

SUMMER 1990, VOLUME 4, No. 3

ONE DOLLAR

WARF

The Official Newsletter of the Montreal Science Fiction & Fantasy Association



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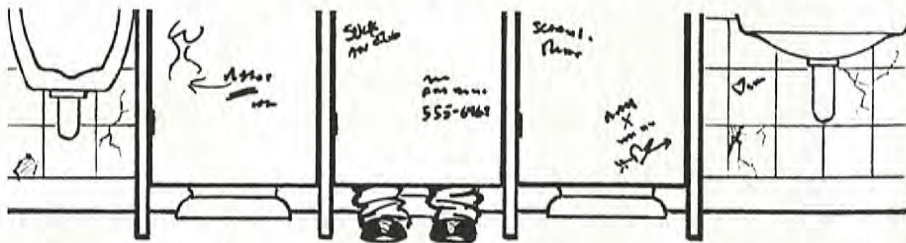
Kevin Holden

Newsletter Staff this Issue

Keith Braithwaite: editing, layout
Michael Masella: editing, typesetting
Andrew Nugent: laser printing
Bernard Reischl: layout, photostats,
laser printing, typesetting

Cover up: This issue's cover is a photograph of Bernard Reischl's model of the *U.S.S. Enterprise*, NCC-1701-D. Sez Berny, "The model took seven hours to build and forty to paint!" Berny photographed the *Enterprise* against a black velvet backdrop, then airbrushed the stars in over the finished print. This is *Warp's* first *Star Trek* cover—believe it, or not!

From the CENTER Seat



I am writing this letter not only as MonSFFA's President, but also in my capacity as a member of the newsletter staff. As you peruse this issue, you will no doubt notice that a few changes have been made to the look of *Warp*.

Firstly, we've changed our slogan. Our old slogan, "Montreal's Official Science Fiction and Fantasy Newsletter," was initially used to describe *Warp* because we were attempting to qualify the newsletter for reduced postal rates—apparently, listing ourselves as a publication for all of Montreal's sf/f fans, rather than for only our own club members, placed us in a more favourable position with the postal gods. Unfortunately, those same gods also required that we be mailing many thousands of newsletters. We were, of course, nowhere near those numbers and so we didn't qualify for the lower rates. Ruling out human sacrifice as a last, desperate bribe to the gods, we resolved ourselves to paying full price for our mailings. That brings us to our new slogan, one which reflects exactly what *Warp* is and always has been: "The Official Newsletter of the Montreal Science Fiction and Fantasy Association."

Long-time production assistant and contributor Berny Reischl has reworked the *Warp* logo. Retaining the feel of the old logo, he has made the new one bolder and subtly changed the font style. Gone is the 12-part strip which designated the month of publication. It has been replaced with a streak-effect number (the calendar number of the month of publication) tucked in under the "P" in *Warp*.

Between the covers, many of the regular columns now sport new, snazzier graphics and headers. A couple of columns have had their titles changes. This one has been redubbed "From the Center Seat", a title suggested by the only *Warp* staffer who has been with the newsletter from day one, Mike Masella. Mike felt that "President's Letter" was somewhat dry, and the rest of the staff agreed that a change was in order. And, "Earthshattering Trumors" is now "Sensors." Originally a humourous, sf/f fandom and pro-dom rumours column, it very quickly evolved into a clearing house for just about any interesting information on just about any area of sf/f-dom; rumour or fact, humourous or straight. "Sensors," we feel, better reflects what this column is all about.

Lastly, *Warp* is going to make a concerted effort to do something which it has not always done and should have: credit sources, photographs, and editorial illustrations.

We'll be fine tuning our new look over the next few issues and as always, the newsletter staff is open to comments from our readers concerning this publication. Talk to one of us at a General Meeting, or drop us a line c/o MonSFFA.

Keith Braithwaite
President, MonSFFA
Staff Member, *Warp*

Warp is published 6 times a year by the Montreal Science Fiction and Fantasy Association (MonSFFA). Address all correspondence to *Warp*, c/o MonSFFA, P.O. Box 1186, Place du Parc, Montreal, Quebec, H2W 2P4. Subscription rate is \$10.00 per year; however, the subscription fee is included in the annual membership to MonSFFA, which is \$20.00 per year. 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. The opinions expressed in *Warp* are solely those of the individual writers, and in no way represent the official opinion(s) of MonSFFA or *Warp's* production staff. Original material used herein is copyrighted. The use of previously copyrighted material in this newsletter is not intended to infringe on any rights held by the legitimate copyright holders. This is an amateur production, intended for enjoyment only. Have a good summer!

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 compliment the interests of science fiction and fantasy fans.

The membership fee is currently \$20.00 per year. Executive committee members are elected annually. Any member in good standing may run for office.

Membership benefits include a MonSFFA membership card which allows you free admittance to General Meetings, plus a minimum 10% discount at participating sf/f-oriented retailers (see below); and a one-year subscription to MonSFFA's newsletter, "Warp," and its news bulletin, "Impulse."

Please address all correspondence to: MonSFFA, P.O.Box 1186, Place du Parc, Montréal, Quebec, Canada, H2W 2P4.

Below is the list of sf/f-oriented retailers participating in the MonSFFA Discount Program. We encourage members to frequent these establishments. A valid MonSFFA membership card must be presented to take advantage of the discounts.

(Note: Certain exceptions with regard to this discount program may exist at some of these stores; ask the dealer for details.)

COMPUTERWARE

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

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

EL PASO KOMIX

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

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• 1844 St. Catherine ouest, Montréal, Qué. (514) 932-1139
• 5345 boul. Décarie, Montréal, Qué. (514) 484-0666
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N E E B U L A

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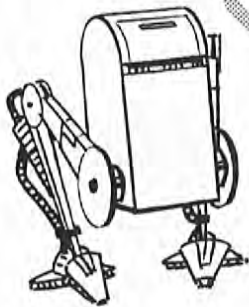
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1,000,000
COMIX

6290 Somerled Ave., N.D.G. (630-4518)
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20% off on most merchandise.



MonSFFA, *Warp* and our club news bulletin, *Impulse*, welcome letters of comment and inquiry. Mail letters to: P.O. Box 1186, Place du Parc, Montreal, Quebec, Canada, H2W 2P4. Unless otherwise instructed, we assume all letters are intended for publication. Published letters become the property of MonSFFA. *Warp* and *Impulse* reserve the right to edit letters where they deem it necessary.

To Whom It May Concern,

We would like to get information on *Star Trek*. We have forwarded requests to *Star Trek* fan clubs in the United States, but unfortunately have received no reply to date. If you can help to connect us with the *Star Trek* environment, please forward information to us.

Mrs. Teresa Roussel

There are many Star Trek clubs in the U.S. Which one did you write to? We suggest you try the Star Trek Welcomittee, which operates as a Trek fan information center. Tell them what you're after and they'll point you in the right direction. Unfortunately, we don't have their address on file; sorry! You can also get lots of Trek news in Starlog magazine. They publish many an article on the actors, writers, etc. of Trek. If you're a ST:TNG fan, the Starlog people also put out Star Trek: The Next Generation, a magazine geared to fans of the new series. Both of these publications are available at magazine stands around Montreal. If you're interested in meeting other ST fans, you might consider joining a local fan club, like MonSFFA. We are a science fiction and fantasy fan group and Trek certainly falls into our area of interest. Many of our members are trekkers.

Drop us a line if you'd like more info about MonSFFA.-Ed

Dear Keith,

I am an absentee member of MonSFFA and have yet to make a meeting, but I truly love the contact provided by both *Warp* and *Impulse*. I have just finished reading my April issue (of *Warp*) and you seem to be asking, "Is anyone out there?" Well, there is someone—I'm sure a lot of "someones." I thought a little acknowledgement wouldn't be amiss. So, to you and all your staff, congratulations! Loud cheers! Many pats on the back!

Now, can I help? Is there anything a reasonably literate, very underexposed-to-modern-writers (some of my pocket books are 35¢ doubles—so much for Lloyd Penney feeling old!), but not-inexperienced-in-volunteer-work-pair-of-willing-hands can do?

