint. Also **filksinger**, **filking**, and **filksong**.

**FIRST FANDOM**—Those who were active in fandom in its formative years, the 1930s. Watch for the old-timers with First Fandom badges. Such were the feuds then (as now) that the 1989 Worldcon is offering free memberships both to the attendees of the first (1939) Worldcon, and to those who were barred from the 1939 Worldcon.

**FRINGE FAN**—(1) A non-literary (e.g., Movie or TV) fan

—(2) Anyone whose interests are different from yours.

**GHOD**—Another fannish misprint. Often used in exasperation, as in "Good Ghod". Variant: **GHU**

**GoH**—Guest of Honour. A famous individual invited to the convention. Often broken down into Writer (or Pro), Artist, and Fan Guests of honour.

**GOPHER**—General helper, as in "gofer this" and "gofer that". Borrowed from the world of the theatre. At most conventions, gophers are found at the **Gopher Hole**.

**HALL COSTUME**—Every-day wear at a convention; as opposed to often elaborate presentations for the **masquerade**. Many hall costumes show imagination, work, and skill. Others are silly. A bikini with blue paint covering the rest of you does not make you a Slave Person of Gor. Beware of embarrassing your Concom and disturbing relations with the hotel. More than one convention has had problems with its hotel because of hall costumes not well received by the Mundanes.

**HOAX BID**—A convention bid held as a practical joke. For many years, after the 1973 Worldcon in Toronto, the losing bidders from Minneapolis held "Minneapolis in '73" bid parties. "Pluto in 2099" is another common type.

**HOGU**—An annual parody award, given out at the **Hogu Banquet**. See **HUGO**.

**HUGO**—The science fiction achievement award, voted on by Worldcon members. Now a trademark. The **Hugo Banquet** has given way to a simple cere-



mony, due to the numbers in attendance. See also **NEBULA**.

**HUCKSTER**—The old hucksters' room has been replaced by the more genteel "dealers' room". However, you can still buy T-shirts, souvenirs, video tapes, silly buttons, and (of course!) books.

**MAFF**—Mid Atlantic Fan Fund. A legendary hoax award from which no awardee has ever returned.

**MASQUERADE**—The convention costume competition. Originally a costume ball, the masquerade has evolved into a sometimes massive stage presentation. The costume-ball type of wear has evolved into the **Hall Costume**.

**MEDIA**—The most wide-spread form of sf—*Star Trek*, *Star Wars*, etc.

**MUNDANE**—Any one not of the science fiction world. Usually meant in a derogatory, or at least patronizing, sense. Mundanes live in **Mundania**.

**NASFI**—North American Science Fiction Convention. Held only when the Worldcon is held outside North America.

**NEBULA**—Science fiction achievement awards voted on by the SFWA (the Science Fiction Writers of America).

**NEO**—Neofan. What you are until the second hour of your first convention.

**OPS**—Convention operations. The people who handle the general logistics of crowds, meeting rooms, items promised by the hotel and not delivered, and so on.

**PANEL**—A discussion on any topic under the sun. It is not uncommon for a panel to be scheduled without the panelists being informed of their participation.

**PEACE BOND**—Some conventions forbid the wearing of weapons, mock or real. Those that do permit them may require you to peace bond (say) your sword by tying it into its scabbard, to prevent its being "accidentally" drawn. This common policy results from incidents at past conventions, such as the time some twit pulled a phaser on a Washington DC police SWAT team, and nearly got himself blown away.

**PRO**—Someone who makes his/her living from science fiction. Also: Big Name Pro.

**REALITY**—"Reality is a crutch for those unable to handle science fiction" (common badge and T-shirt)

**SCA**—The Society for Creative Anachronism. A group that tries to recreate the Middle Ages. By their own admission, they recreate the Middle Ages as we like to think it should have been (courteous and gallant knights, hard-working peasants, friendly and skillful tradesmen, etc.) instead of as it really was (dirt, disease, starvation, short-brutish-and nasty; etc.)

**SF**—The accepted abbreviation for science fiction.

**SCI-FI**—Short for science fiction. Usually used either in a derogatory sense by the mundanes, or by sf fans to describe garbage.

**SFWA**—The Science Fiction Writers of America.

**SMOF**—Secret Master of Fandom. A big-time fan, big shot, maven, or what have you. Popular badge: **Thank-you for not SMOFing**.

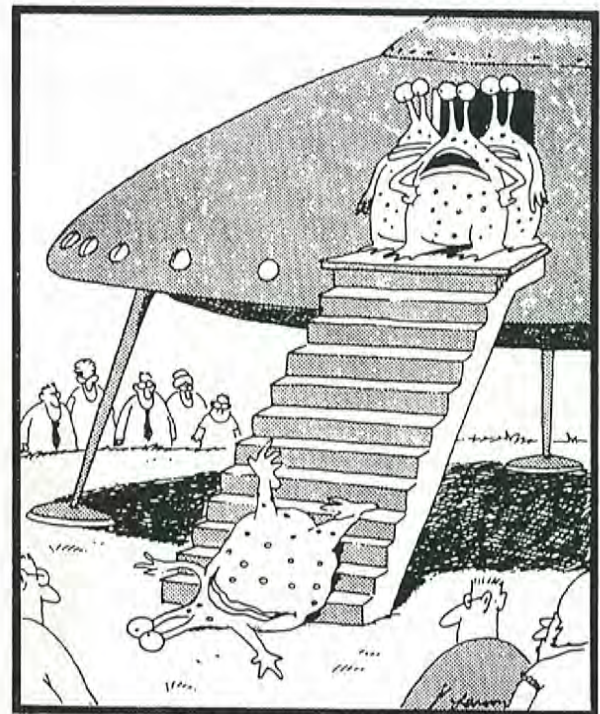
**TAFF**—Transatlantic Fan Fund. Collects money to send fans between the US and the UK. See also **MAFF** and **DUFF**.

**TANSTAAFL**—**There Ain't No Such Thing As A Free Lunch**. Popularized by Robert A. Heinlein.

**TREKKIE**—*Star Trek* fan. Sometimes used in a derogatory sense. Some serious fans call themselves **Trekkers**; hence the badge, **"I'm a Trekker, not a Trekkie."**

**WORLDCON**—The World Science Fiction Convention, always held over the Labour Day Weekend, in various locales. Roughly 1 in 4 is held outside North America. Another registered trademark.

**ZINE**—See fanzine. A generic newsletter.



*"Wonderful! Just wonderful! So much for instilling them with a sense of awe."*

GARY LARSON © 1983 CHRONICLE FEATURES



# Editorial

This column is open to any sentient being who has an opinion on anything at all to do with sf/f and fandom. Note that the opinions expressed herein do not necessarily reflect those of MonSFFA, or this newsletter. Please submit your editorials to Warp c/o MonSFFA.

# BATMAN

## COMIC BOOK CHARACTER OR HERO?

This article is based in part on the book *The Power of Myth* by Joseph Campbell with Bill Moyers

There are very few true heroes today. Most people identify with celebrities as heroes. But fame is but a passing thing. Today's heroes don't last for very long.

