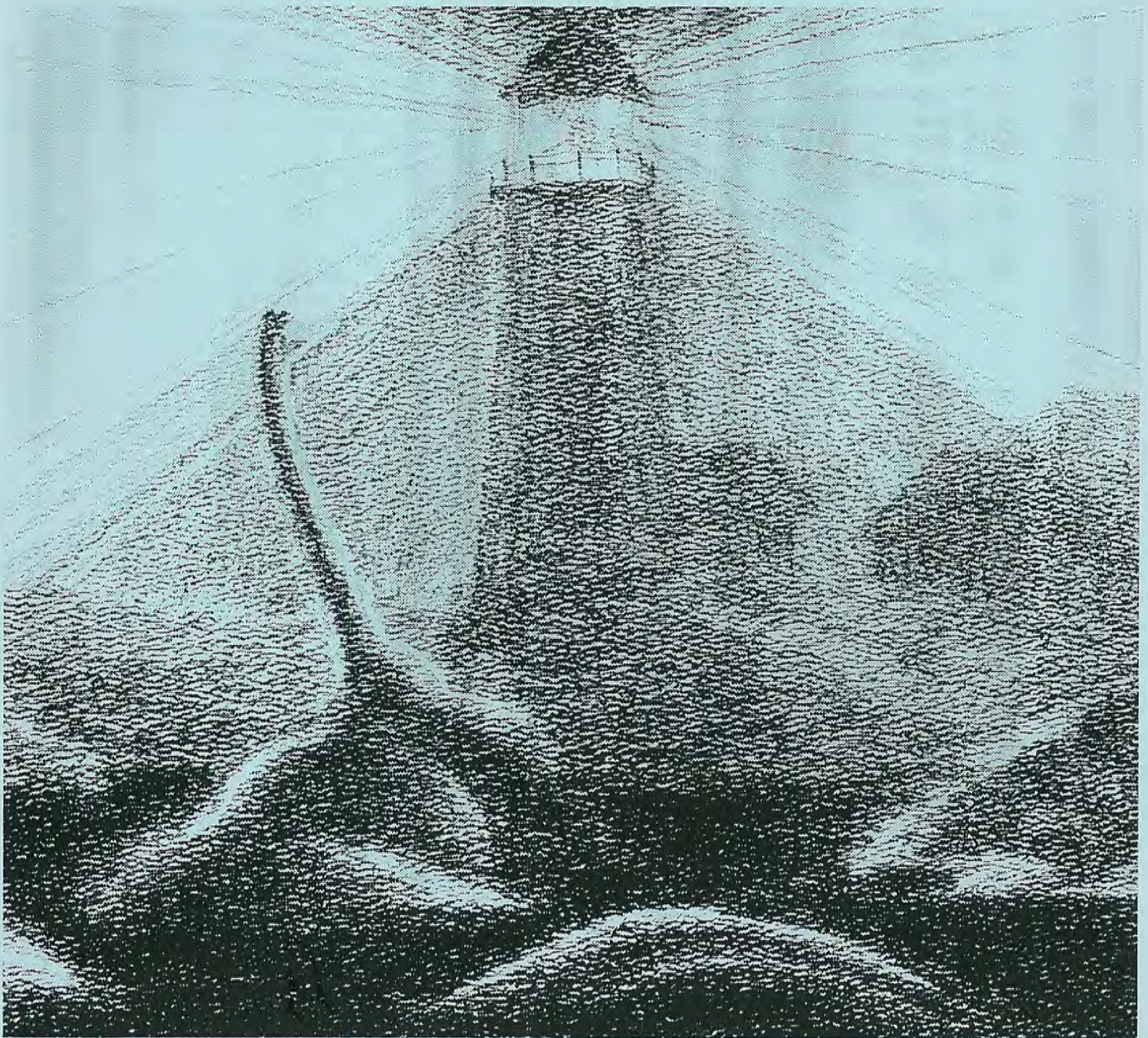


# WARP

4





# Roll Call

## MonSFFA's Executive Committee and Board of Advisors (BOA™)

**President**  
Keith G. Braithwaite

**Vice-President**  
Michael L. Masella

**Treasurer**  
Colleen Magnussen

**Recruitment Officer**  
Emile Richard

**General Activities Officer**  
Lou Israel

**Special Activities Officer**  
position unfilled

**Public Relations Officer**  
John Matthias

**Mailing Manager**  
Trudie Mason

**Correspondence Secretary**  
Bryan Ekers

**Advisors**  
Joseph Aspler  
Eugene Heller  
Graham Darling  
Kevin Holden

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## Newsletter Staff this Issue

Keith Braithwaite (editing, layout)  
Michael Masella (editing, typesetting)  
Andrew Nugent (laser printing)  
Berny Reischl (layout, photostats)

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**Cover up:** This issue's cover is entitled "The Fog Horn," and depicts a scene from Ray Bradbury's classic story of a plesiosaur—the last in the world—drawn to the sound of a fog horn, thinking that it's the call of its mate. The illustration was rendered in charcoal crayon on a course paper by MonSFFA's president, Keith Braithwaite.

# President's Letter

## State of the Club

In this letter, I would like to speak, if I may, on the state of our club today. Overall, things are going pretty well. Most of the problems that have plagued us over the past year or so have been overcome. We finally have found a reliable and reasonably priced photocopying facility for the printing of this newsletter and its smaller sister, *Impulse*. We expect to be able to put out six issues of each per year. Membership, although down a little, is still quite healthy. Our bank balance is in pretty fair shape—we are able to meet our current financial commitments without having to increase this year's membership fees. Our discount program has grown to include eleven retailers, for whose support of sf/f fandom in Montreal through this club we are very grateful. The General Meetings are going well of late; attendance at most meetings is good and members seem to be enjoying them. Lastly, the club has gotten off to a good start in realizing one of its founding goals: the creation of a yearly sf/f convention in Montreal. Con•cept '89 was the first step in this process. It was a resounding success, and the planning of Con•cept '90 is already underway.

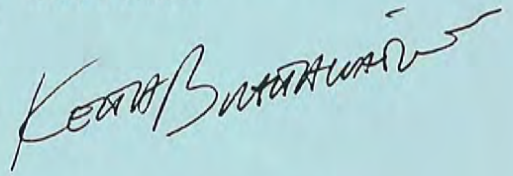
But, MonSFFA suffers greatly in one area: *member participation*. A club such as ours can only survive, grow and thrive if its members actively participate in the running of that club. Meeting halls do not book themselves, newsletters do not write and print themselves, membership cards don't magically appear in the purses and wallets of club members, and meetings, parties and outings do not organize and run themselves. Someone has to make things happen, and that someone has to be the club's members.

Many of MonSFFA's current Executive and BOA™ have been doing their thing for MonSFFA almost from the time of the club's

beginnings. They are becoming burned out! Some have taken leaves of absence just to get away from it all for a while, leaving the few of us still active to take on their duties. Consequently, things are taking much longer to get done, if they get done at all. Memberships are not processed as quickly as they should be, we're late in answering mail, and General Meetings are sometimes short of activities simply because nobody has had time to get anything organized. I mentioned earlier that membership is down a little. I'm certain that this is because renewal notices are going out late, if at all, and pamphlets and posters promoting MonSFFA to the general public haven't been put out in a long, long time. This cannot help but impact negatively on the club.

The handful of us now pulling all of the day to day duty for MonSFFA simply *cannot* continue to do it all! If nothing is done to relieve the burden on us, this club may very well collapse in the not-too-distant future. I, and I hope you, do not want to see that happen. MonSFFA has provided, in this city, a vehicle for fans of sf/f to meet and enjoy their hobby. It would indeed be a shame if such a vehicle died of apathy.

As MonSFFA's president, I am committed to seeing this club continue and prosper, but of course, my commitment alone is not enough. You, the members, must also work for what is, after all, your club. I appeal to you to get involved—*actively involved*—in MonSFFA. If ever the club needed your volunteer efforts, it is now.



Keith Braithwaite  
President, MonSFFA



# MonSFFA Membership Benefits

**The Montreal Science Fiction and Fantasy Association (MonSFFA)** is a Montreal area-based non-profit organization dedicated to the enjoyment and promotion of all activities which support and/or compliment the interests of science fiction and fantasy fandom.

The membership fee is currently \$20.00 per year. Elections to determine the executive committee are held annually

and are open to all paid members in good standing.

Membership entitles you to: 1) A MonSFFA membership card which allows you free admittance to general meetings, plus a minimum 10% discount at participating sf/f stores (see below), and 2) A subscription to MonSFFA's newsletter, *Warp*, and its news bulletin, *Impulse*.

Please address all correspondence to:

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

Below is the list of sf/f-oriented stores participating in the **MonSFFA Discount Program**. We encourage members to frequent these stores. Some exceptions as to discounts may exist: ask the dealer for details. A **valid MonSFFA membership card must be presented to qualify for the discount.**

**COMPUTURE**  
Fairview Shopping Centre  
6815 Trans Canada Highway G-19  
Pointe Claire, Quebec H9R 5V1  
Telephone: (514) 695-3620  
FAX: (514) 695-4789

10% off on computer game and video game software not otherwise on special. Fairview store only, see Mike Masella.

**EL PASO KOMIX**  
L'ENDROIT OU L'HOMME ARRANGÉ  
LIT LES HISTOIRES DE SES  
SUPER-HEROS FAVORIS  
WHERE SPIDEY READS THE  
STORIES OF HIS FAVORITE  
SUPER-HEROES  
Ouvret 7 jours/semaine  
Open 7 days a week  
2114 Sauvé est, Mil H2B 1A9 (514) 385-6714

15% off on most merchandise; does not apply to "series discounts" already offered to customers of this establishment.

**HOBBY INTERNATIONAL INC.**  
2100 GUY STREET, MONTREAL  
QUEBEC H3H 2M8 • TEL. 514-937-3904

10% off (5% if paying by credit card) on most merchandise. \$10.00 minimum purchase.