And now for a year's worth of comments: Compliments on *Warp*; for its size it does an excellent job. Does anyone know of a shop that sells Phoenix miniatures, made in Northhampton, England? They make lead soldiers—all eras—historical and fantasy figures from 1" to 6" in height. Are there any Stephen R. Donaldson fans among you? Does anyone care that his entire (Thomas Covenant) series seems to be based on a lie? Leprosy has been curable for some years—it was identified in 1872 and treatment costs about \$40.00 a year. It is almost completely non-contagious. Anyone out there interested in stirring up some awareness of these facts? Anyone interested in a copy of "Mr. Spock's Music From Outer Space," by Dot Records, issued sometime around '68? If so, send me a tape and I'll oblige. If I can get to a meeting (I live in the Laurentians), would there be any objections to a rather small, well-behaved little girl attending? She looks a little like a Vulcan! Concept was a lot of fun last year. I look forward to it again this year. I will bring more friends. Did the member who was going to Toronto to meet Nichelle Nichols go? I have learned that badly made posters up in good time work much better than excellent ones up late! About a quarter of my Quilt Guild are sf readers; I'll try a

little recruitment drive of my own. I shall also try to pry loose some saurian artwork for you.

Regards,
Sue Ellen Jones

Thank you, Sue Ellen, for your most encouraging letter. Can you help? You bet! Because you live away from the city, you would no doubt find it difficult to regularly participate in planning or general meetings, but you can still become more actively involved in your club. This newsletter is always looking for submissions. Review a book (Donaldson's series, perhaps), movie or TV show; write an editorial on something that you feel strongly about. We also need original artwork. That's one way that you can participate. If you can come to just one General Meeting and run a game or give a talk on some sf subject that interests you, you'll have participated.—That's another way. We need that kind of involvement from our members. Maybe you could take on the task of organizing a special, one-time event, like the barbecue we held last summer. Can you help out at Con-cept? Recruiting members from your circle of friends is already an action that benefits MonSFFA. Anything that you are prepared and able to do for your club is greatly anticipated and appreciated. Thanks again for your congratulations, and your willingness to get involved.

As to Phoenix miniatures, try either Kangourou Hobbies or International Hobby. Valet de Couer, a store specializing in gaming, may also yield results. All of these retailers are in Montreal. They may not have what you're looking for, but perhaps they'll know of someone who does. Thanks for the offer to make dubs of the Spock record. We have a policy of not publishing the addresses or phone numbers of our members without being absolutely sure it's okay with them. Confirm to us that it's okay with you and we'll run your offer in our "Bulletin Board." By all means bring your little girl along to a General Meeting. She is most welcome and would not be the first youngster to visit us. Glad you enjoyed Con-cept '89; happy to hear you'll be back, with more friends, this year. Yes, the member went to Toronto... only to find the con cancelled because Nichols had bowed out!

Looking forward to hearing from you again.-Ed

Dear MonSFFen:

Thanks for the latest issues of *Warp* and *Impulse*. I've got some comments on them.

In *Warp*, I certainly agree with the editorial. There isn't a club or convention out there that can't operate unless people volunteer to help out. I would urge the membership to help out, even a little bit. I think you'd like the feeling of being involved in something you like. I know I do. The jobs simply don't get done by themselves. Don't be deadwood, people!

Thanks for printing my letter. With all the controversy over Paul Valcour and the Pinekone debts, it's a welcome chance to show off Ad Astra in a positive light. Thanks to Michael Skeet and MLR 14, the committee looks like hostile bill collectors simply because we loaned money to Pinekone II to get the con launched, and Pinekone repaid it according to the agreement.

Interesting to see that Provocation '90 has Ed Greenwood as a guest. Ad Astra's been trying to get him for years! I attended Ryerson Polytechnical Institute with Ed in Toronto, and as Elminster, he's seen a lot of territory as a gaming con guest.

In *Impulse*, there never seems to be any final word from Paramount (about *Trek* movies) until they actually start shooting. I expect there *will* be a sixth *Trek* movie, and it had better be good!

Thanks for a good read; see you at Ad Astra 10!

Yours,
Lloyd Penney

Thanks for the comments, Lloyd. They are, as always, welcome. Ad Astra 10 was great fun—congratulations to the con-com and crew. Perhaps the best lessons to learn from this Pinekone business are those that will show other con-coms how to keep from getting into the kind of trouble Pinekone did. Pointing fingers, a-la MLR, doesn't really solve much. Errors in judgement were probably made all around, not only by one or two principles. Of course, I wasn't there and shouldn't speculate. To their credit, Ottawa fandom seems to be coming together to help straighten things out as much as possible and put the whole affair behind them.—Ed

Bulletin Board

MonSFFA members are entitled to place ads in *Warp* at no charge—non-members may place ads at \$1.00 per ad; one time, 40 words maximum. Mail ad copy to: *Warp*—Bulletin Board, c/o MonSFFA, P.O. Box 1186, Place du Parc, Montreal, Quebec, Canada, H2W 2P4. Non-members should include appropriate payment. *Warp* reserves the right to refuse ads of a questionable nature. MonSFFA and *Warp* are not responsible for any promises made in advertisements; that responsibility is solely the advertisers'.

WANTED: ANIMATED STAR TREK EPISODES

Would like to borrow tapes to make copies or would supply tapes, pay expenses to have copies made. Contact Keith Andrews at (819) 565-8750 (collect calls accepted).

HOLY BATSALE!

It's been a hard day's "knight" at our warehouse! Yes, we are overstocked! We've got Batprints coming out of our belfry, cluttering up the glove compartment of the Batmobile, pouring out of the cargo hold of the Batplane.

Over a dozen unsigned and unmounted 8 1/2" x 11" colour laser copies of "A HARD DAYS KNIGHT" are available at a cost of only \$3.00* each, or \$5.00* for two.

Six prints of the 8 1/2" x 11" signed and mounted type are available for only \$4.00* each or two for only \$7.00*.

A large percentage of sales profits will go towards supporting CONCEPT'90, Montreal's Second Annual Science Fiction and Fantasy Convention.

For information on purchasing any of these prints call 286-4215 and leave your name, number, address and a convenient time at which we may call you back. (Don't be phased by the highly impersonal Klingonese answering machine!) We'll call you bat... OOPS!, I mean back!

*Includes postage.

MonSFFA Androm

"ALL THE CLUB NEWS THAT FITS, WE'LL PRINT!"

Because of an unusually busy month out in the real world and a small family crisis, I was unable to complete work on this issue of Warp in time to get it out to you in mid-June, as scheduled. I trust you will understand and I apologize for the lateness of this issue.-Ed

May General Meeting

Our May General Meeting was held on the 13th at the Black Watch Armoury. It being Mothers' Day, attendance was a little less than usual: about 25 people in all.

President Keith Braithwaite and General Activities Officer Lou Israel took a few moments at the start of the meeting to talk to members about what's involved in running MonSFFA and to encourage them to become more active in the BOA. Questions were asked and answered, suggestions taken and complaints addressed. Many members, it seems, are prepared to pitch in and help the BOA, but find the board's meetings inconveniently scheduled and therefore difficult to attend. With this in mind, the next BOA meeting was set for the last hour of the June 3 General Meeting. It is hoped that by scheduling BOA meetings in conjunction with General Meetings, more members will be able to participate. Also discussed were plans for the club's summer activities. Members who have ideas and/or organizational manpower to offer regarding summer events are asked to get in touch with a BOA member.

The meeting's theme was "readin' an' writin'", and things kicked off with a paperback book auction run by Con-cept '90 co-chairs Trudie Mason and John Matthias. Proceeds from the auction went towards funding Con-cept '90. The usual con fundraiser (a raffle) was run by John Dupuis, who handed the first prize (a Batmobile model kit) to Mark Burakoff and second prize (an

rpg book set) to Berny Reischl. Both the auction and raffle went very well, bringing in, between them, over \$60.00.

Also held was a short, short, short story competition. Five members signed up and were given a sheet of paper, a pencil, an eraser, a title and one hour to write a short sf, fantasy or horror story around the title given. After the hour was up, each participant read his/her story aloud and the membership voted on which story they thought to be the best. There were three English language entries and two in French. The "Best Stories" (one in each language) are reproduced in this issue of *Warp* (see "Short, Short Stories"). Congratulations go out to our winners, Bryan Ekers (English) and Sylvie Beaulieu (French), and to the other writers, Trudie Mason, Daniel P. Kenney and Louis Boulanger. Also, thanks to Keith Braithwaite for organizing the competition.

Colleen Magnussen again manned (or should that read "personned?") the munchies table and reported sales of \$18.25. A screening of the movie *Voyage to the Bottom of the Sea* (courtesy Wayne Glover) had to be cut short because of time constraints.

All in all, a good meeting enjoyed by everyone, a few taking the time to point that out to the BOA. Thanks again to all involved.

June General Meeting

Our June General Meeting was held on the 3rd at the armoury. Trudie Mason and John Matthias encored May's successful paperback book auction, this time adding a couple of new lots: art prints (donated by Berny Reischl) and a video of the original *Little Shop of Horrors* (donated by Joseph Aspler). Bidding was hot and heavy, and when it was all over, some \$80.00 had been raised for Con-cept 1990.