Joseph Campbell was a scholar and an expert in the mythologies of the world. One thing that he strongly believed was that today, more than ever, we need heroes.

Weeks before the release of *Batman*, the market was flooded with *Batman*-t-shirts, buttons, posters, shorts, caps, etcetera ad nauseum. Under the onslaught of such a marketing blitz, the public may lose sight of *Batman*'s true significance.

The release of the movie commemorates *Batman*'s 50th anniversary in comics. At first glance, *Batman* seems to be nothing more than a typical comic book character. However, under closer scrutiny, we find that he fits Campbell's criteria for the classical hero.

Campbell defined a hero as someone "...who has found or done something beyond the normal range of achievement and experience. A hero is someone who has given his or her life to something bigger than oneself."

There must be an event that triggers the individual to become a hero. Campbell goes on to say that "the usual hero adventure begins with someone from whom something has been taken..." This event occurred early in the life of

Bruce Wayne.

Bruce Wayne was the son of two of Gotham City's wealthiest citizens, Thomas and Martha Wayne. He grew up in the opulent Wayne Manor on the outskirts of Gotham.

When Bruce was eight, he and his parents were returning from

watching *The Mark of Zorro* at a local theatre. On the way to their car, they were confronted by a gun-wielding mugger. When Thomas Wayne confronted the assailant, he and Martha were both shot to death in cold blood before the horrified eyes of young Bruce.

That incident was the turning point in Bruce's life and would remain with him forever.

He was adopted and raised by a physician and social worker named Leslie Thompkins and the Wayne butler, Alfred Pennyworth.

However, young Bruce swore an oath of vengeance by his parents' grave—an oath that had become an obsession for him. He travelled to the far-east to study martial arts under the greatest masters. After rigorous training and constant testing, he himself almost became a master. However, he could not give up his oath to pursue the disciplines with his masters.

Next, he travelled to Europe where he studied with the greatest criminologists. To round out his knowledge, he also studies physics, chemistry and computer sciences. His training completed, he had one final test to complete—return to Gotham City.

According to Campbell, a hero must undergo trials, tests, and ordeals in order to see if he should *really* be a hero. So far he has passed physical ordeals and mental tests, but he doesn't yet know if he's both emotionally and psychologically ready for the task he has devoted his entire life to undertake.





All of his years of training and perseverance focused on this one time.

One night, shortly after his return to Gotham, Bruce ventures out into the most crime infested area of the city, thinly disguised as a war veteran. After a brief encounter with a pimp, he is set upon by a group of criminals. He was not prepared and so is beaten and stabbed. He is arrested but escapes without revealing his true identity.

That night, as he broods before a bust of his father, he comes to the realization that every single moment of his life must be dedicated solely to fighting crime.

Again, this reflects something else that Campbell said in *The Power of Myth*. A hero must give himself entirely to a higher goal. There is a loss of self—a sacrifice of self-preservation and of personal needs. In the end, this is the ultimate trial.

Wayne must find a form that strikes utter fear into his opponents, one that gives him the element of surprise. But what could that be? As he sits brooding, a large bat flutters through an open window and perches itself atop his father's bust. There is his answer. He decides to take on the form of a bat.

Thus is the Batman born.

His costume is yet another reflection of his loss of self. Once he dons the mask, Bruce Wayne is a faceless entity. He does what he does not for fame or money, but simply because he genuinely feels that he is helping the citizens of Gotham by fighting crime.

People sometimes question the morality of Batman. As Campbell says, "A hero sacrifices himself for something—that's the morality of it."

However, in undertaking a task or adventure, there is always the danger of being *too* enthusiastic. The legend of Daedalus and Icarus is an excellent example of this. Despite his father's warnings, Icarus, caught up in the thrill of flight, flies too high. The heat of the sun melts the wax holding his wings together and he plummets to his death.

After a few near-death incidents, Batman comes to realize the dangers of over-enthusiasm. A hero must keep his emotions under control and his mind clear or else he may miss some detail

that may later prove to be important.

Batman is seen as a dark, sombre character simply because he exercises such self-control. Batman is rarely seen cracking a smile.

In this sense, Robin is to Batman what Icarus was to Daedalus. Despite Batman's warnings, Jason Todd always jumped the gun. Todd was *too* enthusiastic, too emotionally involved. His death seemed to be a logical development because of this. Carelessness in crime-fighting is deadly.

But let's get back to Batman.

Over the years, the Bruce Wayne persona has become a fiction to cover for Batman instead of the other way around. Bruce Wayne is seen on the rarest of social occasions, acting as a carefree playboy, drinking and carousing with women. He is a multimillionaire socialite and principle stockholder of Wayne Enterprises, WayneTech, and the Wayne Foundation. He is known to give extraordinary amounts of money to various charities. However, all of his business dealings are handled by his underlings. At the flash of a Bat-signal, he resumes his role as Batman. To him, fighting crime takes precedence over financial statements.

Even without his costume, Batman spends endless hours in the Batcave tracing leads in a particular case, working at the computer, or working out. If not for his ever vigilant butler, Alfred, Bruce may just starve to death, so dedicated is he to his purpose.

Thus, Batman is a hero in every sense of the word. True, he is at times obsessed and psychotic, but that does not deter from his heroism.

One of Batman's endearing qualities is that he's a normal human being. He has no special powers or abilities. He's simply a man dedicated to a cause who honed his body and mind to their highest capabilities. With the same dedication, any one of us could become Batman.

This year celebrates Batman's 50th anniversary and it seems fitting that a Batman movie be released to commemorate it. We can only hope that the movie lives up to fifty years of comic history.

by Luke A. Fallon

## Movie Review: BATMAN

Although it didn't live up to its hype (how could it?!), *Batman* is a lot of fun. It's very much a comic-book-come-to-life movie, and it looks great. Production designer Anton Furst has succeeded beautifully in realizing the impossibly high, grimy, steel and gargoyled stone architecture of the gothic Gotham City of the *Dark Knight* comics. And Batman's "wonderful toys" come across very well also, the Batmobile in particular. It garnered a cheer from the audience as soon as it appeared on screen, and it was parked at the time! (You'll love its anti-theft device.)

But while the film *looks* very *Dark Knight*-ish, that much ballyhooed approach is superficially treated vis-à-vis the characters. Those fans expecting a serious, gritty and disturbing Batman will probably be disappointed. Michael Keaton doesn't come across as the vengeful, driven Dark Knight of the comics, but not because he can't act the part, but because the part just didn't demand all that much of him. The bulk of the film is given over to the Joker. Batman is given little to do considering he is the title character. Jack Nicholson, turning in another of his patented psychotic loony performances, is terrific as the Joker, but I would have liked to have seen more of Batman.

Nevertheless, I'd have to give director Tim Burton high marks for putting together a very enjoyable film. It works for me, even with the superficial treatment of the Batman character.

reviewed by Clark Kent.