**I.D.A.H.H.S.** Allan Finkelstein  
A SCIENCE STORE  
EDUCATIONAL GIFTS  
(514) 485-7241  
5250 QUEEN MARY ROAD  
MONTREAL, CANADA  
H3W 1X5

10% off (5% if paying by credit card) on most merchandise.

**JOUETS KANGOUROU HOBBIES**

10% off (5% if paying by credit card) on models and role playing games, \$10.00 minimum purchase. Applies to all locations.

Role Playing Games  
New & Old Comics  
Bags & Supplies  
Retail & Wholesale  
4210 Decarie  
Montreal Que. H4A 3K3  
489-4009  
**KOMICO**  
One Block South of Villa Marie Metro Lee Jordan

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

**L.A. LIBRAIRIE ASTRO ENRG.**  
USED AND COLLECTIBLE BOOKS • COMICS • RECORDS  
• 1844 St. Catherine ouest, Montreal, Que. (514) 932-1139  
• 5355 boul. Decarie, Montreal, Que. (514) 484-0566  
• 1070 rue Notre-Dame, Lachine, Que. (514) 637-0733

10% off on most merchandise.

**MARS**  
COMICS  
RECORDS (IMPORTS)  
COLLECTOR'S ITEMS  
CARDS  
BANDES DESSINÉES  
SCIENCE FICTION  
CASSETTES VIDEOS  
POSTERS  
537 A St. Catherine W  
Metro McGill 844-4329

Between 10% and 15% off on most merchandise.

**N-E-B-U-I-A**  
MONTREAL'S **science-fiction** marketplace  
paperbacks, trades, hard covers and magazines  
us and uk sim. press  
FANTASY, HORROR, CINEMA, BOOKS, COMICS, TRIPS  
SPECIAL AND MAIL ORDERS WELCOME  
**open 7 days a week**  
1522 SHERBROOKE W. (at St. Jean St.)  
481-1111 (514) 481-1111

10% off on everything except imports & magazines.

**METROPOLIS comics cards**  
"Montreal's Finest Selection of Silver & Golden Age Comics"  
1418 Pierce, Montreal, Que. H3H 2K2 989-9587  
10% off on new issues and specialty books.



**1,000,000 COMIX**  
6290 Somerled Ave., N.D.G. (630-4518)  
1539 Van Horne, Outremont (277-5788)  
1260 Dollard, LaSalle (366-1233)  
20% off on most merchandise.



# TransWarp Book Club

MonSFFA member William Whitbread, in order to encourage greater awareness of sf/f literature, is opening up his collection (TransWarp Book Club) of books for the general membership to peruse between general meetings. At each meeting, members can select from a list of books (see below) and their choices will be brought to the next meeting. Members, however, must return the book(s) by the following meeting. All members are welcome to donate any books to the club or make available their titles independantly through TransWarp.

- Adams, Douglas—THE HITCH HIKER'S GUIDE TO THE GALAXY  
Adams, Douglas—LIFE, THE UNIVERSE, AND EVERYTHING  
Adams, Douglas—THE RESTAURANT AT THE END OF THE UNIVERSE  
Adams, Douglas—SO LONG, AND THANKS FOR ALL THE FISH
- Aldiss, Brian W.—HELICONIA WINTER  
Anderson, Poul—ANNALS OF THE TIME PATROL
- Asimov, Isaac—PRELUDE TO FOUNDATION  
Asimov, Isaac—FOUNDATION TRILOGY  
Asimov, Isaac—FOUNDATION'S EDGE  
Asimov, Isaac—ROBOTS AND EMPIRE  
Asimov, Isaac—THE COLLAPSING UNIVERSE(non fiction)  
Asimov, Isaac—EXTRA TERRESTRIAL CIVILISATIONS(non-fiction)
- Asprin, Robert Lynn—MYTH ADVENTURES  
Asprin, Robert Lynn—SANCTUARY  
Asprin, Robert Lynn—CROSS CURRENTS
- Bear, Greg—BLOOD MUSIC  
Bear, Greg—TANGENTS
- Benford, Gregory/Brin David—HEART OF THE COMET
- Bradley, Marion Zimmer—CITY OF SORCERY
- Brooks, Terry—THE ELFSTONES OF SHANNARA  
Brooks, Terry—THE SWORD OF SHANNARA
- Brunner, John—THE CRUCIBLE OF TIME
- Butler, Octavia E.—CLAY'S ARK
- Card, Orsen Scott—ENDAR'S WAR
- Carver, Jeffrey A.—THE INFINITY LINK
- Cherryh, C.J.—ARAFEL'S SAGA  
Cherryh, C.J.—CUCKOO'S EGG  
Cherryh, C.J.—RIMRUNNERS  
Cherryh, C.J.—SUNFALL
- Clarke, Arthur C.—2061 ODYSSEY THREE
- Clayton, Jo—THE SOUL DRINKER
- Cook, Glenn—ANNALS OF THE BLACK COMPANY
- Comey, Michael—GODS OF THE GREATWAY
- Dick, Philip K.—RADIOFREE ALBEMUTH
- Dickson, Gordon R.—TIME STORM
- Gentle, Mary—GOLDEN WITCHBREED
- Grimwood, Ken—REPLAY
- Hambley, Barbara—THOSE WHO HUNT THE NIGHT
- Harria, Raymond—SHADOWS OF THE WHITE SUN
- Harrison, Harry—TO THE STARS  
Harrison, Harry—RETURN TO THE STARS  
Harrison, Harry—WEST OF EDEN  
Herbert, Frank—DUNE
- Holdstock, Robert—WHERE THE WINDS BLOW
- Hughart, Barry—THE STORY OF THE STONE  
Kube-McDowell, Michael P.—ALTERNATIVES
- Leiber, Fritz—THE NIGHT AND THE KNAVE OF SWORDS
- McCaffrey, Anne—DRAGON'S DAWN  
McCaffrey, Anne—KILLASHANDRA
- Moorcock, Michael—THE NOMAD OF TIME
- Niven, Larry—LIMITS  
Niven, Larry—RINGWORLD  
Niven, Larry—RINGWORLD ENGINEERS  
Niven, Larry—A WORLD OUT OF TIME
- Piserchia, Doris—THE SPINNER
- Pohl, Frederick—THE COMING OF THE QUANTUM CATS  
Pohl, Frederick—HEECHEE RENDEZVOUS  
Pohl, Frederick-C.M. Kornbluth—THE STARCHILD TRILOGY  
Pohl, Frederick-C.M. Kornbluth—VENUS INC.
- Powers, Tim—DINNER AT DEVIANT'S PLACE
- Reeves, Michael—THE SHATTERED WORLD
- Reeves-Stevens, Garfield—NIGHTEYES
- Rosenberg, Joel—GUARDIAN OF THE FLAME (THE WARRIORS)
- Saberhagen, Fred—THE COMPLETE BOOK OF SWORDS  
Saberhagen, Fred—THE LOST SWORDS OF THE FIRST TRIAD
- Von Scyoc, Sydney J.—DAUGHTERS OF THE SUN STONE
- Sheffield, Charles—PROTEUS MANIFEST
- Spinrad, Norman—CHILD OF FORTUNE  
Spinrad, Norman—THE VOID CAPTAIN'S TALE
- Tarr, Judith—THE HOUND AND THE FALCON
- Tiptree Jr., James—BRIGHTNESS FALLS FROM THE AIR
- Varley, John—MILLENIUM
- Wollheim, Donald A.—1985 WORLD'S BEST S/F  
Wollheim, Donald A.—1986 WORLD'S BEST S/F



# MonSFFA Androm

## March and April General Meetings

Our last two general meetings were held, as usual, at the Black Watch Armoury. March's meeting took place on the 11th, April's on the 8th.

It was announced at the March meeting that a reliable and reasonably priced photocopying facility had finally been secured for the printing of both *Warp* and *Impulse*. Henceforth, members can expect six issues of each per year. As it happened, that month's issue of *Warp* had just been printed, and so members in attendance received their copies then and there. (The rest of the membership received their newsletters in the mail, as always.) Also announced was a change of date for Con•cept '90; it was moved from November 3rd to October 13th to avoid conflicting with the AGJS gaming con Provocation 90. And, Robert Dubois of the Dawson SF&F Club spoke for a few minutes of their gaming con, Con-vent-1, encouraging MonSFen to attend. (See our review of Con-vent-1 in this issue.)

After the announcements, members were treated to an audio presentation put together by Lynda Pelley. She pieced together snippets of dialogue from *Star Trek* and *Star Wars* to create a scenario in which the *Enterprise* encounters and does battle with an Imperial Star Destroyer commanded by Darth Vader. A discussion panel, hosted by Lou Israel, on the future of *Trek*, and in particular on what fans wanted to see in *Trek VI* followed Lynda's presentation. Daniel P. Kenney displayed a number of his models, many of them featuring extensive miniature lighting systems. Unfortunately, our usual video player was unavailable and the planned screening of Sylvain St. Pierre's Ad Astra video had to be rescheduled for the April meeting.

Sylvain, Daniel, Sylvie Beaulieu and Mark Burakoff donated, among them, many books, comics, and a *Star Trek* pin to Con•cept '90 for use as raffle prizes. Some of these items were immediately raffled off, raising \$11.50. Thanks to John Matthias for running the raffle. Munchkins and cola were sold at the munchies table,

manned by Iggy Battaglini, and brought in \$15.75 for the club.

The club announcements at the April meeting dealt mostly with Con•cept '90. Members were reminded that the con's date has been changed to October 13th, Arnon Clark has agreed to take charge of the "Gofers" department, and a phone info-line is planned. Robert Dubois dropped in to thank MonSFFA and its members for attending Con-vent-1, and to give a brief report on how things went (see "Con-vent-1 Review"). Also mentioned was a need for submissions to this newsletter—send your stuff to MonSFFA's P.O. box, c/o *Warp*.