Also bringing in the bucks for the con was the usual fund raiser-affle. John Dupuis again officiated. Leslie Perryon picked up the first prize, a movie pass to the premiere of *Gremlins 2* (courtesy CJAD Radio). The two secondary prizes were a copy of *Arkham Asylum* (donated by John Dupuis) and two giant *Logan's Run* posters (donated by Ciné Affiches Montreal). Con-cept wishes wishes to thank everyone who helped "up" the con's bank account.

The video program featured some of Sylvain St. Pierre's latest stuff—he's working on a Con-cept 1990 promo video—which was followed by the screening of a *Buck Rogers* TV episode (courtesy Oran Gleason). Many of the guys took advantage of this chance to once again see Erin Gray in spandex (oink!). Meanwhile, Lou Israel ran a well attended game of *Trek-vial Pursuit*.

The rest of the afternoon was given over to the planned BOA meeting and to a Con-cept con-com meeting. At the BOA, president Keith Braithwaite outlined, for the benefit of newcomers to the board, how MonSFFA is run. He explained who was responsible for what and how various tasks were accomplished. He stressed that everyone, no matter what official title they may hold, pitches in to help. Further, he stressed the need for more members to become active at the BOA level. Response among newcomers was positive. A "BOA weekend" was proposed, at which veteran board members would introduce and explain in detail the workings of the club to freshman BOAers. Naturally, a great deal of partying would also be included in the weekend's schedule! Tentative plans call for this weekend to take place towards the end of July or early August, probably at the summer cottage Keith rents in Rawdon, about an hour north of the city. Interested members should

contact Keith at 363-1768 after 7:00, before 9:00PM weekdays. The Con-cept meeting followed the BOA, and the discussion centered around the wording of the promotional material, layout of the convention floor and programming, and accommodations for the guests.

Thanks go out to all who helped make the June General Meeting a success—including Trudie Mason and Colleen Magnussen, who again took care of the munchies (profits: \$16.50). As is customary, MonSFFA will *not* hold any General Meetings during the summer months. Instead, we will hold a couple of "summer activities" (see "Summer Activities"). Our schedule of General Meetings will resume in September (see "Next General Meeting").



Auction



Trudie Mason "Banks" auction profits.



"Nyet photos!" sez John Matthias.

Con-cept '90

Award winning author Barry B. Longyear (*Enemy Mine*, *Saint Mary Blue*) is confirmed as Guest of

Honour at Con-cept 1990. Nebula Books (a MonSFFA Discount Program participant) is sponsoring several special guests: Harvey Award-nominated comics artist/writer Chester Brown (*Yummy Fur*, *Ed the Happy Clown*); comics artist/writer Bernie Mireault (*The Jam*, *This Machine*); Baird Searless, book reviewer for *Isaac Asimov's Science Fiction Magazine* and author of *Films of Science Fiction and Fantasy*; sf/comics writer Sebastian Hassinger (*This Machine*, published in *Edge Detector*); and cartoonist Julie Doucet (*Dirty Plotte*, contributor to *Weirdo* magazine). Con-cept 1990 gratefully acknowledges Nebula's involvement. Also attending are author Donald Kingsbury, sf/f artists Denis Beauvais and Bob Eggleton, Quebec sf writer Daniel Sernine and *Edge Detector* editor Glenn Grant. Unfortunately, writer Yves Menard has had to cancel his planned appearance at the con. Registration cost has been set at \$10.00 before September 21, 1990, \$12.00 at the door. (See back page ad for all the current info on Con-cept 1990.)

Newsletter

This is our summer issue. *Warp* will be back in September.

The newsletter is, as always, looking for submissions. We're looking for your book and movie reviews, editorial pieces, artwork, humour, etc. (Planned for the "Main Viewscreen" feature when *Warp* resumes publishing after the summer break: a portfolio on dragons. If you have any dragon artwork that you can contribute, please do so.) Send your stuff to us c/o MonSFFA.

Summer Activities

MonSFFA plans to hold a few informal, low key events during the summer, and your BOA is open to suggestions as to what these events might be. Last year, for example, we held a barbecue/picnic at Angrignon Park. A few of the ideas we've already received include a weekend campout/party, a car or bike/walk rally, and a softball game. If you have any suggestions of your own, wish to support any of those listed here, or can help with any summer activities talk to a BOA member or

drop us a line by mail.

We can confirm at this time that there will be a video/gaming party, hosted by members Alain Carrier and Sylvie Beaulieu, on Saturday, August 11 from 7:00PM to 2:00AM and beyond. The video program will feature 1950's sci-fi movies and gaming will center around D&D. A nominal charge of \$1.00 for members, \$2.00 for non-members will be collected at the door, this to offset munchie costs. Door prizes will be given out. The party will take place at 1877 Wellington Street, Apt. 2 (corner St. Madelaine). Take the 61 bus from D'Elglise metro; the apartment is above the Taverne Olympic. Call 937-9787 evenings for more info.

Membership Renewals

Remember to renew your membership on time so that you don't miss anything! Check your membership card to see when your membership expires. To renew, simply fill out the "Membership Application" on page 29 of this newsletter and mail it to us, along with a cheque or money order for \$20.00 made out to MonSFFA. Thank you for renewing.

Next General Meeting

We will not be able to book our usual room at the Black Watch Armoury until September. We hope to hold our September General Meeting on Sunday the 9th, or failing that, the 16th. Keep these dates in mind, but remember that nothing is confirmed at this time. All members will be notified as soon as we have a confirmed date for the September meeting.

VIDEO/GAMING PARTY

August 11

See "Summer Activities," second paragraph for details.

"She's wired like a Christmas tree, so don't give me too many bumps! Damage to the warp drive!" (Ion storms, interstellar dust, super novas, no problem; just avoid the planet Earth at all costs if it happens to be raining.) "All the instruments are functioning correctly, there's just no power?!" (Never, never use non-alkaline, non-rechargeable batteries!) "We'll have to drydock if we want to make the show."

DRYDOCK

LAST MINUTE PREPARATIONS
FOR A MODEL SHOW

by Lynda Pelley

There never seems to be enough time during those last few days before a model show, in this case Le Salon Du Miniature De Montréal, to prepare your models for display. There is always something that needs rewiring, structural repairs, repainting, new decals, etc. (Starships, you can't take them anywhere!) Frantic hours are spent trying to repair all the things that got broken the last time the models went on display; all those repairs you had intended to do sooner but have left until now, when you suddenly realize that judges will be looking at your models tomorrow.

Fellow modeler Berny Reischl and I decided to work together preparing our models for Le Salon. His apartment was converted into a super-repair station/assembly line: we puttied, sanded and painted in the dining room, studio and on the balcony and the living room housed finished models and those with wet paint waiting to dry. Berny's living room began to look like a storage room at ILM! Models were standing on every available surface: the sofa, the coffee table, the TV, the bookshelves, even the floor. We did so much painting that at the distinctive sound of the ball bearings shaking in the spray paint cans, Berny's neighbours closed their windows. All together we worked on about fifteen models over three days. The work necessary to get these models into shape ranged from minor repairs to complete overhauls.

Minor Repairs

My *Tydirium* shuttle was easy. All it needed were two or three coats of Testors Glosscote, a clear lacquer that would protect the chalky white Humbrol paint from becoming marked. My *Millennium Falcon's* top and bottom guns, as well as one landing leg, had snapped off and needed to be glued back on. Her lights (ancient grain-of-wheats) no longer worked and were impossible to repair without ripping apart the model, which I didn't have time to do. I wanted to remove any evidence that the *Falcon* ever had any lights, so I painted the clear plastic back engine panel blue, then overlaid the panel with a strip of Letratone. (Letratone is a dry-transfer grid pattern similar to Letraset.) Lastly the *Falcon* was sprayed with Testors Dullcote. Originally painted with an inappropriate glossy finish—several people had commented that the freighter was never meant to look shiny and new—the Dullcote gave it a more accurate flat finish. It looks like a completely new paint job, but isn't! The model looks better now than it ever did. If the Dullcote worked for the *Falcon*, then it would probably improve the appearance of my scratchbuilt, papier-mache *Death Star* too, also finished in a gloss. Unfortunately, no lacquer can remove the wrinkles from papier mache, so the *Death Star* remains lumpy. It looks good from a distance, though.