Joker: dominates film



# STAR DRECK!

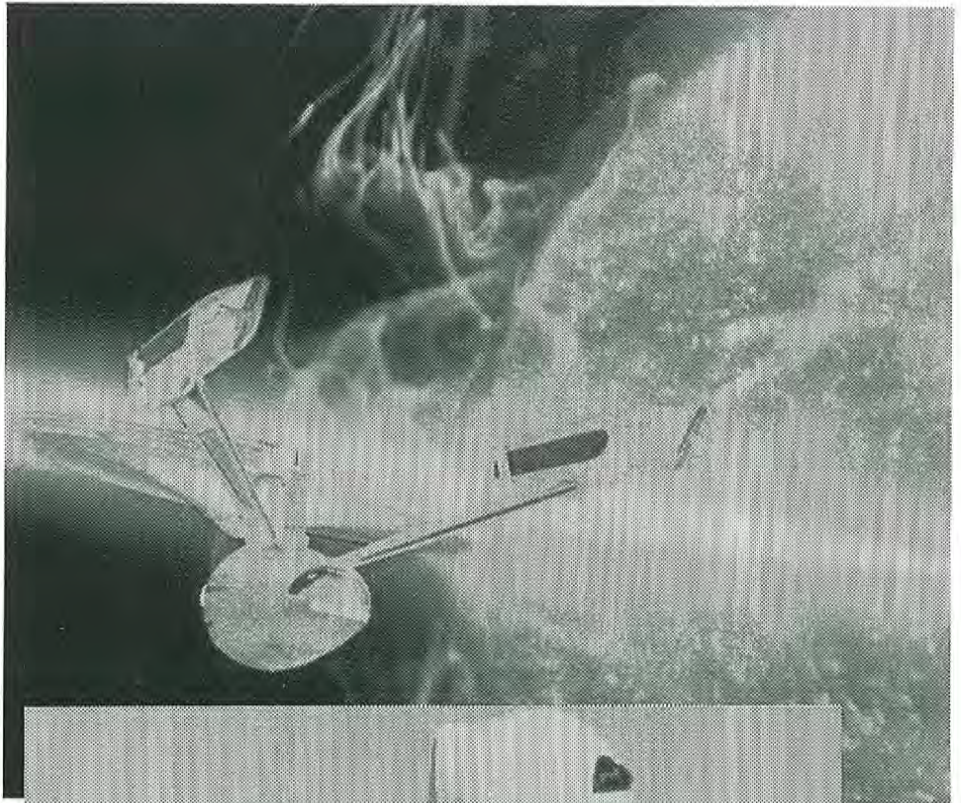
A review of *Star Trek V: The Final Frontier*

*Star Trek V: The Final Frontier* is a bad movie. A megabuck reworking of "The Way to Eden" (one of the more ridiculous original series episodes), it will, I suspect, do to William Shatner's writing/directing career what that iceberg did to the *Titanic*. Once the word-of-mouth gets out, I can't imagine the average summer moviegoer bothering with *ST V*, especially when there is so much else to choose from. Trekkers will go to see it, of course, but few will return for a second viewing.

The story is the hokiest piece of drivel going; it makes *V* (the TV series) look like Shakespeare. It goes nowhere and resolves nothing. The Klingons are completely inconsequential to the plot, serving only to allow us a peak at their latest foreheads. In the end, they come out looking like absolute wusses. The Romulan envoy is pathetically acted, the FX less than admirable, and some of the situations totally unbelievable, even by *Trek* standards—Kirk and company surviving a close-proximity photon torpedo blast (duck, cover, and roll!), or the UFP once again calling upon an aging captain and crew, and their malfunctioning ship, to save the day. You would think that in all of the vast Federation they could find *one* other ship and crew capable of doing the job. If they can't...well, that doesn't say much for the competence of Star Fleet, does it? Boy, will we be up a wormhole without a warp drive when Jim Kirk finally retires. Then who'll save us from omnipotent probes and evil Klingons and such? And the climactic confrontation with "God": about as exciting as dish water. The only thing I liked about this movie were a few of the one-liners.

All in all, the whole exercise was a severe disappointment. Beam me up, this one sucks!

A review by George Wessel.



Top: FX—less than admirable

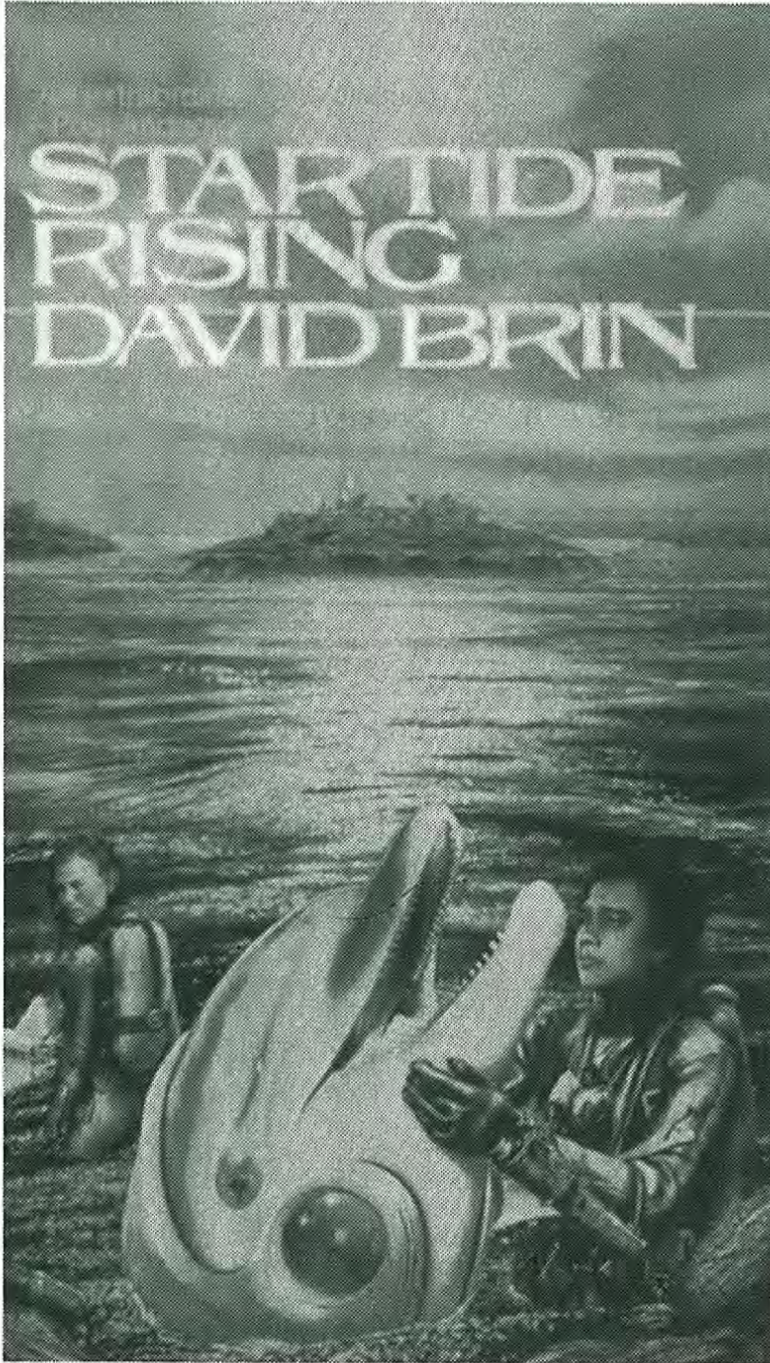
Above: Shatner's directing career may be sunk as a result of *Trek V*.