The main program feature of the meeting was a discussion panel on the many inaccuracies and contradictions in internal logic to be found in such sf TV shows and movies as *Star Trek*, *Star Wars*, *The War of the Worlds*, "V", *The Invaders*, and *Somewhere in Time*. The panel, hosted by Richard Brandow, Lou Israel and Keith Braithwaite, questioned such things as the feasibility of doing battle at warp speed and why aggressive alien invasion forces simply don't blast us, instead of disguising themselves as humans and secretly infiltrating our ranks. Sylvain St. Pierre's Ad Astra video was shown, giving members a chance to see some of the highlights, workings and traditions of a major sf/f convention. Also, Sylvie Beaulieu hosted a couple of games of *Dragonlance*, and Daniel P. Kenney brought in some of the miniatures that had won him a prize at Con-vent-1 the previous day. Because the meeting was running behind schedule, a planned auction of paperback books (and a few comics) had to be scrubbed. It has been rescheduled for May's General Meeting.

Colleen Magnussen ran the munchies table and reported sales profits of \$9.72.

Special thanks go out to Oran Gleason who showed up early for this meeting, and March's, to set up and stuck around afterwards to help clean up.



Panel on inaccuracies in sf TV shows and movies.



Gaming

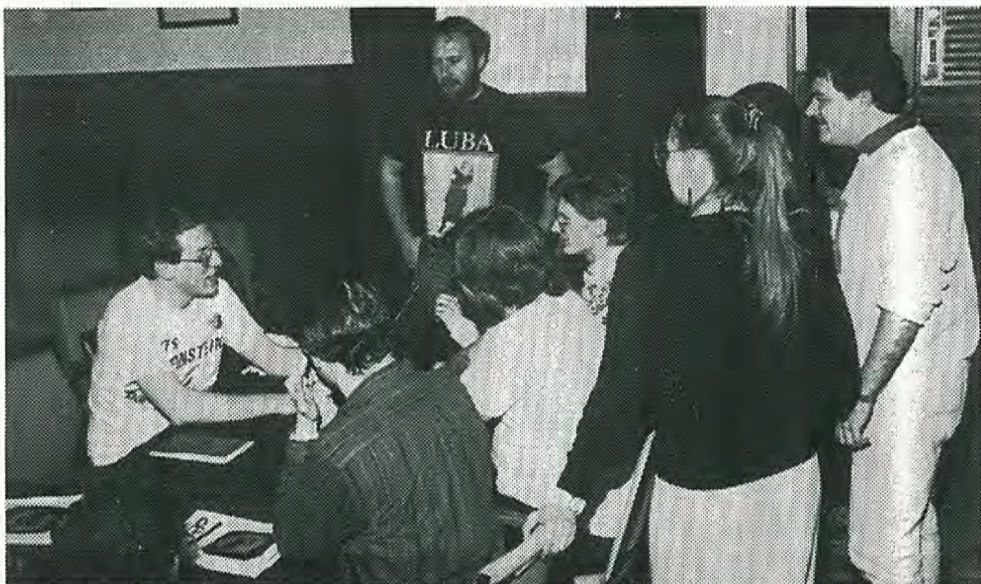


Lou loses all control as Sandra Blouin applies Vulcan neck pinch!





Some of the models and photos brought in by Daniel P. Kenney.



Lou Israel (left) hosts panel on the future of Trek at March's meeting.

Photos by Daniel P. Kenney



Members watch Ad Astra video.

## Con•cept '90

To avoid conflicting with the already planned AQJS gaming convention Provocation 90, Con•cept has moved its date from Saturday, November 3rd to Saturday, October 13th. A few new names have been added to the con-com since last we reported: Phillip Labelle (Art Show), Sylvain St. Pierre (Masquerade), Arnon Clark ("Go-fer" King). Con•cept '90's mailing address is: P.O. Box 405, Station H, Montreal, Quebec, Canada, H3G 2L1.

## Next General Meetings

The next two General Meetings will be held at the Black Watch Armoury, 2067 Bleury Street (corner of President Kennedy—Place-des-Arts metro). May's meeting will take place on Sunday, the 13th, June's on Sunday the 3rd, both from 1:00 p.m. to 4:30 p.m. The theme of the May meeting is "readin' 'n' writin'." Planned are a short, short story competition (writers, this is your big chance!), a paperback book auction (to raise money for Con•cept '90), and several readings. Programming for June's meeting has yet to be finalized. The usual non-member admission charge of \$2.00 will be waived for these two meetings as part of a new-member-recruitment incentive. *Members are encouraged to bring a friend to either or both of these meetings.*

## MonSFFA-Dawson Association

MonSFFA and the Dawson SF&F Club have reached an agreement whereby a loose association will exist between the two clubs. The Dawson club will pay a set amount to MonSFFA so that its members will be admitted free of charge to our General Meetings. The Dawson club itself will receive a MonSFFA mailing. In return, Dawson will make available to MonSFFA certain meeting rooms and audio/video equipment at the college. This agreement will be in effect for one year. Final details are to be worked out soon by our BOA™ and representatives of the Dawson club.

## Renewals

If your membership has expired or will soon expire, RENEW IT! (See "Membership Application" form on second to last page.)



# MonSFFA Mailbag

Dear MonSFen,

Greetings, the evil L-Lloyd here...I just got *Warp 3* (Vol. 4, No. 1) in the mail, and found a lot of things to comment upon. So, here goes...

The President's letter outlines fandom's main trouble with the media, and that's the media treats us not as an event, as minor as it may be, but as a humorous tag story to go on the late news. We're a bunch of crazies, and nothing makes people laugh more than to see the crazies on TV.

The worst instance of the media making fun of fandom and science fiction occurred during the 1984 Worldcon in Anaheim, California. Four different L.A. TV stations visited with film crews, and the cameras went to the dealers' room only, with the occasional detour down a few cleavages. They weren't interested in the art show, the panels, the organization, the committee, or the social aspects of the convention. They did go to the masquerade, though... The reports were shown in a couple of rooms that evening. They showed the dealers' room, people in costumes acting stupid for the camera, the cleavages, and parts of the masquerade, especially the masquerade presentations that had problems, or went wrong. The ending line of the reporter was "...and would you believe that people are paying \$75 admission at the front door to see *this!* This is What's-His-Face for Channel 4 News."

You can imagine the response of the fans. They went crazy. They were enraged, the committee was hopping mad, there was talk of going to the station and lynching the reporter. To me, this all means that for the most part going to the media just isn't worth it. Mind you, when it came to early Ad Astras, the media wasn't interested, and with Toronto Trek Celebration 2, the media was good to us, especially radio and print. For most media outlets, though, anything that to them is not firmly planted in reality is good for a laugh.

One article I had to reply to was Kevin Holden's editorial on conven-

tions. First of all, there have been devastating financial losses by some conventions, granted. Pinecone 2 lost a lot of money because there was little promotion for it as Pinecone 2, but as that year's Convention. This was just part of the poor management that killed the convention outright. It was still a new convention, as was ConText '89, a very sercon convention that died because they felt they could attract more people than they did. Boréal failed, too. The common factor these three conventions have is that all were planned as cons with too high a literary level for the average convention attendee. They were designed with the scholar, the studious reader, the sf researcher and the high-profile Canadian fan in mind. They had a narrow focus, not like other conventions that still are successful and quite healthy, like V-Con in Vancouver, Con-Version in Calgary, Keycon in Winnipeg and Ad Astra here in Toronto. In fact, I can state with authority that Ad Astra 9 made approximately \$4000, our most successful year yet. Maplecon has had many problems with their accommodations in the past, and reorganization should make them a healthy convention again. Kevin is looking at Eastern Canada only, and making an extrapolation to the rest of the country and the continent.

Looking at the convention listings of *Locus* and *SF Chronicle* should prove that the literary fannish convention is quite healthy and is propagating all over the continent and the world. Certainly, there are plenty of media conventions, too, fannish run, but my experience with them is that they base the success of the convention not on the money they make, but on the good times they provide. Often these conventions lose thousands of dollars, but are termed a success because the guest was popular, and attendees were happy. I found out recently how Creation Conventions work...they book the space at hotels in various cities, and then mail out information to a pre-selected list of dealers and merchandisers. If they don't sell enough tables to pay for the function space, they cancel the convention with little notice. That Creation Con Kevin mentions in Toronto in November with Nichelle Nichols never came off. It was cancelled, and as far as I know, rescheduled for sometime next month. I fully expect that one to be cancelled as well, be-

cause there aren't enough American dealers able or willing to pay the duty to get their merchandise across the border.

What makes the fan-run conventions special for me is that I can get together with friends at those I attend. As Kevin said, there are so many books being published, it's not likely that any two fans can say they've read the same book and talk about it. When was the last time you discussed a particular book with anyone? For many, it is the common bond of being a science fiction reader that links them up in friendship. Comic shops, sf shops, and computer BBS's simply cannot compare with seeing those friends face to face, smiling, giving them a hug.

Fans as an age group are settling down, certainly. I'm almost 31, which seems to be old for the average fan. However, many people I know get married, settle down, have kids and *still* come to conventions. That's why larger conventions and Worldcons have a daycare centre or even a kids' programming track on site. They know that having a family doesn't necessarily mean gafiation. In fact, I meet more people who are second and third generation fans. Yvonne and I are encouraging more and more people to get involved in fandom in Toronto, and I figure we've gotten a good 30 to 40 people involved in the past five years. We also try to encourage the local Whofans, Trekfans and other media fans to see what else there is in fandom, and we've been lucky enough to sample and still enjoy the mix of media fanac and literary fanac.

Many young fans do not read, true. Then again, older fans found it easier to buy an sf paperback at 50¢ to a dollar back then. Prices of paperbacks today top \$6.00. Conventions also cost cash because of the increased costs of hotel rooms and function space, and the increased competition for conventions and meetings of various kinds to stage their function in the best and most useful spaces. Movies are a little cheaper now, and society promotes being the spectator rather than the participant. Reading is participating; movies are spectating. Conventions like Context, Boréal and Lunacon are literary, but so are Ad Astra, Keycon and Con-Version. As said before, the last three stress literary interest for the scholar and for intense literary study. Ad



Astra, Keycon and Con-Version also put stress on hospitality and fun, while Context and Boréal appears to stress serious activity. There is space for serious study, hospitality, fun, silliness, a few good laughs and friends at those conventions that succeed, like Ad Astra. Because we include all of the above, and also allow some time for the media interests, we do attract the under-25 crowd, and we succeed and make money.