On Berny's side of the drydock, the plaster base for his *UFO* interceptor had begun to chip in several places. He built a new moonscape, this time out of cement! His *USS Trumbull*, an old TV *Enterprise* converted to a tug, needed a new sensor dish; Berny found a replacement in his spare-parts box. The domes on the front of the engine nacelles were given a fresh coat of paint and the new sensor dish was sprayed copper. Lacquer was sprayed on the domes, deepening the red colour. After only these few touch-ups this model really looked good. The *Trumbull* was supposed to be towing a cargo module, made from an empty photocopier toner cartridge, however, the first coat of grey primer Berny applied to it did

not adhere well to the smooth surface of the cartridge and began to peel in places. A second coat of white paint only added to the problem. Incompatible with the primer, the white paint began to crack and bubble, resulting in an "orange peel" effect. So much for the cargo module. For this show, the tug would have to go it alone. Fortunately, Berny's BEM Motion Sensor Gun, also made from a photocopy cartridge, did not have these same paint problems. The gun looked too clean, so black and grey streaks and spots were sprayed on to give it a more used and dirty look. A lot of extra "nernies" were added. (Nernies are interesting technical looking parts that serve no useful purpose other than looking great on a model.) Berny's *USS Rommel*, a light attack cruiser kit bashed from a movie *Enterprise*, also needed some work. Inherent in all variations of the movie *Enterprise* kit is a cracking problem at the point where the warp engines join the secondary hull. There was no time to reglue, putty, sand and repaint. A more creative solution was found. The tiny cracks were painted over in the original steel colour, then the cracks were covered with several thin decals, becoming "emergency engine separation points". More custom decals were added to other parts of the ship. Unfortunately, a lacquer overspray melted some of the decals and caused colors to run! Those warped decals were scraped off and the *Rommel* was decalced yet again; after sufficient drying time a very thin coat of lacquer was sprayed on—no problem this time. Berny's *Enterprise-D* had similar problems. Its saucer section, having broke several times, was permanently glued to the rest of the ship. This left a gap at the separation point. Glue was added to fill this gap and then a light grey line was painted over the glue.

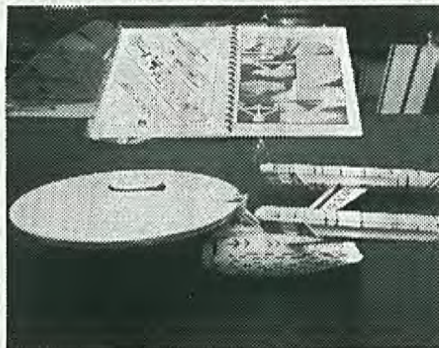
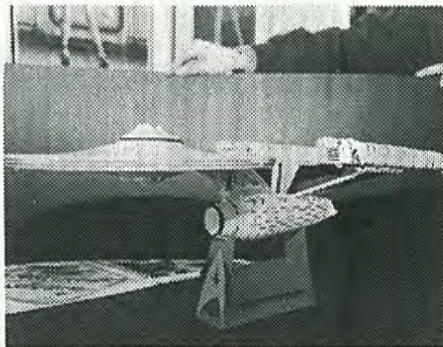
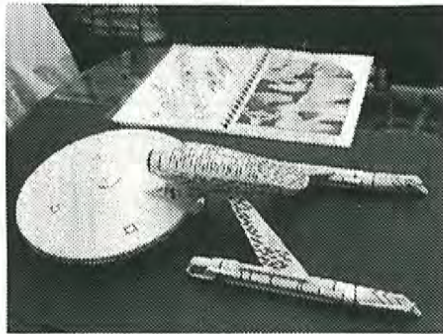
Major Repairs

The really big jobs included finishing Berny's space-battle diorama, my Imperial star destroyer and the complete overhaul of my *USS Enterprise*.

Other than the wrecked Romulan ship, the only part of the diorama that was really finished was the large Klingon D-7. This ship has an excellent lighting scheme and paint finish, and in my opinion is one of Berny's best models. For the purposes of the diorama, the other two members of the Klingon fleet had to be painted to match the deep, metallic blue of the larger D-7. On the Federation side of things, the K-7 Space Station kit had to be finished. The electronics had been done and the model was at the puttying stage. Berny sanded it and then painted it with a thick black primer. It was then painted with a mixture of several different types of Testors Metalizer Aluminum and, after drying, was polished to a dull gleam. Finally, the clear cones were temporarily glued on—remember, this was a rush job. This model will be further improved at some later date, with particular attention going to the electronics. If the model is tilted the wrong way, the lights go out! (Starfleet must have a contract with Hydro Quebec.) The other Federation entry in the diorama was the secondary hull of a wrecked movie *Enterprise*. Since it was to be in a black box, Berny felt it needed a lighting system. Using a soldering iron, he cut away part of the right side of the hull and installed a solid yellow LED in the left side and a flashing red beacon above the hanger bay. The hull was sealed up again with the soldering iron, leaving a melted, twisted mess. (What's a little extra battle damage if the ship is already wrecked?) A little more steel paint, a little more black, recoat the sensor dish and botanical garden windows with a little more clear blue, and the model was ready.

Finally, we came to my movie *Enterprise*, the biggest job of all. This model was originally built about 3 years ago and includes a lighting system. I used it at my interview to get in to film school. I had used very little putty and all sanding had been done with a fingernail file. About a year later, when I started taking it to model exhibitions, I fixed the usual cracks where the warp engines join the secondary hull, and did some repainting. While the lighting was generally good, the paint job could

have been better—the seams in the model still showed, as did brush marks and paint globs. The chalky white finish showed many black



Top three photos: The *Enterprise* is masked off to achieve the aztec pattern.
Bottom: The *Enterprise* dries after a coat of paint.

marks where the model had been bumped. And, the *Enterprise* was dusty and dirty from handling. This is what we had to work with.

I began by peeling off the decals—not too difficult since they were starting to come off anyways. Next I sanded down the paint, to get the model smooth all over. Epoxy on the engine struts fixed them once and for all. Then automotive putty was applied over the epoxy, as well as to the other seams in the model. It was sanded and then taken over to Berny's apartment (I had done this preliminary work at home) to be worked on with the rest of the models. On the way over it started to rain and the *Enterprise* got wet. Somehow the water affected the putty (not quite dry?) and a piece cracked and came off near one of the engine struts (where else!). Once at Berny's, I fixed up the putty. I then began redrilling some of the window holes that had become clogged with old paint. I also used my small Dremel-type drill to make some indentations for the phaser and photon torpedo banks. Now the *Enterprise* was ready for its third and final paint job. Berny used his airbrush to paint the *Enterprise* a pale blue-grey. As he did so, he explained the basic techniques of airbrushing to me. (Now that I have some knowledge of how to use an airbrush, I intend to buy my own and paint all of my models this way.) The model was then left to dry overnight.

To get "aztec pattern" that the *Enterprise* has in the movies down pat, I used small bits of graphic tape to mask off a pattern on the warp engines, struts, dorsal, and secondary hull. This took about four hours! Glossy white Tamiya acrylic was then painted on, and when the tape was removed, a pale blue-grey pattern remained. The aztec pattern for the saucer was taken from one of the Starfleet Assembly Manuals. The pattern was photocopied onto frisket paper (clear plastic sheets that are slightly sticky on one side), and the appropriate places in the pattern were cut out with an X-acto knife. The frisket paper was stuck to the primary hull panel by panel to form a mask similar in function to the graphic tape. After a coat of paint, the mask was removed, leaving the desired pattern. This procedure took six hours. Next, a fine white mist was sprayed on the model to make

all the patterns more subtle.

This is where some of the problems began. There was not enough time to let the white paint dry as long as it should have. The detail painting on the engines, phasers, etc. had to be done only a few hours after the main paint job if the model was to be ready on time. It was still a bit sticky and fingerprints became imbedded in the paint. (Like the TV episode where Apollo's giant hand grabbed the *Enterprise*.) Thinner was used to remove the fingerprints, but it smeared the pattern in some places. The detail painting was done with flat paint, which has a tendency to crack when painted over gloss. It did! A second coat of flat paint had to be applied to the details. Next, the *Enterprise* was sprayed with a final coat of gloss lacquer. It was the night before the model show and I had to get home before the metro stopped running. Berny put the decals on for me. One more coat of flat lacquer and my *Enterprise* was finished. (it was about 3:00AM; thanks Berny!) I never did get my Imperial star destroyer finished, the *Enterprise* just took too long.

The Show

Fortunately, no models were broken on the way to the show. The only real problem I had was with the *Tydirium*. Its electronics run off a nine-volt battery which is inserted into the model via the landing ramp. The battery is difficult to get in and out. (Understatement! I have to use a dental pick to remove the battery! It takes about half an hour.) I made the mistake of buying really cheap, non-alkaline, non-rechargeable batteries. They lasted about ten minutes—seriously! A "long-lasting" alkaline battery powers the *Tydirium* for about three or four hours. I will never, ever power a model with a nine-volt battery again! Furthermore, I think I will use an external power source (batteries in the stand). The *Tydirium* was a nuisance throughout the whole model show. During one of the many battery changes the ramp hinges snapped and it became a lift-out panel! Ironically, the second place plaque I received was won by the *Tydirium*.