# Book Review

by John Matthias

## *Startide Rising* (David Brin)



An Earth exploration ship, the *Streaker*, has gone into hiding on a water planet after accidentally discovering an immense fleet of ancient, derelict ships. These ships belong to a race referred to as the Progenitors, from whom it is believed all air-breathing races evolved. A multitude of fanatic races battle each other above the planet as they search for the Earth ship to learn of the fleet's location, for the myth of the Progenitors is not only central to all cultures and religions, it could also decide galactic history for the next billion years...

### Pros

The book is well written and fast-paced. Some interesting ideas are introduced, such as 'uplifting': The process whereby a semi-sentient species is genetically altered to become fully sentient. These client species repay their patrons with 100 000 years of indentured service. The crew of the *Streaker* consists of uplifted dolphins, a chimpanzee and a few humans. Another interesting idea is the Library, a database in existence since the Progenitors and constantly added to, forming the back-bone of galactic civilization.

### Cons

This is another "Galactic Empire" extravaganza, complete with laser space battles and starships that do U-turns in space (Aaargh). Like *Star Trek* (the series) and much American sf, Earthlings are yet again a troublesome group of young upstarts who have somehow upset the status quo of the local universe by being more clever, unpredictable and open-minded than the rest of the snobbish, stagnating galactic bad guys (American Propaganda, Class 101).

In this respect, the book is superficial and disappointing. While Brin has some excellent ideas, whatever is not central to the story is treated sloppily, with perhaps too much pandering to a mass audience. Had Brin given it more attention, I think that it had the potential to be a classic. Also, there are things which are never explained in the book, such as the significance of Progenitor specimens. Last, but not least, I don't like reaching the end of a

book only to discover that the author is setting you up to read his next novel (without advanced warning), even if the immediate story is resolved.

### Recommendation (★★★★)

*Startide Rising* is a good read. Despite falling into the immense crowd of "Galactic Empire" books, (too common in American sf), this novel manages to come out head and shoulders above the rest. It is well balanced, fast-paced and tightly written, and had little trouble maintaining my interest right to the back cover.

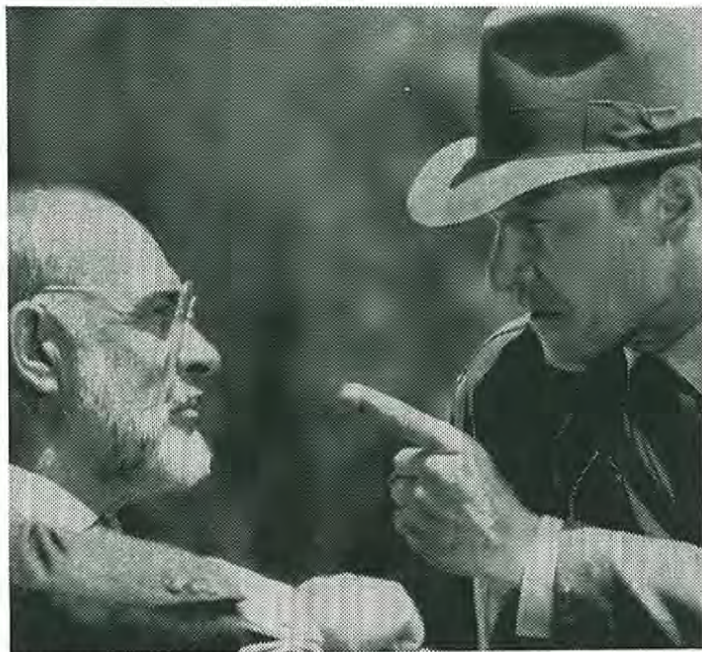


# INDIANA JONES

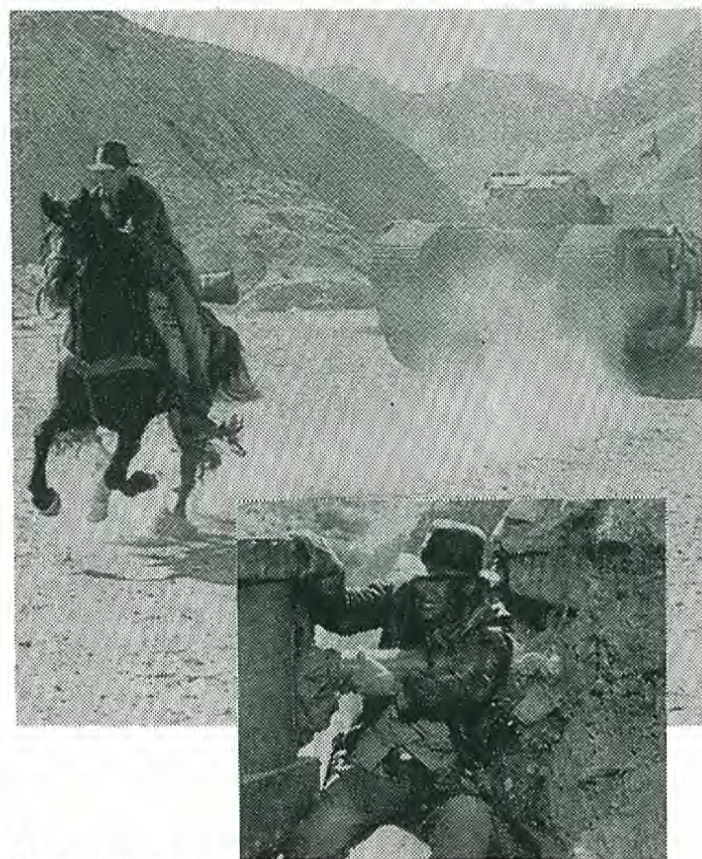
and the

## LAST CRUSADE

A review by Keith Braithwaite



Connery, Ford: chemistry is perfect.



Tank chase: harkens back to Raiders' truck chase.

This is the last Indiana Jones adventure, and Indy is bowing out with a bang. Director Steven Spielberg promised that this one would be more like the first *Indy* movie, *Raiders of the Lost Ark*, and less like the rather gloomy, unnecessarily gruesome second film, *Temple of Doom*. He kept his promise.