Here's the main secret to running a successful convention...let the fans run it, but the fans must run it like a business. Keep in mind what the fans like, but create a budget, produce financial statements, run the con like a business in every respect. Ad Astra is incorporated as the Ad Astra Science Fiction Society. Yvonne and I are on the board of directors, we have bylaws, we produce a detailed budget forecast based on projections of income through various sources, and expenses based on the expenses of previous years. We've made our own stationary, our own expense claim forms, our own registration forms, etc. It makes the job easier for everyone, and makes us look professional not only to fans who may come to the con, but also to the publishers and dealers we may sell ad space and dealers' tables to. We have a lawyer and an accountant/auditor. Does it sound like a lot of bother? Perhaps, but we always know what our expenses are, what our income is, what our current balances are and whether or not we'll make money based on expenses and income to date. We're not a bunch of people who decided to stage a con, we're a business that runs a successful convention each year, and we're people who are proud of the jobs we do because we're part of a successful team. It sounds like MonSFFA and Con•cept agree with that idea, but it isn't necessary to become another Creation Con. Believe me, it is possible to focus on fun, friendships and finances.

Anyway, that's it. When final arrangements are made for Con•cept '90, please let us know. We were thinking of coming up by train, that is, if by that time a train still connects Toronto and Montréal. We'll have to see. Thanks for a good 'zine, and I'll look for more.

Yours,  
Lloyd Penney

# MODEL KIT MEMORIES

## A LOOK BACK AT A FEW CLASSIC AURORA KITS

by Keith Braithwaite and Bernard Reischl

In the late 1960's, the Aurora Company, manufacturers of plastic model kits, capitalized on the popularity of two classic genre TV shows. *Batman*, starring Adam West and Burt Ward, created a great demand for Bat-kits and model makers clamoured for a miniature version of the amazing nuclear submarine *Seaview*, from *Voyage to the Bottom of the Sea*.

Aurora already had a Batman figure available through their comic book heroes line, and in late 1966, began releasing a series of Bat-kits tied into the TV show. The first of them was a 1/32 scale Batmobile. This kit proved to be very popular, drawing over 1 million pre-production orders and necessitating the making of a second set of moulds to keep up with demand. The kit sold for 98¢. Hot on the heels of the Batmobile came the Batplane. An original Aurora design (there was no Batplane in the TV show), the kit was made to fit the 98¢ box, and so no scale was given. Without a prototype to go by, it's difficult to determine the Batplane's exact scale, but 1/60 is most often quoted. In late 1967, the Batcycle and the Batboat were released. The Batcycle, a modified Yamaha Catalina 250, measured in at 1/19 scale, and the Batboat at 1/32. At this time, Aurora raised the price of all four kits to \$1.00. They were

available until 1970. (A fifth kit, the Batcopter, was planned and the moulds made, but was never produced.)

Also released in 1967 was the *Seaview*. No scale was given at first, but the 13" long model was later declared to be 1/316 scale, using the hatches on the sail as a reference point. The kit sold for \$1.00 upon its release and rose to \$1.30 by the time it was discontinued in 1973. It was reissued in 1976 with the scale now set at a rounded-off 1/300 and the addition of heavy panel lines. This reissue was available for only two years. (Also produced, in a larger scale, from 1967 through 1970, was the *Seaview's* flying sub. It was reissued in 1976 as well.)

In 1977, Aurora went out of business and competing Monogram acquired its moulds. (In 1979, under Monogram's banner, the flying sub was again reissued.) Some of the Bat-moulds are still in existence today, but most of the other Aurora moulds, including the *Seaview*, have long since been destroyed. Strangely, Monogram chose not to reissue the Bat-kits and cash in on last Summer's Batmania.

(Information for this article culled from "The Classic Kits" series, numbers 1 and 3, both by Andy Yanchus, appearing in *Fine Scale Modeler* magazine, November, 1989, and January, 1990.)



Aurora's Batmobile, Batplane, Batboat, Batcycle, Seaview, and reissued Seaview.



# 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.*

## **The Do's and Don't's of Fandom** (Sung to the tune of "De Do Do Do, De Da Da Da")

*(This is the second article in our series on fandom.)*

I am the president of MonSFFA, a medium-sized sf/f fan club that regularly puts out a newsletter (this one), holds meetings about every month, participates in various special events and has even held a con. As one might imagine, doing all of this requires the concerted efforts of a number of people. In the two years of my involvement with MonSFFA, and fandom in general, I have heard many a comment along the lines of, "There are two kinds of fans, media and literary," or "sf and fantasy," or "Trek and everyone else," but my experience with recruiting bodies to help organize things has led me to conclude that fandom can really only be divided into *these* two basic groups: those who do and those who don't.

Most members of fandom fall into the latter category; that is to say they pay their membership dues, attend meetings and squawk when their newsletters are late. Only about 10% of fandom fall into the former category. These people are the club executives, con-com members, newsletter editors—generally, the organizers. I do not wish to imply that the "do's" are somehow more worthy than the "don't's." They are not forced into organizing clubs, cons, etc.; they do so because they derive a certain satisfaction out of it.

Fandom, like any grouping of people with a common interest, runs not so much on what the don't's provide, which is usually membership fees, but on the efforts of the do's. Again, I do not wish to demean the input of the don't's—funds are certainly important to the running of any organization—but let's face it, without someone to put those funds into gear, nothing would happen. So then, fandom exists in an organized form moreso because of the do's than because of the dues.

Now, why do some clubs and conventions die? Kevin Holden, in his editorial in the previous issue of *Warp* (March 1990), listed many reasons why he believes conventions die: The theme of the convention is not in keeping with mainstream interests and therefore attendance is minimal; the cost of travelling to another city and spending a weekend in a hotel is quite high; fans are older, saddled with family responsibilities and simply

don't have the time anymore. All good reasons which probably do account, in part, for the failures of some conventions. One could also list many reasons why clubs fizzle and ultimately dissolve: Meetings become uninteresting and attendance drops, newsletters arrive late, and recruitment of new members is no longer pursued. Again, all reasonable postulations as to why a club dies.

Allow me, however, to suggest that perhaps the main reason for the death of conventions and clubs is the burn-out of the do's. It may be as simple as that. Typically, a do is constantly appealing to the don't's for help in running the organization. Response from the don't's is usually minimal, perhaps a little better in a situation where the organization is new and everyone, do's and don't's alike, is excited because it's new. When a do is just starting out, the apathy he encounters doesn't usually discourage him immediately. He just shrugs it off, figures the don't's will come around eventually, and concludes that he'll have to forge ahead without their help for the moment—after all, someone has to keep the organization going. Remember, he's just starting out and he's doing that organizing thing that he so enjoys. He fully expects that, although they're not really getting involved now, the don't's will begin to help out sometime soon. As the weeks and then months roll by, he starts to rationalize that perhaps it will take a little longer for the don't's to jump in in any appreciable way. In the meantime, he is shouldering much more than he can handle. He finds himself devoting late nights and weekends to the organization. Perhaps a year passes and he still has received little or no help from the don't's. In fact, he may be receiving less from them now than he was at the very beginning—the don't's have seen that he manages to get things done without them and so conclude that he doesn't *really* need them. At this point, the pungent smell of coffee wafts into his nostrils as he wipes the sleep from his eyes, and it dawns on the do that he can't depend on much support from the don't's. What he needs are other do's. If his organization is a small one, there may not be any. Studies have shown that the 10:90 ratio mentioned above is an accurate measure of do's to don't's. If an organization has 100 members, only 10 of them are likely to be interested in actively participating.

The do is now burned out! He has taken on too much, can't handle it all, is discouraged by the lack of concrete help he requires, decides that he's had enough and quits. Without him, the meeting rooms are not booked; the go-fer t-shirts are not ordered; the newsletter not only doesn't get mailed, but fails to be produced at all; and the organization simply crumbles.

Although other factors do play a role in the demise of fandom organizations, I think that apathy is the number one killer. So how does Dr. Do conquer apathy? Well, not easily! There are ways for a do to recruit the help he needs. Although some don't's *can* be turned into do's, most cannot and, at best, will help only in small ways or briefly with one particular task. It is simply not in the nature of don't's to get involved—they are shy, feel that their inexperience is a liability, or just don't get the charge out of organizing that a do gets. A do's best shot at assembling his organizational team is to target other do's. He may find several who have once been involved in some kind of organization or other, and are now looking to get involved with something again. He may find some who have grown disinterested with the organization they are currently with and are looking for a change. Some may be new to the area and looking to do the same thing they were doing in their old neighbourhoods. The best way to find do's is to increase the membership of the organization, thus taking advantage of the statistical norm of 10% do's to 90% don't's. An organization with 100 members, as previously mentioned, will probably have ten do's within its ranks; a 500-member group can expect about fifty. Fortunately, the effort required to run an organization is not proportionate to the number of its members. In other words, if ten do's can service a group of 100, it does not necessarily follow that fifty will be needed for a group of 500. Perhaps only twenty or twenty-five will do the trick. That leaves a considerable reservoir of spare do's. The "catch—22" in all of this, however, is that for a do to be able to launch a major recruitment drive with the goal of attracting more do's, he needs—you guessed it—*help*.

by Keith Braithwaite



# CON-VENT-1 REVIEW

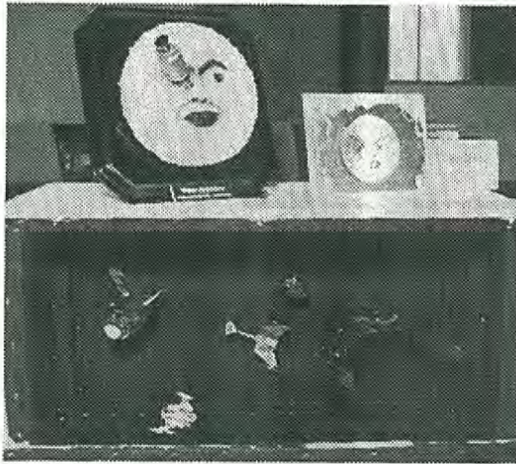
by Carl Phillips

Con-vent-1, the Dawson SF&F Club's first convention, was held on Saturday, April 7th, at Dawson College's Atwater campus. Promoted as primarily a gaming con, Con-vent nevertheless offered a number of other interesting activities. Discussion panels were held; Japanimation videos were shown, including *Akira*; a small art show and model competition took place; and several area dealers and sf/f clubs, including MonSFFA, set up booths in the large, main room. Spokesman Robert Dubois stated that attendance was a little less than hoped for, but still quite respectable—about 180 people enjoyed the con.