On the way home the interior of the *Death Star* came loose and caved in a bit, and as usual it lost a few more toothpicks (It's made from papier mache, bits of window screen and toothpicks). Only the *Millennium Falcon* returned undamaged. As for my *Enterprise*, the warp engine struts survived without breaking, but now there's a crack just behind them in the secondary hull. And, the detail painting still needs a few touch-ups. It begins again. Oh, in case anyone is wondering, model building is a hobby I do in my spare time to relax. I do this for fun!



Top and center: I work on my *Enterprise* in Berny's studio.
Bottom: I pose for a photo after masking the *Enterprise*.

SHORT SHORT STORIES

At MonSFFA's May General Meeting, six members signed up to compete in a "short, short story contest." Club president Keith Braithwaite devised the contest, in which participants were given a sheet of paper, a pencil and eraser, a title and one hour to write an sf or fantasy story around that title. The title given was "The Cloud."

After the hour was up, the authors read their entries aloud to the meeting, who voted for the stories—one in english, one in french—that they thought were the best. With one participant dropping out (writers' block!), five stories were considered. Daniel P. Kenney wrote a *Star Trek* scenario: a Federation starship encounters the V-GER cloud and is assisted by the *Enterprise*, which, as we all know, has had some experience in this area. Louis Boulanger's story was about a village, plagued by dragons, that enlists the aid of Merlin the Magician in ridding itself of the fire breathers. A climactic battle ensues within the vapours of a huge, dark cloud. Trudie Mason wrote of an android's preparations for a deep-space voyage to investigate an astronomical enigma known as "The Cloud." The two stories chosen as the best are reproduced here. Congratulations go out to their authors, Bryan Ekers and Sylvie Beaulieu, and indeed to all the participants.

The Cloud

by Bryan Ekers

Jim lay on his back in the grassy field. The sun warmed his face, calmed his spirit. A slow easterly wind blew a small cloud into his range of vision. He watched it lazily, seeing shapes within its cottony form. A castle, a spaceship, a woman, a lion. Jim's attention drifted away. He closed his eyes and thought of nothing.

Behind his eyelids was a soft orange, the penetrating light of the

sun. Very suddenly the orange faded to black. The change took several seconds to register to Jim. He opened his eyes.

The cloud had drifted between him and the sun, putting Jim in its shadow. Deprived of the direct sunlight, Jim began to shiver. Annoyed, he waited for the cloud to move on.

A long time seemed to have passed, impossible to tell exactly because Jim had no watch, and the cloud had not moved. Jim glared at it. It no longer seemed so cute and harmless.

With a great effort, Jim hauled himself to his feet and walked into the sunlight. Selecting a good spot to lie down again, not difficult in the uniform field, he relaxed and in a few minutes was half-asleep.

The coldness awoke him, however. The cloud was again blocking the sun. The sleepiness was gone from Jim's eyes as he glared at the interfering cloud. He jerked himself upright and walked a hundred meters across the field. He was about to lie down again when he noticed the cloud's shadow moving across the grass directly at him. He looked up at the cloud and watched it obscure the sun from him.

Jim ran, sprinting until his lungs forced him to stop. This time the cloud was directly over him before he could catch his breath. He ran a figure-eight on the field, a zigzag, a wildly unpredictable course. He was never quite able to get out from under the cloud.

"All right!" he yelled. "You win!"

The cloud descended until it was at Jim's eye-level. The camouflaging dry-ice effect faded, revealing an automated class-six ultraviolet monitor.

"Apologies, sir," said the monitor's onboard computer. "But you have passed safe ultraviolet limits. The function of this unit is to—"

"I know," interrupted Jim. "...to prevent potentially damaging levels of ultraviolet radiation from reaching humans." He glared at the device. "Well, you've ruined a perfectly good day. I may as well go home."

Angrily, Jim turned and stalked across the field, back to the house. The monitor rose to a level of five meters and followed him.

Jim fretted. Humans had

conceived this machine, designed and built it.

And here he was in its shadow.

Le Nuage

Par Sylvie Beaulieu

Enfin, une lumière dorée guidait nos pas vers la sortie. Dans quelques instants nous pourrions nous reposer hors de cette noirceur qui règne toujours en maître dans les cavernes. Nous avons combattu plusieurs créatures de ces lieux et y avons perdu deux des nôtres. Mais nos efforts ont été récompensés, car le poids de notre butin nous le prouvait bien. Et surtout, cette présence que je sentais auprès de moi. Warlock, le valeureux prince. Il était là près de moi bien vivant. Et il me parlait à moi, une fille du peuple!

Ho! J'oubliais de me présenter, Vaya, fille de Safrand, forgeron de profession. Mais attention pas n'importe quel forgeron, celui du roi. Comme je suis sa seule fille, j'ai du être entraînée fort jeune à l'art du combat et au maniement des armes. Déjà à seize ans peu de garçons arrivaient à me battre aux jeux d'adresse ou à me désarmer. J'avais alors un rêve; devenir l'un des gardes rouges du roi. Ceux-ci sont l'élite des guerriers du royaume.

Il y avait à chaque année une série de compétitions qui servait à déterminer les nouveaux venus dignes de ce service. Au jour donnée, mon père me fit venir et me fit le cadeau le plus merveilleux. Il m'avait forgé une épée pour l'occasion. La lame la plus fine, la plus forte que j'ai vue. Il devait l'avoir trempée cent cinquante fois ou plus. Elle pouvait fendre le roc et ne subir aucune égratignure. La compétition commença vers sept heures, il régnait un vent d'excitation sur la foule, au cœur des participants cela était encore plus intense. L'une des compétitions consistait à faire tourner une sorte d'oiseau aux ailes déployées avec l'aide d'une masse d'arme. Celui qui faisait sortir le plus de ses gonds, était gagnant. Mon tour était venu. Comme le veut la coutume, je m'agenouillai devant la stalle royale pour rendre hommage à mon souverain. L'orsque je remontais les

yeux, mon cœur fut capturé par le regard profond de cet homme devant moi. Le prince Warlock. Son regard me brûla jusqu'à l'âme. Je me préparais donc à gagner ma place auprès des gardes rouges quitte à m'en creuser les veines. Quand tout à coup! Un immense nuage noir s'accumula dans le ciel. Et de cette chose, un grand dragon noir en jaillit. Personne n'ut le temps de comprendre, le monstre fonçait droit sur le roi. Il était monté par un homme vêtu d'une toge tout aussi sombre. Le prince lui barra la route, l'épée à la main. Mais le monstre en eut cure et s'empara de lui. C'est à ce moment que son cavalier dit:

-Philippe 1er, toi roi usurpateur, rend moi mon dû. Abdique, ou d'ici douze heures ton fils sera de la pâtée pour mon chéri!

Puis il tourna bride et retourna au néant d'où il était venu. La panique s'était emparée de la foule et le roi était atterré. Je parvins à me rapprocher de la stalle, puis j'entendis le roi dire qu'il ne reverrait jamais son fils. Car Pustule était invincible. Il ne pouvais pas abdiquer car la royauté devindrait vite un repaire de bandits avec un tel souverain. Alors je dit au roi:

-Votre altesse, donnez moi quelque hommes valeureux et je vous ramènerai le tête de ce forban. Je suis sana peur devant de tel forfaits.

Le tourment lui fendait le cœur et il semblait désespéré, c'est pourquoi il accéda à ma demande. Nous partirent donc six. Cinq d'entre nous étant des gardes rouges.

Nous nous retrouvions donc plus que quatre à la sortie de cet antre que nous venions de dévaster. La tête de Pustule le noir dans un sac à mes pieds. Le prince s'approcha de moi pour me dire:

-Je serais fort honoré d'avoir quelqu'un de votre qualité à mes service, madame. Si vous le voulez une place vous est faite auprès de mes gardes personnels.

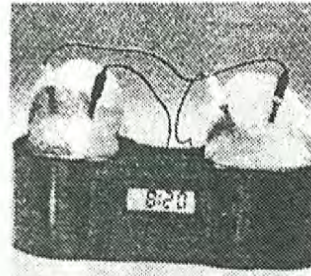
Le cœur battant, je ne pus qu'approuver de la tête et le remercier du regard. Son sourire ainsi que la chance de pouvoir être à son service me rendait folle de joie. Il ne le saura jamais mais dans toute cette histoire j'y avais perdu mon cœur et personne d'autre que lui n'en serait le gardien secret.



Ripley's Believe it or Not!

"Can you believe the crap 'The Company' is trying to foist upon an unsuspecting public, Jones? Sea monkeys and lava lites, for #@\$%>±@!!!! sake!"