Although I'd still rate *Raiders* as the best of the three—mood, action, pacing, and in particular, story are superior in *Raiders*—*Crusade* comes pretty damn close to matching it, close enough to make it well worth the long lines and recently upped price of admission. All the elements that made *Raiders* such great fun are present in *Crusade*. The thrill-a-minute action sequences are abundant, including a tank chase that harkens back to that memorable *Raiders* truck chase. The sense of humour that was largely absent in *Temple* is back, including a wry reference to *Raiders* by Indy as he explores an underground passage. The best lines, though, are exchanged between Indy and his father, Dr. Henry Jones, played superbly by Sean Connery. The Nazis are back, as villainous as ever, and ILM's special effects are, as usual, state-of-the-art, with the notable exception of an aerial dog-fight scene in which they fall a little short of the standard we've become accustomed to. A couple of other drawbacks: a few of the one-liners come across as somewhat forced (Indy's "Oh, rats" in a rat-infested catacomb, for example), sounding like the kind of thing Roger Moore might say in a Bond film; and the female lead, Dr. Elsa Schneider (Alison Doody), serves merely as window dressing. Kate Capshaw's character in *Temple* (Willie Scott) fared similarly. Indy hasn't had a really strong female lead to play off of since Marion (Karen Allen) in *Raiders*. The relationship between the two of them is, I think, one of the strengths of the first film. Such a relationship was sorely lacking in *Temple*, and *Crusade* is without a worthy female counterpart to Indy as well. But, there is Connery! As Indy's dad, he makes up for the lack of a Marion. *Crusade*'s father/son relationship works just as well as the man/woman relationship in *Raiders*, and the chemistry between Ford and Connery is perfect, resulting in some great moments worthy of Indy's and Marion's best.

Oh yes, the opening teaser: River Phoenix does a fine job playing Indy as a boy (circa 1912), and we see how, in one action-packed afternoon, Indy develops his fear of snakes and acquires his trademark whip and hat. It's a fun sequence that primes you for the adventures that follow.

*Crusade* will have you coming out of the theatre with a smile on your face, cheerfully humming that familiar John Williams theme.





# Earthshattering Trumors



## Media

### The Kryptonite Hits the Fan.

*Superman IV* has become the subject of a legal battle over the film's original script. Barry Taff and Kenneth Stoller are pleading their claim, before a Los Angeles Superior Court jury, that a story idea they submitted to star Christopher Reeve eventually became the screenplay (credited to Reeve, Lawrence Konner, and Mark Rosenthal). Reeve filed a cross-complaint against the duo back in 1987 when the trouble began.

### The Pit and the Pendulum

Director Stuart Gordon's upcoming version of *The Pit and the Pendulum* will star Peter O'Toole, Sherilyn Fenn, and Billy Dee Williams, and will be lensed in London and Italy.

### Class of 1999

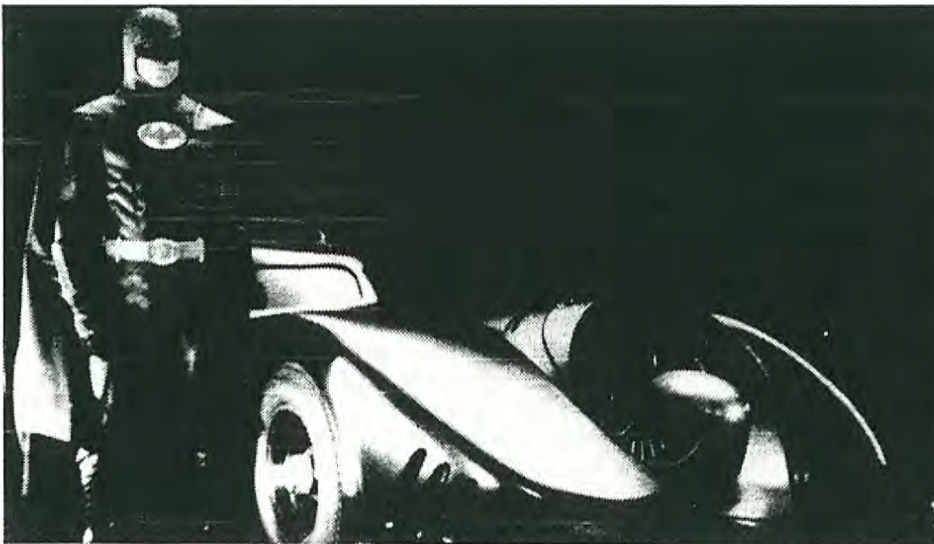
Stacy Keach, Malcolm McDowell, and Pam Grier are slated to appear in the film *Class of 1999*, in which a group of robot teachers, created to keep delinquent kids in line, short out and deal out their own brand of discipline.

### Holy Hot Rod, Batman!

The movie Batmobile, a working prop built by Terry Ackland Snow, from *Batman* production designer Anton Furst's concepts, is powered by a wicked 350 Chevy engine and features Harrier jet parts. Vroooom! Additional Bat-note: Sam Hamm, who wrote the *Batman* movie and said that he wouldn't be doing any *Batman* sequels, has relented and signed on to write *Batman II*.

### Pressing the Flesh

18 year old Canadian actress Morgan Fox plays Robunda Hooters in *Flesh Gordon's* sequel *Flesh Gordon Meets the Cosmic Cheerleaders*. Filmed in Vancouver in 36 days, the movie cost less than \$1 million to make and features among its creatures an "octopussy eater"!



Left: Batmobile—350 Chevy, Harrier jet parts. Right: Morgan Fox as Robunda Hooters.



## Aliens<sup>3</sup>

The script William Gibson did for *Aliens III* will likely not be used. At the time, Ridley Scott was slated to direct but he ultimately decided not to do the film. Gibson's script was to be used by Scott, so when Scott fell through, 20<sup>th</sup> Century Fox hired Eric Red (*The Hitcher*) to pen *Aliens III*. His script has since been discarded as well. At the moment, Renny Harlin (*Nightmare on Elm Street, Part IV*) is set to direct. He apparently has the thumbs up from Ridley Scott.

## Schwarzenews

Arnold Schwarzenegger is considering doing sequels to a few of his hit sf films. *Predator II: Body Count* will be directed by *Nightmare on Elm Street* movie series veteran Stephen Hopkins. *Terminator II* is now being scripted by Frank Miller (soon-to-be-released *Robocop II*, *Batman* graphic novels), however Schwarzenegger has said that doing *Terminator II* is not high up on his list (read: I want more money!). Universal, it seems, is very keen on getting Arnie to agree to do *Conan III*, to the point of offering him the chance to write or direct or produce or whatever he wants!

## More Sequels

Disney wants to make a sequel to *Mary Poppins*, and plans are afoot to produce *Short Circuit III*. AAAARRRRRGGGGGHH!!

## Slipstream

Mark Hamill plays a futuristic lawman named Tasker in Gary Kurtz's \$15 million post-apocalyptic fantasy adventure *Slipstream*. Directed by Steven Lisberger (*Tron*), the film opened to poor reviews in England. We may see it here in North America on video, soon.



Mark Hamill stars in *Slipstream*.

## Books

### DAW

Marion Zimmer Bradley has sold two new Darkover novels to DAW. The first, entitled *Heirs of Hammerfell*, will be out this month in hardcover. Jo Clayton has also sold a book to DAW, entitled *Shadowplay*.