Games offered ran the gamut from A to Z, including Advanced Dungeons & Dragons, Battletech, Car Wars, Cyberpunk, Harnmaster and Robotech, causing the gaming rooms to remain packed well into the evening. Non-gamers took in the many interesting displays in the main room: MonSFFA displayed models and showed sf and fandom videos; Astriex-06 also displayed models, as well as blueprints; the SCA booth featured a plate armour suit and numerous books on the medieval era; and a couple of major sf collectors displayed part of their extensive Japanese model collection and provided a whole day of Japanese monster movies.

MonSFFA's own Berny Reischl and Daniel P. Kenney walked away with a few prizes for their model and miniatures displays. Berny won two prizes, one for his diorama of *UFO's Skydiver* rocketing out of the ocean, and the other for his huge diorama (featuring several lit models) of a Klingon battlecruiser wreaking havoc on the Federation and the Romulans. Dan received an award for his *Star Trek* gaming miniatures.

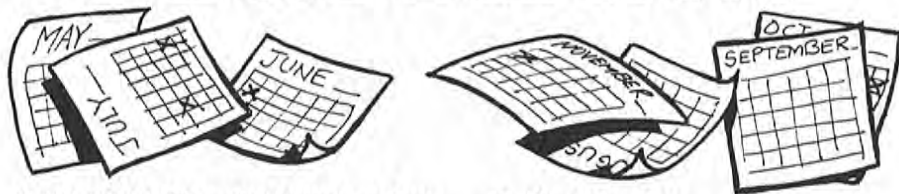
All in all, a well-organized, well-run, fun con. Congratulations to the Con-vent-1 team for a job well done.



*Some of the displays and activities in the main room at Con-Vent-1, clockwise from top-left: Gaming miniatures and models displayed by MonSFFA member Daniel P. Kenney, MonSFFA member John Zmrotchek paints miniatures, fans watch Japanimation videos, Japanese sf model collection, Godzilla, Japanese monster threatens fair maiden, MonSFan Berny Reischl's sculpted tribute to Georges Méliès's Voyage dans la Lune (March 1990 Warp cover) sits atop his diorama of a Trek space battle. (All photos by Daniel P. Kenney.)*



# Convention Calendar



**WILFCON:** May 26, Waterloo, Ont., Wilfred Laurier University  
\$3.50 until con, \$6.00 at door  
Guests: Tanya Hoff, Lorna Toolis  
Info: Dennis Mullin, 6-69 Donald St., Kitchener, Ont., N2B 3G6 (519-743-9485)

**MEDIAWEST 10:** May 25-28, Lansing, MI, USA, Lansing Holiday Inn  
\$33.00 (US) until con, limit 600 persons  
No Guests  
Info: Lori Chapek-Carleton, 200 E. Thomas, Lansing, MI, 48906 (517-372-0738)

**V-CON 18:** May 25-27, Vancouver, BC, Totem Res., University of B.C.  
\$25.00 at door  
Guests: Elizabeth Scarborough, Roger Raupp  
Info: P.O. Box 488478, Bentall Centre, Vancouver, B.C., V7X 1A2

**KEYCON 7:** May 25-27, Winnipeg, MB, Sheraton Hotel  
\$20.00 until April 30, \$35 at door  
Guests: C.J. Cherryh, Jo Clayton, Geri Sullivan, David Cherry, Charles and Mary Anne de Lint  
Info: WINSFA, P.O. Box 33178, Winnipeg, MB, R3C 4E6

**AD ASTRA 10:** June 8-10, Toronto, Ont., Howard Johnson Airport Hotel  
\$22.00 until May 26, \$27.00 at door  
Guests: Terry Pratchett, Frank Kelly Freas, more  
Info: P.O. Box 7276, Stn. A, Toronto, Ont., M5W 1X9

**SHORELEAVE 12:** July 13-15, Baltimore, MD, USA, Marriott Hotel  
Write for registration info  
Guest: Michael Dorn  
Info: Dwight Eaves, c/o S.T.A.T., P.O. Box 6809, Towson, MD, 21285

**TORONTO TREK IV:** August 10-

12, Toronto, Ont.,  
\$30.00 until July 20, \$35.00 at door  
Guests: Elizabeth Pearse, Ann C. Crispin (tentative), Larry "The Doctor" Stewart (Toastmaster), actor guest—TBA  
Info: Suite 030, P.O. Box 187, 65 Front St. W., Toronto, Ont., M5J 1E6

**CONFICTION: (The 48th World Science Fiction Convention):** August 23-27, The Hague, Netherlands, Netherlands Congress Centre  
\$85.00 (US)  
Guests: Joe Haldeman, Wolfgang Jeschke, Harry Harrison, Andrew Porter, Chelsea Quinn Yarbro (Toastmistress)  
Info: WorldCon 1990, Box 95370, 2509 CJ The Hague, Holland or Yvonne and Lloyd Penney (Canadian agents), P.O. Box 186, Stn. M, Toronto, Ont., M6S 4T3

**CON•CEPT '90:** October 13, Montreal, Que., Maritime Hotel  
Registration cost: TBA  
Toastmaster: Larry "The Doctor" Stewart, other guests—TBA  
Info: P.O. Box 405, Station H, Montreal, Que., H3G 2L1

**CONVALESCENCE:** October 26-28, Ottawa, Ont., Minto Place Suite Hotel  
\$14.00 until October 6, \$18.00 at door, limit 100 persons  
Toastmaster: Larry "The Doctor" Stewart  
Info: Convalescence, Cityview P.O. Box 78008, Nepean, Ont., K2G 5W2

**PROVOCATION 90:** November 2-4, Montreal, Que.,  
Guest: Ed Greenwood (creator of "Forgotten Realms")  
Info: L'Association québécoise des joueurs de simulations (AQJS), P.O. Box 63, Station M, Montreal, Que., H1V 3L6

## SCI-FI CAFÉ

by Kevin Holden

A new science fiction landmark has landed in Montreal: The Astral Café, a non-alcoholic nightclub, is a veritable paradise for science fiction lovers.

Located at 1946 St-Catherine Street W. (above the Cock and Bull pub), the café, or "Club Fred," is awash in sf artwork, toys, models, knick-knacks, gadgets and displays. The atmosphere is that of a 1950's era soda fountain decorated with 1950's sci-fi rockets, robots, and ray guns. The café serves exotic drinks like the "Comet-tail Cola" (Dammit Jim, I'm a Doctor, not a Pepper) and offers patrons such amusements as the Crystal Ball, a dance floor, videos and video games.

The Astral Café is open Wednesday through Saturday from 8:30 pm until 1:00 am. For more information, call 939-3530.



Top: The Astral Café—1950's sci-fi decor  
Above: A "party alien" at the café



# Earthshattering Trumors

## The Envelope Please...

William Shatner was "honoured" with two Golden Raspberry Awards (Razzies) for his work in *Star Trek V: The Final Frontier*. He was pronounced worst actor and worst director of 1989. The Razzie for worst actress of '89 went to *Return of the Swamp Thing* star Heather Locklear. The Razzies, given out by the Golden Raspberry Awards Foundation, were announced on the eve of last month's Academy Awards Ceremony. The Foundation consists of film professionals, critics, and frequent filmgoers.

Sf/f movies awarded Oscars at the 62nd Annual Academy Awards: *The Little Mermaid* (Best Original Score and Best Song, "Under the Sea"), *Batman* (Best Art Direction), *The Abyss* (Best Special Visual Effects), and *Indiana Jones and the Last Crusade* (Best Sounds Effects Editing).

## Nebula Nominations

The Nebula Awards are given out by the Science Fiction Writers of America (SFWA) in recognition of outstanding achievement in sf writing. Listed here are the 1989 nominees.

**BEST NOVEL:** *Boat of a Million Years* by Poul Anderson, *Prentice Alvin* by Orson Scott Card, *Good News from Outer Space* by John Kessel, *Ivory: A Legend of Past and Future* by Mike Resnick, *The Healer's War* by Elizabeth Ann Scarborough, *Sister Light*, *Sister Dark* by Jane Yolen.

**BEST NOVELLA:** "The Mountains of Mourning" by Lois McMaster Bujold, "Great Work of Time" by John Crowley, "Marid Changes His Mind" by George Alec Effinger, "A Touch of Lavender" by Megan Lindholm, "Tiny Tango" by Judith Moffett, "A Dozen Tough Jobs" by Howard Waldrop.

**BEST SHORT STORY:** "The Adinkra Cloth" by Mary C. Aldridge, "The Ommatidium Miniatures" by Michael Bishop, "Lost Boys" by Orson Scott Card, "Boobs" by Suzy McKee

Charnas, "Ripples in the Dirac Sea" by Geoffrey A. Landis, "Dori Bangs" by Bruce Sterling.

## Canadian SF/F Awards

The winners of the 1989 Prix Boréal for best French language sf and fantasy in Canada are Guy Bouchard for *Les Gélules utopiques* (Best Novel) and Michel Martin (Jean Dion and Guy Sirois) for "Geisha Blues" (Best Short Story). *Solaris* editor Luc Pomerleau was given the Best Criticism nod for the body of his work at *Solaris* and, in particular, his article "L'horreur anglo-saxonne." The Casper Awards, given out annually at Convention to Canadian writers, are voted on by fans. William Gibson's *Mona Lisa Overdrive* was deemed Best English Novel of 1989, Charles Montpetit's *Temps Mort* was Best French Novel, Candace Jane Dorsey's "Sleeping in a Box" won Best English Short Story, and Joël Champetier's "Survie sur Mars" got Best French Short Story. Also, Gerry Truscott got a Casper for his editing of the Tesseract Books collection, as did Pomerleau for his editing of *Solaris*, numbers 77 through 81.