This stuff appeared in the 1989 *EDMUND SCIENTIFIC CATALOGUE*. You can order it—although why would you—from *EFSTONSCIENCE, Inc.*, 3350 Dufferin St., Ontario, M6A 3A4.



POTATO POWER—THE CLOCK IDEA OF THE YEAR

Two Potato Clock runs on potatoes, fruit, plants, soft drinks or even beer. Bi-metal probes convert natural ingredients to low voltage. Just connect wire to power source. Powers a 1/2" high LCD clock. 5 1/2" x 9" x 2 1/2". **TE34,357 \$39.50**

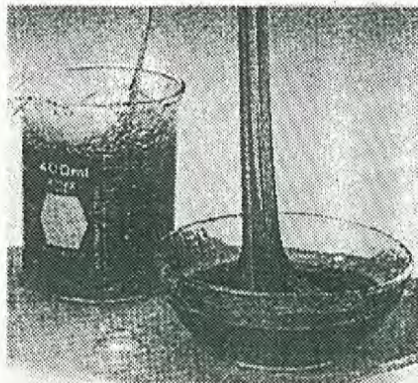


SEA MONKEYS BY THE BUNCH

Kit includes all the material necessary to hatch your own school of sea monkeys: clear acrylic ocean zoo aquarium designed like a castle, aquarium cover, illuminated aerating ring, water purifier, Sea Monkey eggs, a year's food and vitamin supply, feeding spoon, 16 page handbook and growth guarantee.

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Moon Blob (Pkg. of 2) AE38,440 \$10.95



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AE37,476A \$4.95



A) BUILD YOUR OWN NUCLEAR POWER PLANT

Based on Three Mile Island, this detailed 1/160 "N" scale kit has 79 parts molded in colors. Includes containment building, cooling tower and generator station on a 14"L x 6 1/4"W base. Stack is 4 3/4"H. Full instructions and information on functions of nuclear generators. Recommended for ages 12 & over; requires glue (not included).

Nuclear Plant Model

AE36,718 \$27.50

B) RADIO SATELLITE RECEIVER DISH SCALE MODEL

Based on the giant dish antennas used by government and communications industry to receive radio signals from orbiting satellites. Detailed HO scale (1/87 = inch) kit is molded in colors. Includes platform, base building and 360° rotatable dish with 90° up/down tilt. Measures overall 8"W x 7"L x 7 1/2"H. Recommended for ages 12 & over, requires glue (not included).

Satellite Dish Model

AE37,401 \$23.50

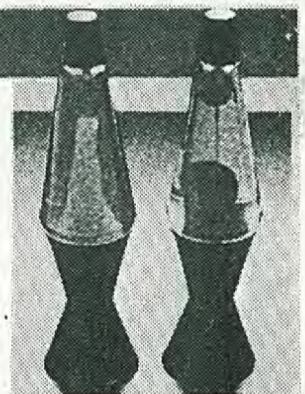
LAVA LITE

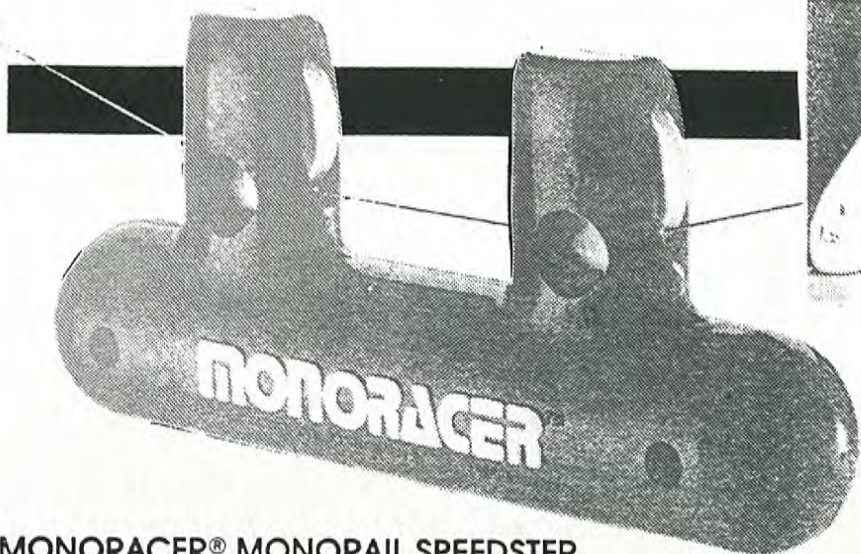
A classic from the 1960's, Lava Lite is a continuously changing captivating liquid light show. Two chemically insoluble liquids are encapsulated in a glass tapered column which sits in the lamp base.

The 40 watt bulb illuminates the liquids and heats them, changing their viscosity so that blobs rise as they warm and fall as they cool. Stands 16 1/2" tall with 4 1/2" diameter base. Weighs 5 lbs.

Red Lamp
Blue Lamp

AC38,634 \$79.50
AC38,635 \$79.50

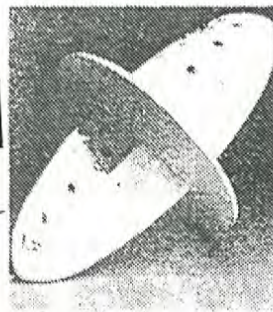




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The Monoracer® is a unique new sporting toy that travels both directions on a line 20 to 65 feet long. Without batteries or motor its speed and maneuvers are controlled by the player. Race! Fly in formation or dogfight with your friends! Hugging the ground, fly at top speed into your opponent's target zone! Slalom through obstacle courses! Invent games, contests, and stunts, and practice your skills for tournaments with other players. Snap on the Spacehawk attachment and launch on high-speed missions to retrieve the satellite target before it's snatched by your opponent. Complete set included.

AE38,413 \$29.50



IS IT A UFO?

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Our aerodynamically-contoured, high-impact flying saucer has pulsing red and yellow light emitting diodes (LEDs) set in the rim. With a flick of your wrist, the 11 1/2" diameter saucer becomes airborne and the pulsations of lights (approximately 100 per second) produce optical illusions. Distinct multi-color light images resemble the "portholes of a UFO." One 9V battery (not incl.).

TE36,212 \$29.50



One 8 Foot Balloon
One 16 Foot Balloon

GIANT WEATHER BALLOONS

Ideal for meteorologists, science projects, grand openings, church fairs, aerial photos, etc. Neoprene uninflated thickness—0.005", inflated thickness—0.002". Light tan. Can be painted with water color or latex paint, using a soft brush. Inflate with air from vacuum cleaner or helium. When filled with helium, lift power of 3' balloon is 3/4 lb., 8' balloon is 17 lbs. and the 16' balloon is 137 lbs.

Two 3 Foot Balloons

TE41,755 \$29.50
AE60,568 \$27.50
TE72,151 \$128.50



FLASH ROCKS

Nature's Piezo effect. 2 rocks per bag. Just scratch together firmly in a dark place and weird light flashes will occur. This is the result of an electric discharge.

AD37,474A \$3.95

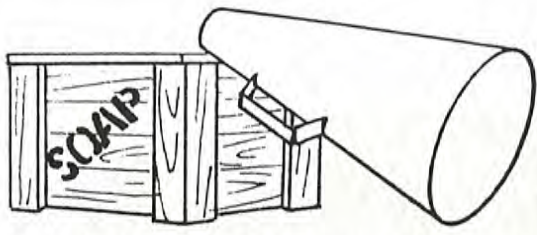


"CITIES FROM SPACE" Collection

Panoramic view in astonishing clarity of several cities and rural areas around the world taken from space are now available. Photographs taken from 700 kilometers up in space by the Lansat 5 satellite which circles the globe every 100 minutes utilizing ultrasophisticated digital, high resolution photo equipment. These beautifully natural-color images of the many corners of the earth are decorative as well as useful due to easily distinctive high-lights of many areas. Each poster is made at a different scale and the overall size will give you a clear image of the area of your particular interest.

City	Poster Size	Plain		Laminated	
		Number	Price	Number	Price
Toronto	25"x40"	024N001	\$19.95	024N007	\$26.95
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Many other cities and areas available on special order. Please inquire.



EDITORIAL

This column is open to any sentient being who has an opinion on anything at all to do with sff 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.

FANDOM:

Is It for Fen or Fans?

Before I got involved in organized fandom, I had a few preconceptions of it, garnered mostly from my reading of *Trek* compilations. Fandom sounded great; hundreds—no, thousands—of people who share interests, hopes and, yes, dreams that I could relate to. It's now been about two years since I came out of the closet and became an active member of the "fan"-ily. I joined a club, got involved in its running and more recently got into the organizing of Montreal's newest science fiction and fantasy convention, Con-cept. It was during my experiences on the Con-cept '89 con-com that I became aware of something that I think threatens—maybe that's too strong a word; hinders might be more appropriate—fandom: fen!