### We thank you for submitting your manuscripts, but...

*Amazing Stories* is no longer accepting unsolicited or unagented material. *Twilight Zone Magazine* has suspended publication indefinitely as of the June issue, and the death of publisher Marshall D. Ossey has delayed, perhaps for good, plans to

publish *Striking Sci Fi*.

### The 1989 Australian SF Achievement Awards

The winners of the 1989 Australian SF Achievement Awards were announced at the Australian National SF Convention in Perth. Here are the results—Best International Fiction: *Seventh Son* by Orson Scott Card (Legend); Best Australian Long Fiction: *Striped Holes* by Damien Broderick (Avon); Best Australian Short Fiction: "My Lady Tongue" by Lucy Sussex (Matilda at the Speed of Light); Best Fanzine: *Get Stuffed*, ed. by Jacob Blake; Fan Writer: Bruce Gillespie; Fan Artist: Ian Gunn; William Atheling Award: Russell Blackford, for articles in *Australian SF Review*.



## STOP THE PRESSES! STOP THE PRESSES! STOP THE PRESSES!

Literally moments before "Earthshattering Trumors" was to go to press, we received these last minute Trek rumours...

### LATEST STAR TREK RUMOURS

Paramount has officially announced that they will not be making Star Trek VI. It seems that the poor box office showing of Trek V has sunk the ST movie series. Meanwhile, ST:TNG is well into its third season and fan reaction is positive. The stories are better, and there's more action, suspense, and drama. Many fans who had written the show off last season are giving it another chance after seeing some of this year's episodes. Interestingly enough, Patrick Stewart (Picard) has said, at a recent Orlando con, that he is not all that thrilled with the way the show is going this year. Also, rumours are flying fast and furious that a ST:TNG movie will be made. Other rumours are circulating that, despite Gene Roddenberry's objections, we will soon see some of the cast members of the original series on the new series. With their movies now out of production, ST:TNG is the only Trek in town, so why not?

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This article appeared in the December 1989 issue of MTL magazine...

## SCIENCE FICTION BEYOND STAR TREK

**T**he meeting had all the makings of a political rally. It began with a series of nervous speeches. Nominees for the Executive Committee were asked to sign up before leaving, more volunteers and funds were needed for the upcoming convention, a copy of the club's constitution wouldn't be available until the following week, and members were asked to fill out a survey (anonymously if they wished) on how to improve future get-togethers: "Would you like to see more guests? Shorter business discussions? More Star Trek?" Star Trek? Well, after all, this is a monthly meeting of the Montréal Science Fiction Fantasy Association (MonSFFA).

CJAD assignment editor and MonSFFA public relations officer Trudie Mason is trying to get the word out: science fiction is not only for kids and kooks. Many professionals are actively involved with all aspects of Sci-Fi and fantasy. There is alien design, gaming, workshops, but mostly there is discussion — characters, movies, T.V...anything out of this world is fair game.

"My father was crazy about trains," Mason says. "He would collect them, guard them, read about them. It was a hobby, just like this is a hobby to us."

Maybe so, but ask a simple question to a MonSFFA member and prepare to relax — the answer is going to be lengthy.

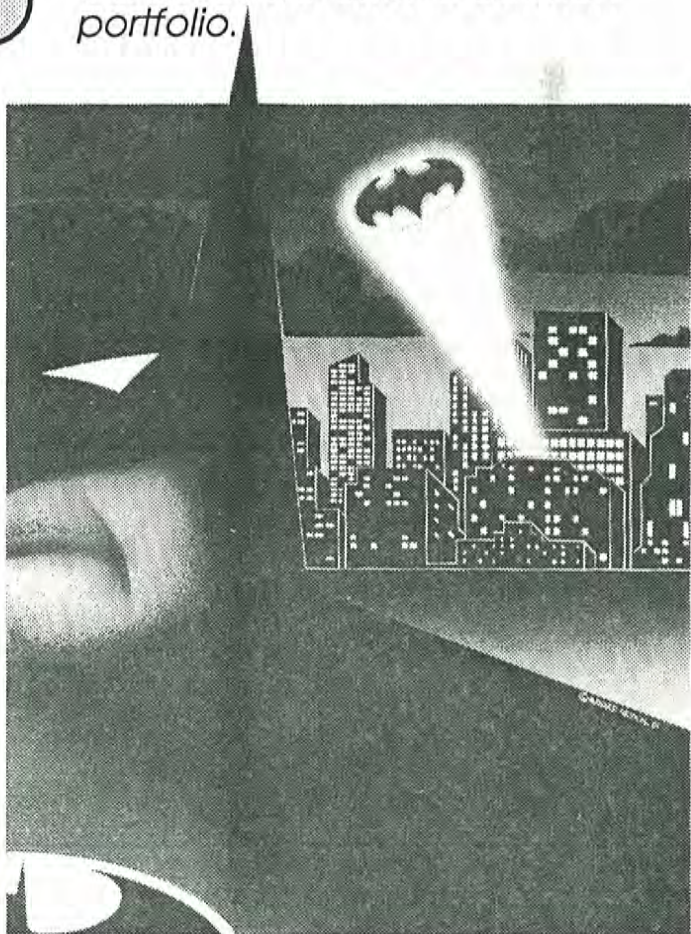
*Star Trek* plays an important role in the club. Nary a moment passes where the name Kirk or Enterprise can't be heard somewhere in the room. But if you're interested in two- or three-dimensional artwork, computer games or role-playing (all in the Sci-fi or fantasy theme, of course), then these are your kind of people. 489-0703 for information about MonSFFA.

Ava Chisling



# Main Viewscreen

Main Viewscreen is a semi-regular feature of Warp in which we highlight the artwork of our members and/or members of fandom in general. In this issue, we offer a Batman portfolio.



## ABOVE, LEFT

Sketch: A Dark and Stormy Knight (by Keith Braithwaite)

Batman as rendered in chalk pastel and coloured pencil by our president. This print was on show at MonSFFA's Bat-meeting in May.

## ABOVE

A Hard Day's Knight (by Berny Reischl)

This airbrush rendering of Batman was featured at Berny's airbrushing techniques demo at the May meeting.