## Prequels

Harve Bennett is saying that if Paramount "gives the word", he will direct *Star Trek VI* (didn't he say he was done with *Trek* a while back?). The story idea, reported in *Impulse* (February 1990), concerning the Star Fleet Academy days of Kirk, etc. has been written up as a treatment under the title *Star Trek: The First Adventure*.

At a major press conference at the opening of the Star Tours attraction at Disney World this past January, George Lucas talked about making the much-wished-for prequel trilogy to the three *Star Wars* films. He stated that he'll probably start working on it in five or six years, which means that we'd see chapters I, II and III before and shortly after the turn of the century. Rumours circulate regularly to the effect that preliminary scripts for *SW's I, II and III* have already been written. Another recent rumour suggests that

good buddy and Indy collaborator Steven Spielberg would direct at least one of the films.

## RoboCop 2

The original RoboCop is up against a new, deadlier RoboCop in *RoboCop 2*, due out this summer. The title character is a nine foot high, six-armed, wasp-like robot out to destroy Detroit. Only the original RoboCop can stop it! ED 209 designer Craig Davies came up with RoboCop 2, a full size version of which was constructed for the film. This version is used only in close-ups, however; an animated miniature is used throughout the bulk of the film. Phil Tippett, who animated ED 209, does the same for RoboCop 2. The action takes place in a Detroit beset by bankruptcy, a police strike, a drug baron who deals in an instantly addictive substance called Nuke, and of course, crime. Irvin Kershner (*The Empire Strikes Back*) is directing from a script by Frank Miller and Walon Green. Peter Weller, who sweated and struggled in the original RoboCop suit, is back as the RoboCop, wearing a new suit which he says is much easier to work in. Also returning are Nancy Allen as officer Lewis, Dan O'Herlihy as the Old Man, head of Omni Consumer Products (O.C.P.), and ED 209 in a cameo. Other cast members include Tom Noonan, Willard Pugh, and Belinda Bauer. *RoboCop 3*? Apparently Frank Miller is already at work on a script.



Nancy Allen and Peter Weller return in RoboCop 2



## Watchmen Movie

Terry Gilliam is back as director of the *Watchmen* movie. He was pegged as the project's director when it was first proposed by producer Joel Silver. *Watchmen* bounced back and forth between 20<sup>th</sup> Century Fox and Warner Brothers as concerns over budget came into play. Gilliam left during all this, but it seems that Silver doesn't want to make the movie without him, so now neither Fox or Warner are involved and *Watchmen* is searching for another studio.

## Beauty and the Beast

Only nine of the twelve episodes shot for what turned out to be *Beauty and the Beast*'s final season were aired, and it now appears that CBS may air the remaining three sometime soon. (Two of the episodes focus on Father, and are said to be outstanding.) There's also a good chance that the three may be released on video. Meanwhile, talk of somehow bringing *BatB* back continues. It may return as a series of 2-hour TV movies, or even as a feature-length film—series creator Ron Koslow and star Ron Perlman have dreamed, for sometime now, of making a *Beauty and the Beast* movie.

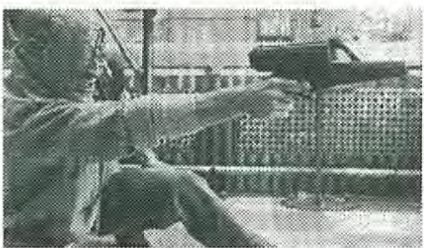
## Arnie on Mars

*Alien* co-writer Ronald Shusett says that *Total Recall*, coming this summer and starring Arnold Schwarzenegger, will go down in the annals of film as a movie milestone. He compares it to *Star Wars* and claims that it's beyond anything imagined by George Lucas or Steven Spielberg. Shusett conceived of the film fourteen years ago, basing it on Phillip K. Dick's short story "We Can Remember it For You Wholesale." (Dick's "Do Androids Dream of Electric Sheep?" was made into *Blade Runner*.) Over those years, the project came close to being filmed several times, under such directors as David Cronenberg and Bruce Beresford, and with such stars as Patrick Swayze and Christopher Reeve. Schwarzenegger was introduced to *TR* while he was filming *Commando* and liked it right off. He played a big part in finally bringing it to the screen, and also was instrumental in selecting the film's director, Paul Verhoeven, whose *RoboCop* very much impressed Schwarzenegger. *Total Re-*

*call* is a big-budget, special FX film about a 21st century construction worker named Doug Quaid (Arnie) whose recurring dream of another life on Mars causes him to visit ReKall Inc., a vacation service which implants memories of wonderful holiday experiences in the minds of its clients. The process, however, unlocks deeply buried memories in Quaid and starts him on his quest to a mining colony on Mars in search of who he really is. Other cast members: Rachel Ticotin (*Fort Apache: The Bronx*), Sharon Stone (*King Solomon's Mines*), Ronny Cox (*RoboCop*), Michael Ironside ("V").



Schwarzenegger plays Doug Quaid in *Total Recall*



A martian mutant in *Total Recall*

## Sci-Fi Channel

The Sci-Fi Channel, a national US cable TV network, is scheduled to begin broadcasting in December. TSFC will offer both new programming, movies, and reruns of classic television shows. It is expected that new programming will be minimal in the first two years of operation, but will steadily increase thereafter. An agreement has been signed with Bantam/Doubleday/Dell allowing TSFC to develop programs based on some of the works published by B/D/D. Also to be included in the lineup are various science-oriented programs. God, please let their signal carry into Canada!

## A Billion Tons of Collectibles

Forrest J. Ackerman's extensive collection of sf memorabilia (over 300,000 items) will be preserved and cared for by one Michael J. Stein, who plans to set up four museums—one on the US west coast, one on the east coast, one in Europe, and one in Japan—as well as a traveling display to house the collection. 4E searched for and considered many possible inheritors for his collection before settling on Stein. Strangely, Steven Spielberg and George Lucas, who you would think were naturals for such a venture, were approached, but turned 4E down.

## The Stand

Doubleday expects its first printing of Stephen King's revised, longer version of *The Stand* to run around 400,000 copies. Due out in May, the book will be 1160 pages long (the original 1978 version ran 823 pages). Not only have new chapters been added, but updates have been incorporated into the story as well; the action, for example, now takes place in 1990 rather than 1980, and contemporary pop music replaces the disco tunes of the '78 *Stand*. King, who maintains that his original manuscript was edited not for artistic reasons, but solely to keep the size, and therefore the sale price, of the book down now has the financial clout to publish 1160 pages of his shopping lists, should that be his wish. The new *Stand* will sell for \$24.95 (US).

## April SF/F Books

The latest *Star Trek* novel from Pocket Books, *The Pandora Principle* by Carolyn Clowes, is now available. Dreams become nightmarish realities in World Fantasy Award-winner Charles L. Grant's *In a Dark Dream*, published by Tor Books. Also from Tor, Mike Resnick's *Paradise*. Resnick's Earth-like planet, Peponi, is about to be settled by humans in this story very much reflective of the European settlement of Africa. The worlds of King Arthur and a small mid-western town collide in Gene Wolfe's new novel *Castleview*, another Tor release. Other books released this month include *Bride of the Slime Monster* by Craig Shaw Gardner and, *Two Queens of Lochrin* by Lee Creighton (both from Ace Books); *Warhorse* by Timothy Zahn (Baen



Books); the horror anthology *Mummy Stories*, edited by Martin H. Greenberg (Ballantine Books); *Asimov's Universe Volume 1: The Diplomacy Guild*, also edited by Greenberg (Avon Books); *Werewolfess* by Jerry and Sharon Ahern (Pinnacle Books); volume three of the *Unbalanced Earth* trilogy, *The Age of Chaos* by Jonathan Wylie (Bantam Books); *Domains of Darkover* by Marion Zimmer Bradley (DAW Books); and *The Oxford Book of Canadian Ghost Stories*, edited by Alberto Manguel (Oxford University Press).

### Summer SF/F Books

Coming in June from Ace Books, *Redshift Rendezvous* by John E. Stith. Also in June from Baen Books, Elizabeth Moon's *Surrender None: The Legacy of Gird*, and in July, Michael Flynn's *In the Country of the Blind*. Due out this summer/fall from Starport House: a detailed study of the evolution of sf under Hugo Gernsback, famed publisher of *Amazing Stories* magazine. Written by Mike Ashley and Robert Lowndes, the book delves extensively into Gernsback's early life and pre-AS publications, such as *Modern Electronics* and *Science and Invention*.

### Tid-Bits

Isaac Asimov, who turned 70 this past January 2, has undergone open heart surgery to correct a heart murmur. He was under the care of one Dr. Janet Jeppson, his wife. Also, he is collaborating with another giant of sf literature, Frederik Pohl, on a non-fiction book about threats to the environment. They last worked together on a few short stories some fifty years ago.

Out on audio cassette this month: Ray Bradbury's *The Martian Chronicles* and *The Illustrated Man*, read by the author. Each is 3 hours long on 2 cassettes.

In the last issue of *Warp* (March 1990), it was reported that *The War of the Worlds* TV series had been renewed for another season. This information was erroneous. The show has been cancelled. Also canned was *Friday the 13th: The Series*.

Upcoming *Star Trek: The Next Generation* episodes: "Tin Man" (April 28), and "Hollow Pursuits" (May 5).

Look for comic book hero The Flash to come to your TV screen in his own movie this summer.

Lean, mean, and making lots of green: *Teenage Mutant Ninja Turtles* (the movie) pulled in \$25.4 million in its first weekend of release. Cowabunga, dudes!



Asimov and wife



Lean, mean, and pullin' in the green!