Yes, fen, which I distinguish from fans. Fen, I think, are responsible for fandom's becoming stifled by its own traditions, its way of doing things. They tend to hold to those traditions, whereas fans seem to be more open to new ideas. Fen tend to be more cliquish and it has been my observation that they display a certain "snobbishness," for lack of a more accurate word. Not a conscious snobbishness, I'm sure, but a snobbishness nonetheless.

During the early planning stages of Con-cept '89, we received much advice from con-com veterans—we were largely new to convention organizing—which we both needed

and welcomed. Most of it we took to heart, but some of it just didn't jive with our particular needs and so we went in a different direction in those cases. That's when I noticed that some—and I emphasize *some*—of the fen exhibited that unconscious snobbishness. Because we chose not to follow what I have dubbed "the convention commandments" all the way down the line, they seemed to dismiss us as clued out and regarded our decision as a poor one. Go-fers *always* get T-shirts, con suite food and drink is *always* free or very inexpensive, a big-name guest is a must, bringing in out-of-towners should be a top priority, this is always done this way and that is always done that way, they insisted. Well, the fact was, we simply couldn't afford many of the traditions of fandom. Money was a big factor, as it is in any such endeavour. Con-cept was an untried, unknown-quantity and we didn't want to risk getting ourselves in to deep water.

Even today, with Con-cept '89 a success and Con-cept '90's planning well underway, we're not a sure thing by any means. We're not sure enough of the con's staying power to risk going to a full-weekend format, for example, which a few fen have suggested we try. Again, the money factor came into play and we chose to play it safe. We've balanced the traditional fannish way of doing things with the realities of our own

little con and the city in which it will take place—what works in Toronto or Vancouver, by the way, may not work in Montreal. Running a con is like walking a tightrope: on the far side is the fun part of the con, but if we're not able to keep our balance on the rope (the business side of things), we may never make it across. What I'm getting at here is that we have to be able to adapt to our particular circumstances and I get the impression that fandom is having a hard time adjusting to changing times and new realities. It's choking on its unwritten rules. Sometimes, doing things the traditional way just costs too much. Fandom has got to be open to trying new things if it is to survive in any appreciable way.

Fen, some of them anyway, seem to be quietly resisting doing that, but I find fans much more amenable. Maybe that's because fans, as I've defined them, are usually new to fandom and not yet immersed in the tradition. I consider myself, first and foremost, a fan and I want fandom to continue growing and to remain alive and vital. In order for it to do so, I believe the fen must loosen up a little and cease to Klingon to tradition so vehemently (Sorry! I couldn't resist)—not to say that fans couldn't benefit from the experience of fen. Together, I hope we'll be able to see fandom into the future we all dream about.

by Colleen Magnussen

A WEEKEND DIARY: LE SALON DU MINIATURE DE MONTREAL

by Bernard Reischl

THE NIGHT BEFORE...

OOOPS! I dropped the kit. Do I have time to repair it? What about this other kit? Why isn't the paint drying faster? Damn! Removing the masking tape lifted off some of the paint. Now the decals are curling up. Damn²! What time is it? 3:00AM! Oh great, now I've run out of glosscote! I curse myself for promising that special someone (always was a sucker for a pretty face) that I'd help her out with the painting of her models. Now, where did I put that packing foam? Finally, finished. There's still four hours left until I have to get up. Grab some shuteys.

THE MORNING OF...

I wake up, take a quick shower— remove a night's worth of putty dust and paint—find a change of clothes that isn't caked with putty, dust and paint, throw 'em on. Call a cab. Argue with this tofu-for-brains cabbie about whether or not my box of models will fit in his trunk. It does. Arrive at the show site, jostle with what seems like a million other



I'm supposed to set up where?

modelers—my competition—and register. Inside, I find one headless chicken in charge who knows where I'm supposed to be. Unpack the models and set 'em up. Ready.

THE SHOW...

The usual array of military, car, boat and RC models are abundant. Overall, the quality of workmanship is very good. Also on display are the perennial model railroads.



Part of the Astriex booth

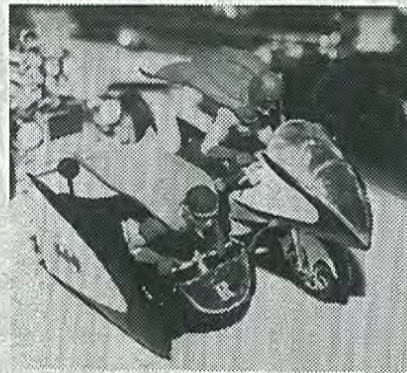
Several hobby stores, clubs and private collectors peddle their wares to an enthusiastic public.

The science fiction and fantasy modelers are set up in a fairly large area off in one corner of the hockey rink-sized room. I must compliment the Astriex club (a



Our corner of the booth

french-language group similar to MonSFFA) on the display booth they built for this show. It includes a star field backdrop and a chicken wire ceiling from which models can be easily hung. Although MonSFFA, as a club, is not attending this show, a few of us MonSFen are here and we thank the Astriex guys for letting us share their booth. Together, we've got a pretty impressive collection of



Above: "Holy Batcycle!"

Below: "Holy Batplane!"



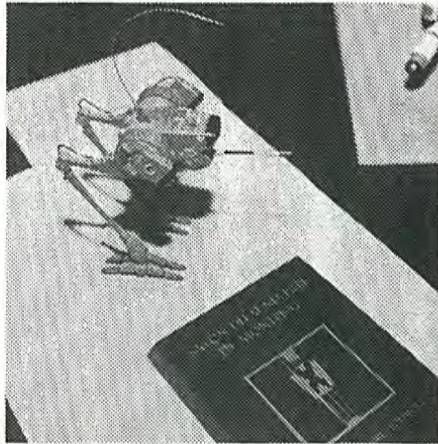
sf/f models, including one Astriex spaceship on which battle damage is highlighted by a low-power laser! I wonder where these guys find the time to build so many models. Do they have day jobs? In any case, may they keep up the good work.

Over the course of the weekend, we receive many comments to the effect that the sf/f displays are among the most interesting. Our stuff is seen as a breath of fresh air by some, who say they are tired of always seeing the same old themes (WWII tanks, planes)

at these shows. I build many a military model as well as my sf kits and enjoy and appreciate the tanks, planes and ships, but it is true that sf modeling allows you to cut loose and use your imagination a bit more than the more conventional subjects do. Perhaps this is why sf/f displays draw the crowds and the praise. Whatever the reason, we're thankful for the kudos.

AWARDS...

At approximately 6:45PM Sunday, the awards for modeling excellence are handed out. (All of us MonSFen walked away with something.) Here are the winners in the SF, Fantasy and Science/Space Categories:



Mark's Recon Unit 403

SF Straight - from-the-box (Sophomore): Gold—Mark Burakoff (MonSFFA) for his petite, yet very detailed "ReconUnit 403"; Silver—Lynda Pelley (MonSFFA) for her illuminated "Tydirium Shuttle"; (I bet the judges got a 9-volt charge out of this model kit! Inside joke—ask Lynda the next time you see her.); Bronze—Bernard Reischl (MonSFFA) for my "Thunderbird 3" (I built this ship over seven years ago and don't consider it on a par with my current work, but what the heck!, it's a gas getting the nod).



Lynda's Tydirium Shuttle

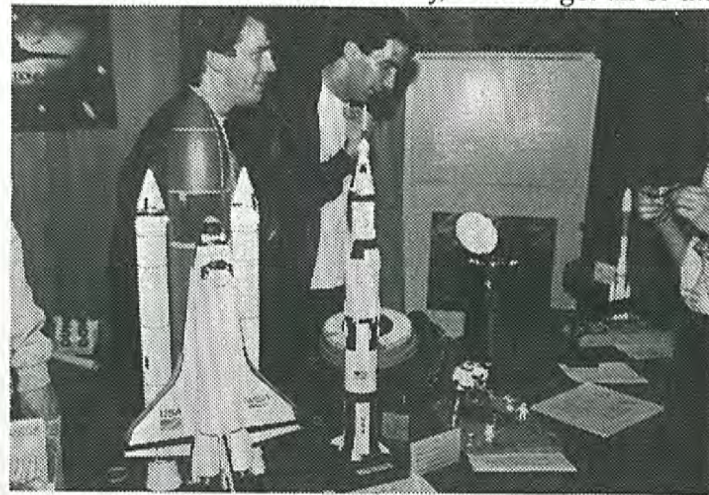
SF Scratchbuilt/Major Conversion (Sophomore): Gold—Norman Tetrault (Astrix) for his 1/72 scale land vehicle "Mosaure"; Silver—Norman Tetrault (Astrix) for a second vehicle, "Mammouth"; Bronze—Marc Samson (Astrix) for his scratchbuilt model of Space 1999's "Eagle."