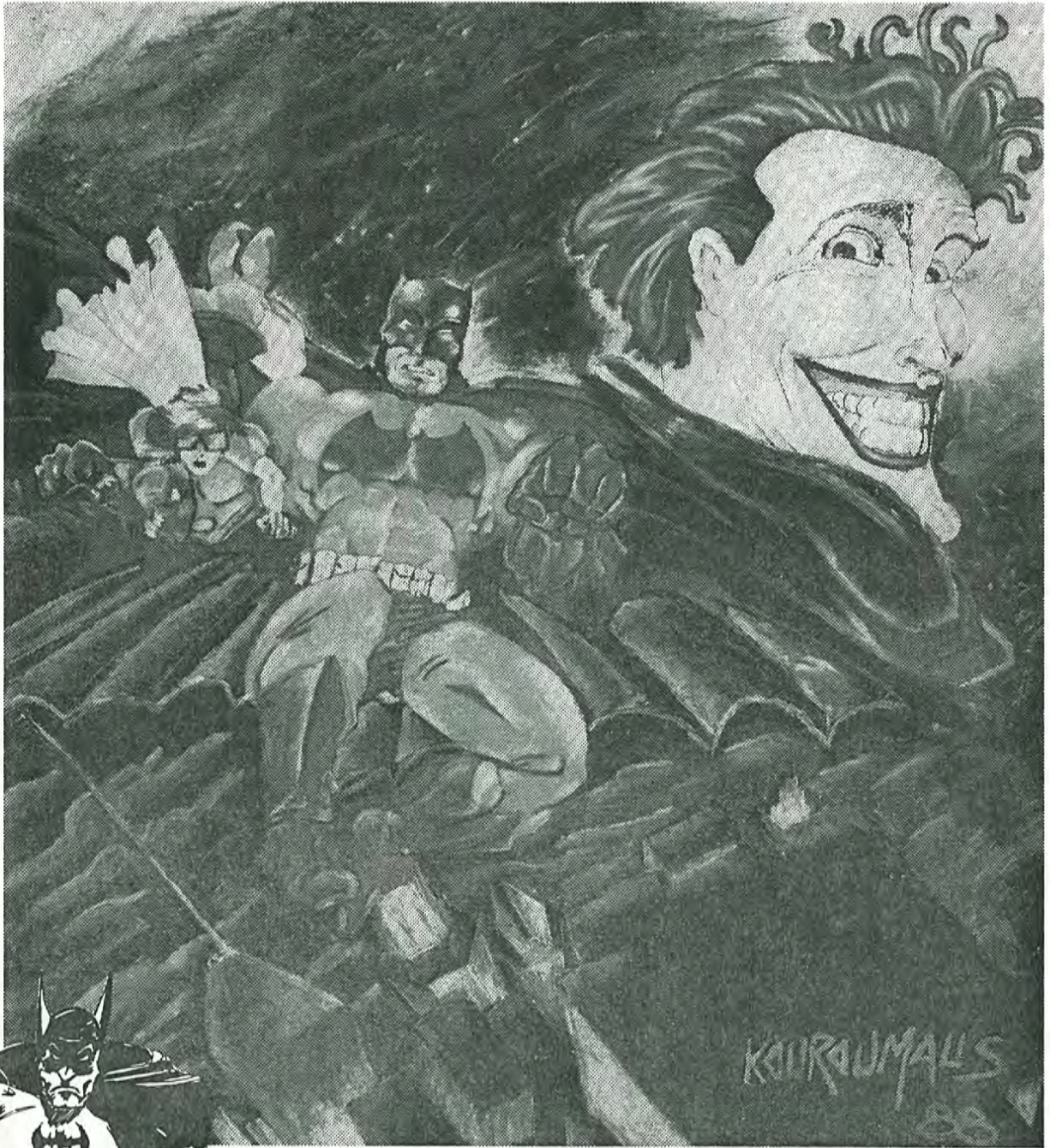
## LEFT

Batman (by Luke A. Fallon)

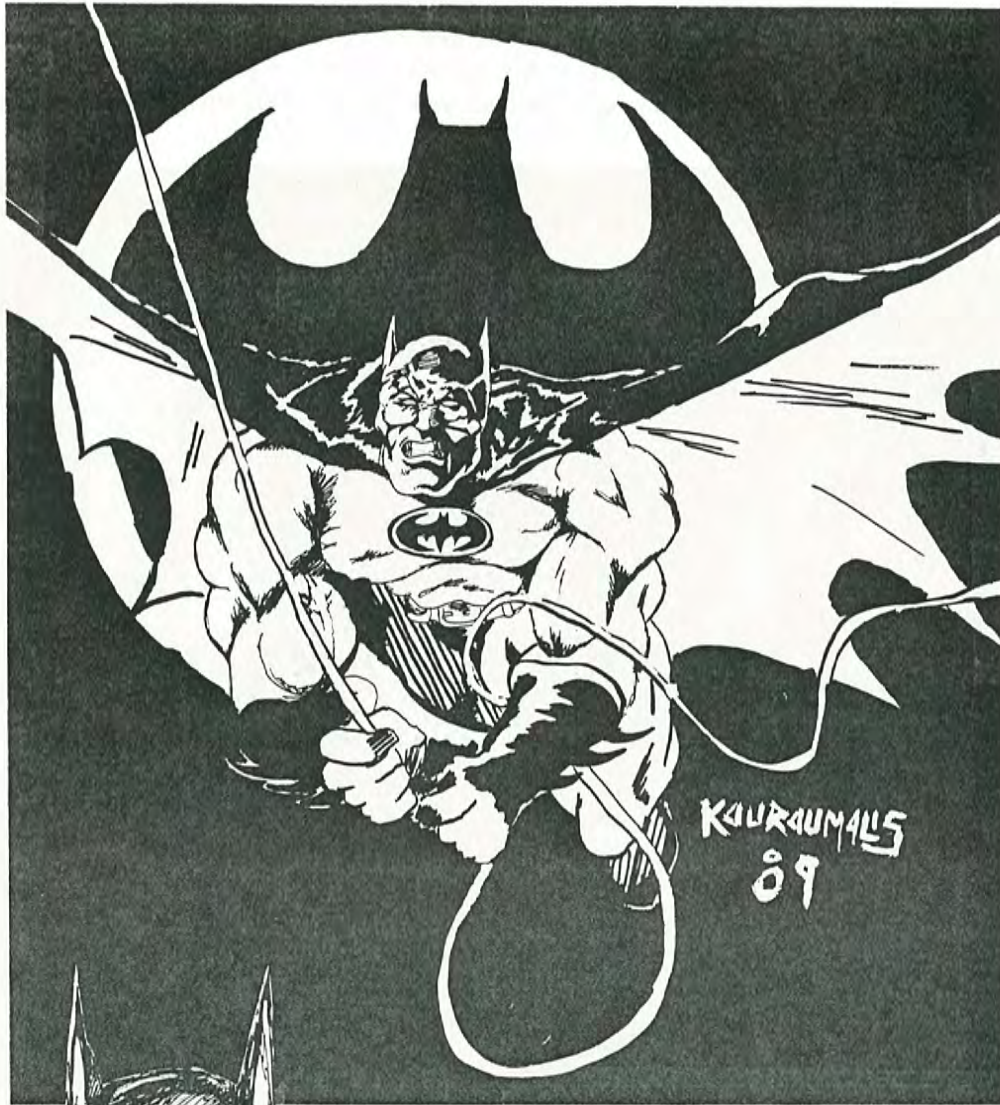
This pen and ink drawing was originally printed in the "Earthshattering Trumors" section of WARP 11.