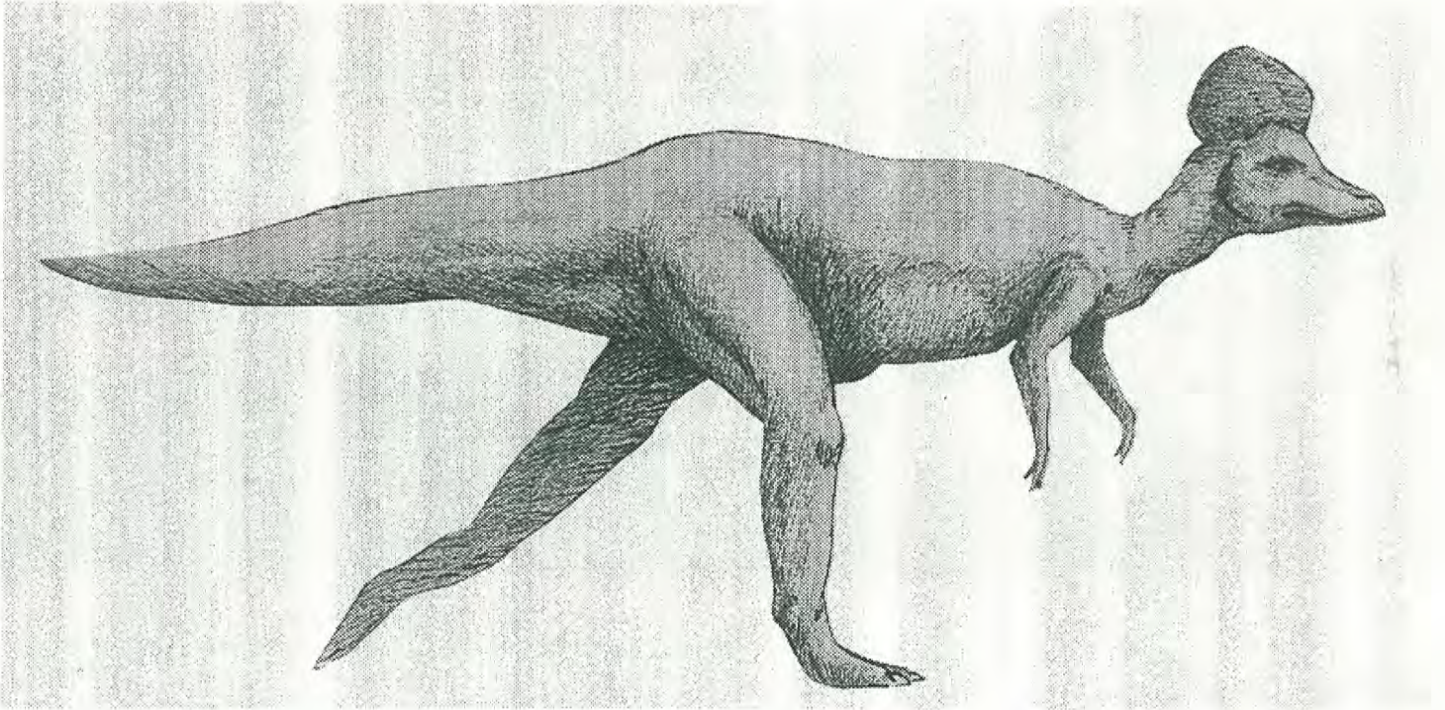


April sfff books

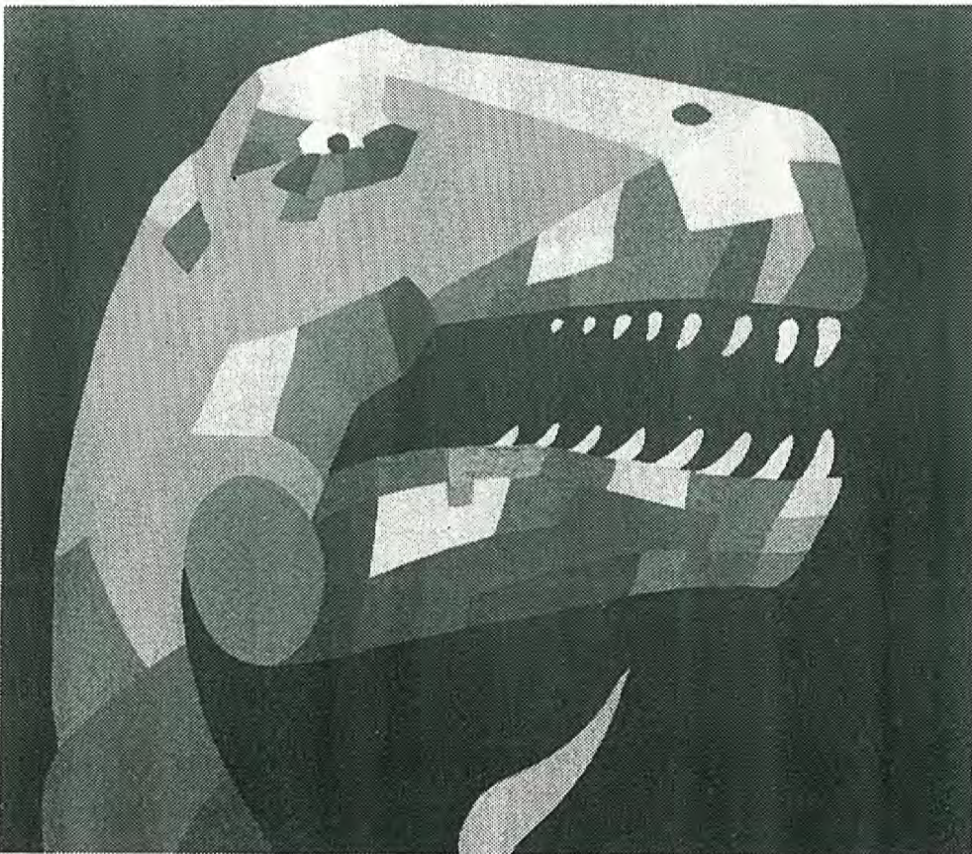


# MAIN VIEWSCREEN

Main Viewscreen is a semi-regular feature of *Warp* in which we highlight the artwork of MonSFFA members and/or members of fandom in general. In this issue, we present a portfolio of dinosaur art by our club president, Keith Braithwaite.



Corythosaurus: 1981, pencil and ink.



Mosaic Carnosaur: 1979, Gouache on illustration board.

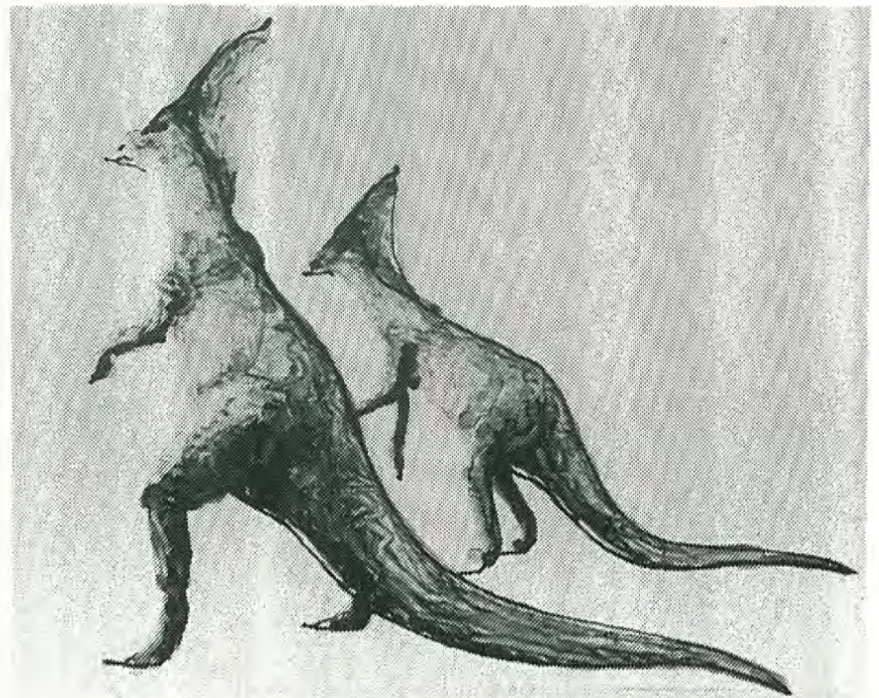




Brontosaurus: 1979, felt-tipped marker on clear acetate. This rendering was part of an illustration-techniques assignment done while Keith attended art school.

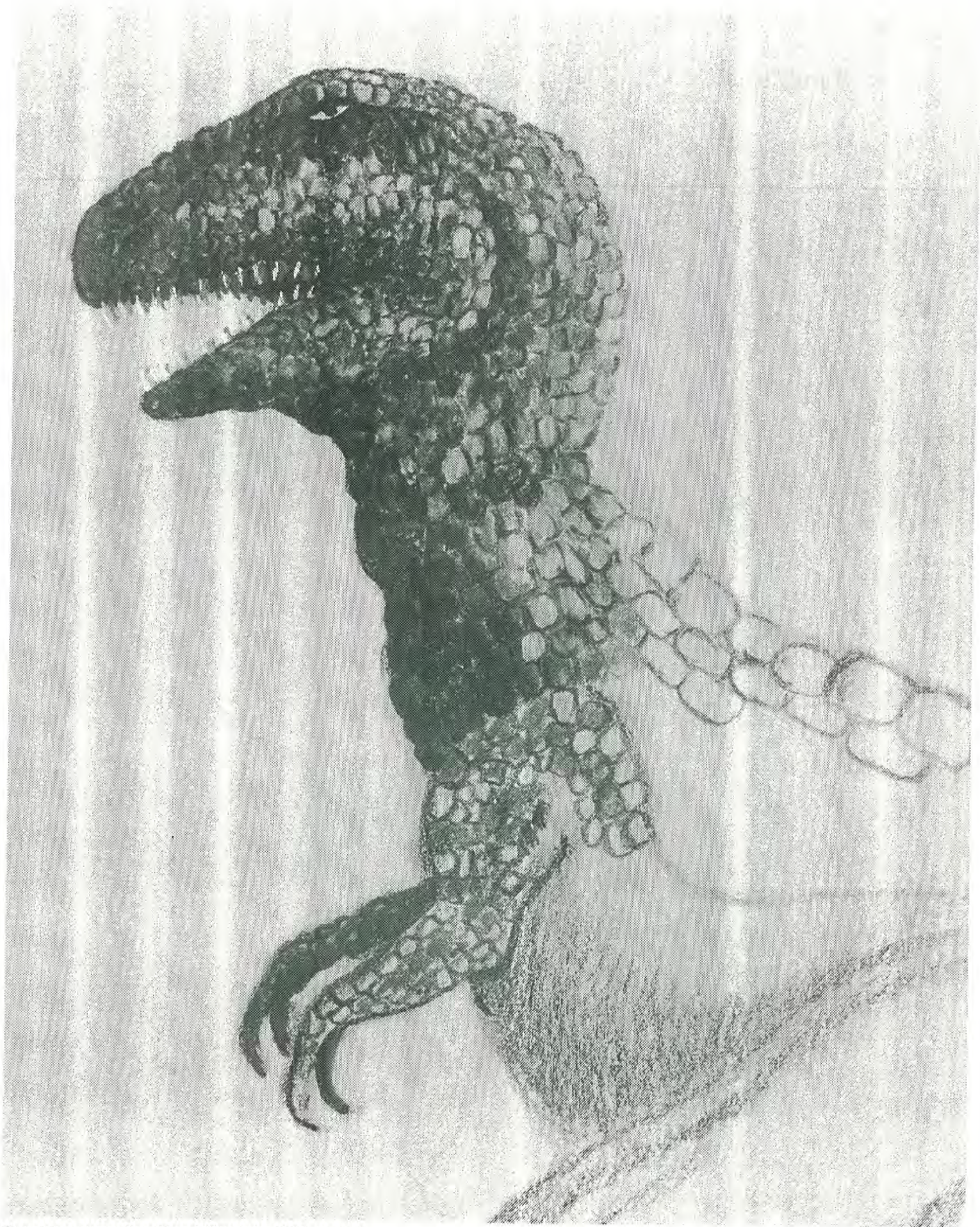


Three Dinosaurs: 1972, Pencil. Keith's interest in dinosaurs goes back to his childhood, as evidenced by these drawings, done for a grade 8 science project.



Parasaurolophuses: 1979, felt-tipped marker on clear acetate. Part of the same assignment.





Tyrannosaurus Rex Head (Study): 1978, pencil.



Memoranda

by Bryan Ekers

David Harken, the floor manager of Farnum's Department Store's floral department, poured over the notes on his desk in excruciating boredom. Most of the papers were interdepartmental memos, shuffled and reshuffled until everyone knew the same mind-numbing, useless facts. Harken read one from the sports department on the sixth floor.

From: Sports Dept. Mgr.
To: All personnel
Re: In. Golf

The memo droned on. The "In," meaning in the store's jargon an "incident," was a shoplifter who'd been caught trying to pilfer some rather expensive golf balls. The man had been picked up by security and the store intended to make an example of him.

Granted, it was important. Any report of shoplifting in Farnum's merited attention. It was just that Harken was sick and tired of his job in this dreary old place. Even the floral department, normally a bright spot, had lost its appeal.

At any rate, it was six o'clock. The store was closing for the day and he wouldn't have to think about it until

opening tomorrow.

His secretary, Miss Brown, came timidly knocking at his door. "Mister Harken. I'm afraid we have a problem."

Harken sighed to himself. Why did these things always have to happen at closing? "What is it?"

"Two customers, sir. They refuse to leave the floor."

With another sigh, Harken pushed himself out of his chair. "Where?"

"They're in the carnation section. Security is asking if they should send up a few men."

"Tell them never mind. I'll take care of it."

"Yes sir."

Harken knew the floral department like he knew the layout of his own apartment. He found the couple quickly enough, a man and woman, both well-dressed, both in their thirties by the look of them.

Putting on his best manager's smile, Harken walked up to them. "Can I help you?" he asked in a syrupy tone.

"No, we're all right," replied the man. He sniffed delicately at one of the myriad of carnations.

"Well," said Harken uncertainly, "I'm afraid the store is closed."

"Yes, we know," said the woman. She looked at the moulding over the the elevator. "Look George, they haven't changed it since 1951."

The man nodded. "So I see."

Harken frowned. Neither of these two looked old enough to even have been born by '51. "I'm sorry, the store is

closed."

"Don't worry," said the man calmly. "We just wanted a second look on the anniversary of the day we were killed here."

That made Harken blink. "I beg your pardon?"

"On this day in 1951, a man and woman—my wife and I in our former lives—were shot accidentally during an attempted holdup."

"I...see." Harken's mind was working furiously. A couple of nutcases in his department at closing. Just dandy. "Well, haven't you...ah, relived the moment enough?"

"Hmm? I guess so. Come along, Susan. We can't keep the store open all night."

Wearing pleasant smiles, the two disappeared down an escalator. Harken was immensely relieved to see them go. He went back to his office.

The papers on his desk reminded him there was a necessary duty to perform. Even though he hated the idea of it, he would have to write a memo explaining why the closing had been delayed. Better to do it now and get it out of the way before tomorrow morning.

With his habitual sigh, Harken peeled a blank memo sheet off of a pad on his desk and started to write.

From: Floral Dept. Mgr.
To: All personnel
Re: In. Carnations

CANADIAN UNITY FAN FUND - 1990 BALLOT

To encourage communication and cooperation between Canada's separate fan communities, the Canadian Unity Fan Fund sponsors a deserving fan from Eastern Canada to Conventions in the West, and vice versa. This year's winner will be attending ConVersion VII/Convention 10 in Calgary, July 20-22, 1990. Both candidates have indicated that they will be unable to attend Convention 10 unless they win CUFF. A \$2 donation must accompany all ballots; larger donations gratefully accepted.

Keith Soltys: Editor of Torus and a Friend of the Spaced Out Library, Keith lived in Alberta for five years and wants to renew old acquaintances out West. Nominated by: Howard Cherniack (V-Con Committee, Vancouver); Peter Roberts (brewer & fanzine collector, Guelph); Fran Skene (Editor, Casperapa, Vancouver) Garth Spencer (Editor, The World According To Garth, Vancouver); Paul Stockton (President, Strawberry Jam Comics, Toronto); and Lorna Toolis (Spaced Out Library, Toronto).

Paul Valcour: Paul is anxious to meet in person the many Western fans with whom he has corresponded, and to contact potential contributors for his new Canadian SF Quarterly magazine. Nominated by: Keith Braithwaite (President, MonSFFA, Montreal); Steve Forty (Former editor, BCSFazine, Vancouver); Linda Ross-Mansfield (Chair, Winnipeg in '94, Winnipeg); Dennis Mullen (Co-Chair, Wilfcon5, Kitchener); Randy Reichardt (ViceChair ConText'89, Edmonton); and Jean-Louis Trudel (Chair, Boreal 10, Ottawa).

\_\_\_ KEITH SOLTYS

\_\_\_ PAUL VALCOUR

\_\_\_ NO AWARD

Your Name
and Address

\_\_\_\_\_

VOTING DEADLINE IS APRIL 30, 1990.

SEND YOUR COMPLETED BALLOTS AND MINIMUM \$2 DONATION TO: CUFF, c/o Robert Runté, P.O. Box 4655, P.S.S.E., Edmonton, Alberta, T6E 5G5. (Make cheques payable to Robert Runté) Duplication & distribution of this ballot is encouraged provided it is reproduced in full.



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

Nom \_\_\_\_\_

Date de naissance (optionnelle) \_\_\_\_\_

Adresse \_\_\_\_\_  
rue      App.

Ville \_\_\_\_\_

Province/État \_\_\_\_\_ Code Postal \_\_\_\_\_

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

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

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

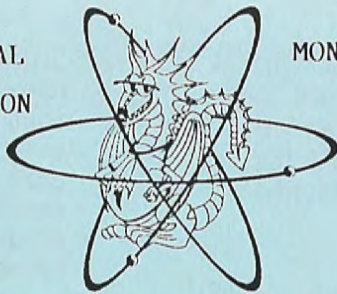
Il arrive que d'autres organismes nous demandent la liste de nos membres afin de les contacter. Veuillez indiquer ci-dessous si vous nous autorisez à transmettre les renseignements inscrits sur ce formulaires à ces organismes.

Je vous autorise à transmettre ces renseignements.

Veuillez ne pas transmettre ces renseignements.



ANNOUNCING MONTREAL'S SECOND ANNUAL  
SCIENCE FICTION & FANTASY CONVENTION



MONTREAL ANNONCE SA DEUXIEME CONVENTION  
ANNUELLE DE SCIENCE-FICTION  
ET DE FANTASTIQUE

# Con·cept 90

DATE: Saturday, October 13, 1990

PLACE: Maritime Hotel, 1155 Guy Street,  
Montreal, Quebec, Canada

>> EVENTS <<

Panels and Workshops

Exhibits

Special Guests

Masquerade (Costume Contest)

Art Show

Art, Books, and Collectibles Auction

Amateur SF/F Film and Video Festival  
(Georges Méliès Awards—"The Millies")

Rare and Popular Videos

Space Cantina

Door Prizes

MORE INFORMATION TO FOLLOW

For information on the various events  
and the con in general, write us at:

P.O. BOX 405, STATION H  
MONTREAL, QUEBEC, CANADA  
H3G 2L1

DATE : Samedi le 13 octobre 1990

ENDROIT : hotel Maritime, 1155 rue Guy,  
Montréal, Québec, Canada

>> ÉVÈNEMENTS <<

Panneaux de Discussion et Activités

Salle de Montre

Invite Special

Masquerade (Concour de Costume)

Gallerie d'Art

Encan pour Art, Livres,  
Objets de Collection

Festival Amateur de Film et Video SF/F  
(Trophé Georges Méliès—"Les Millies")

Videos de tout Genre

Cantine de l'Espace

Prix d'Entrée

AUTRES BULLETINS D'INFORMATION SUIVRONS

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plusieurs événements ou sur la  
convention écrivez a :

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