This page and the next one showcase the Bat-art of Toly Kouroumalis, an avid Batman fan and a fan of comics in general. Toly is presently studying illustration at Dawson College and is working on a comic book of his own, which he hopes to be able to publish soon. The Frank Miller-inspired rendering immediately below was done with chalk pastel, the other of his drawings in pen and ink.









If you would like to join, please fill in the membership application and mail it to **MonSFFA**, along with a cheque or money order made out to **MonSFFA** for the amount of \$20.00. Feel free to write us for more information.

**MonSFFA**

P.O. Box 1186, Place du Parc  
 Montreal, Quebec  
 Canada, H2W 2P4

**The Montreal Science Fiction and Fantasy Association (MonSFFA):  
 Membership Application**

Name \_\_\_\_\_

Birthdate (optional) \_\_\_\_\_

Mailing address \_\_\_\_\_  
Street

Apt. \_\_\_\_\_ City/Town \_\_\_\_\_

Province/State \_\_\_\_\_ Postal Code \_\_\_\_\_

Telephone (Home) (\_\_\_\_) \_\_\_\_\_ - \_\_\_\_\_

(Work) (\_\_\_\_) \_\_\_\_\_ - \_\_\_\_\_

**Interests (optional)**

- Science Fiction      Others \_\_\_\_\_
- Fantasy      \_\_\_\_\_
- Horror      \_\_\_\_\_
- Movies/TV      \_\_\_\_\_
- Writing      \_\_\_\_\_
- Art      \_\_\_\_\_
- Gaming      \_\_\_\_\_

We are sometimes approached by other organizations interested in soliciting our members. Please indicate whether or not you give your permission to pass on the information contained in this application to any such organizations.

- You have my permission to pass on said information.
- Please do not pass on any of said information.

Si vous voulez vous joindre au club, veuillez remplir le formulaire d'adhésion et nous le faire parvenir à l'adresse si-dessous avec un chèque ou un mandat-poste, payable à l'ordre de l'**AMonSFF**, au montant de 20,00 \$. N'hésitez pas à nous écrire si vous avez besoin de plus amples renseignements.

**AMonSFF**

C.P. 1186, Place du Parc  
 Montréal (Québec)  
 Canada, H2W 2P4

**Formulaire d'adhésion à l'Association Montréalaise de Science-Fiction et de Fantastique (AMonSFF) :**

Nom \_\_\_\_\_

Date de naissance (optionelle) \_\_\_\_\_

Adresse \_\_\_\_\_  
rue App.

Ville \_\_\_\_\_

Province/Etat \_\_\_\_\_ Code Postal \_\_\_\_\_

Téléphone (rés.) (\_\_\_\_) \_\_\_\_\_ - \_\_\_\_\_

(trav.) (\_\_\_\_) \_\_\_\_\_ - \_\_\_\_\_

**Intérêts personnels (optionels)**

- Science-Fiction      Autres \_\_\_\_\_
- Fantastique      \_\_\_\_\_
- Horreur      \_\_\_\_\_
- Films/TV      \_\_\_\_\_
- Écriture      \_\_\_\_\_
- Art      \_\_\_\_\_
- Jeux de rôles      \_\_\_\_\_

Il arrive que d'autres organismes nous demandent la liste de nos membres afin de les contacter. Veuillez indiquer ci-dessous si vous nous autorisez à transmettre les renseignements inscrits sur ce formulaires à ces organismes.

- Je vous autorise à transmettre ces renseignements.
- Veuillez ne pas transmettre ces renseignements.



CENTREPIECE

# FANTASY FORUM



Gazette, Richard Ariess Jr.

Ardent Trekkers (from left) Daniel Kenney, Lynda Pelley and Bernard Reischl fire a 'phaser.'

## City sci-fi fans hold first convention

By MIKE KING  
of The Gazette

The flying-saucer-shaped conference hall at the downtown Hôtel Maritime was an appropriate location for Con-Cept, the first convention of the Montreal Science Fiction and Fantasy Association.

It appeared inside that some people had been beamed down from a well-known spacecraft — the S.S. Enterprise of the hit television series *Star Trek*.

Some of the nearly 300 science fiction and fantasy fans who attended the day-long event yesterday came dressed as their favorite *Star Trek* characters.

And while Montreal-born actor William Shatner didn't show (organizers couldn't afford his \$15,000 U.S. appearance fee), he wasn't forgotten.

An afternoon "roast" paid tribute to the home-town hero famous for his role as Capt. James T. Kirk in both the television and movie versions of *Star Trek*.

Con-Cept chairman John Matthias noted the group, dedicated to sci-fi and fantasy, was originally called the Montreal *Star Trek* Association when it was founded a couple of years ago.

"But we found that too selective," Matthias recalled. "We wanted to open it

up to a wider audience."

Matthias, a communications student at Concordia University, said the first step toward opening up his association to a whole new frontier of members was to organize Con-Cept.

"Every major city in North America has a regular (science-fiction) convention except Montreal so we decided to start one here," he explained.

Besides catering to the Trekkers (Trekkie is considered a derogatory term for a true *Star Trek* fan), Con-Cept featured panels with guest speakers, a science fiction and fantasy amateur film and video festival, costume contest, and screening of rare and popular videos, art show and auction, a dealers' room, space cantina, games, displays and special presentations capped off with a dance last night.

While most of the workshops were meant to entertain more than educate, such as the one on Trekkie deprogramming and another entitled *Monster in My Genes: Bio-Engineering in the 21st Century*, others were serious.

Donald Kingsbury, a local sci-fi writer and former McGill University professor, provided tips to aspiring writers on how to get published and later gave a reading of some of his award-winning works.

There was also a panel discussion on militarism and sexism in science fiction as well as a workshop on writing sci-fi and fantasy screenplays for television and film.

"Science fiction is gaining credibility," Matthias said.

Larry Stewart of Ottawa agreed. Stewart quit his job as calligrapher and artist for the governor general of Canada in 1987 to embark on a new career as sci-fi and fantasy illustrator.

To date, he has done design work for Paramount Studios for an episode of the *War of the Worlds* television series, in addition to illustrations for various sci-fi books and magazines. Two of his current projects include a storyboard drawing for a major television studio and an illustrated version of Jules Verne's *20,000 Leagues Under the Sea*.

"Science fiction is becoming a multi-billion-dollar business," said Stewart, who headed five workshops yesterday and participated in the Shatner roast.

"It's a very lucrative field."

"Although respectability is growing for the genre, Stewart said, there still remains an unwarranted image of science fiction followers.

"There's this stigma about sci-fi people being weird or goofy."

THE CONCEPT '89  
CONVENTION COMMITTEE  
(CON-COM) WISH TO  
THANK ALL OF THE EXHIB-  
ITORS, CONTRIBUTORS,  
VOLUNTEER STAFF, SPECIAL  
GUESTS, DEALERS, HOTEL  
STAFF, AND LAST BUT NOT  
LEAST, CONVENTION ATTEND-  
EES WHO HELPED MAKE CON-  
CEPT '89: MONTREAL SCIENCE  
FICTION AND FANTASY CONVEN-  
TION SUCH A GREAT SUCCESS!