SF (Major): Best of Category—Marc Samson (Astrix) for his "USS Excellence," an original Trek design which Marc also showed at Concept'89; Best Presentation—Norman Tetrault (Astrix) for his superbly detailed "USS Vixen"; Best Diorama—Bernard Reischl (MonSFFA) for "Skydiver Rising."



John Zmrotchek—"Here's mine!"

Fantasy/Figurine: Gold—John Zmrotchek (MonSFFA) for his wild "Eldar Scout." (Unfortunately, I didn't get all of the



Les Production Spatiales with their "Right Stuff"

names of the winners in this category, but can mention that Markaley Vezina won—I don't know what—for his amusing little diorama "Off Duty," in which an off-duty space marine is playing with a toy RC tank.)

Science/Space: Gold—Benoit Desjardins (Les



Norman Tetrault's "Mammouth" and "Mausure"

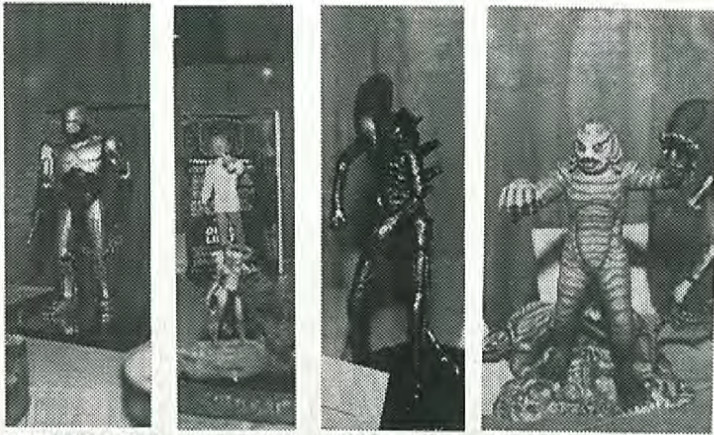


Marc Samson's scratchbuilt Eagle

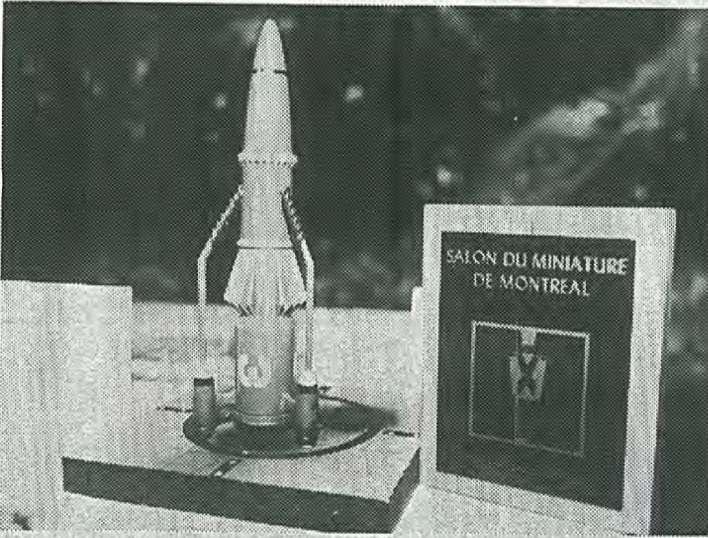
Productions Spatiales) for his 1/72 scale model of the space shuttle *Atlantis*, complete with main tank and boosters (this model stood nearly three feet tall); Silver—Roger Desjardins

EPILOGUE...

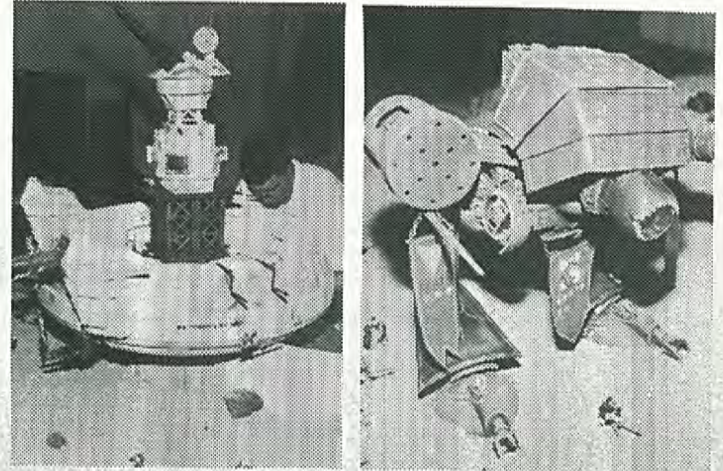
With the show over and all of my models back on the shelves in my apartment, I wish to compliment the organizers of Le Salon du Miniature de Montréal for a job well done, and give all of the modelers who attended a hearty "good job" for having sweated their backs off preparing their models for this event. They are all winners (corny, but true).



Cop and creatures



Berny's Thunderbird 3



*Left: This fortress is part of a huge gaming scenario diorama
Right: A massive fighting machine in the same diorama*



More ships than ILM can shake a light sabre at!



L to R: 3 winners—Bernard Reischl, Best Diorama; Marc Samson, Best of Category; Norman Tetrault, Best Presentation

(Les Productions Spatiales) for his 1/144 scale *Saturn V*; Bronze—Louis Lafleur (Les Productions Spatiales) for his 1/100 scale *Ariane 4* rocket. (Les Productions Spatiales were housed in a booth next to the SF/F section and featured models, displays and information on the world's space programs.)



Me and Lynda Pelley pose with our models

EULOGY

As I write these lines, it is Sunday, May 20th, 1990. An hour ago I received a call from Yvonne Penney who, with a tremor in her voice, told me that Elizabeth Pearse had passed away the night before. I know that as this sad news spreads there will be many a voice with a tremor in it. Elizabeth was not only an art show director extraordinaire, she was a fan in the best sense of the word; always looking for that spark that is present in every one of us and nurturing it whenever she found it. Many an ember she turned into a blazing fire that warmed all of us. For this, Elizabeth, you will always be remembered and, in a way, will never have truly gone...

Sylvain St-Pierre



EULOGIE

Au moment où j'écris ces lignes, nous sommes dimanche, le 20 mai 1990. Il y a une heure à peine, Yvonne Penney m'a annoncé avec un sanglot dans la voix qu'Elizabeth Pearse n'est plus. Ses larmes ne seront pas les seules ce soirs dans le monde, car Elizabeth était connue sur trois continents pour l'habileté suprême qu'elle montrait dans l'élaboration d'expositions d'art de science fiction et de fantaisie. Mais plus encore, elle savait reconnaître et développer cette étincelle présente en nous tous. Elle sut faire naître des cendres plus d'un brasier et tous nous en avons été réchauffés. Merci Elizabeth, nous ne t'oublierons pas et, par le fait même, c'est un peu comme si tu ne nous avais jamais quitté...

Sylvain St-Pierre

FLYING HIGH

by Trudie Mason

When 44-year old Roberta Bondar wants to get away from it all, she aims high—among her many hobbies are flying and hot air ballooning. If all goes as scheduled with NASA's shuttle line-up, Bondar will be aiming even higher this December: space, as a payload specialist on board Columbia.

Bondar is a remarkable woman. She was selected for Canada's Astronaut program in 1983, after juggling family obligations on her way to earning four degrees: a Bachelor of Science in Zoology and Agriculture, a Master's in Experimental Pathology, a Doctorate in Neurobiology and a Doctor of Medicine. Shuttle training is just a part time job. She also heads up the Multiple Sclerosis clinic at McMaster University, where she is an assistant professor of medicine, specializing in neurobiology.

Dr. Bondar's background is the main reason she, not fellow Canadian Ken Money, was chosen for the nine day shuttle mission STS-42. Dr. Money was also named a Canadian astronaut in 1983, but his specialty is physiology. STS-42 will

feature experiments in the shuttle's International Microgravity Laboratory and the more than 200 scientists from 13 countries involved in the project voted for the candidate they thought best qualified to



Dr. Roberta Bondar

conduct the experiments. Bondar won, but Money will be involved—from the ground. He'll be at his monitoring post at the Payload Operations Control Center at the Marshall Space Flight Center in Huntsville, Alabama.

The experiments Bondar and another payload specialist will conduct focus on how living organisms and some materials react to extremely low gravity. One example is protein crystals—analysis

of their growth in space may further bioengineering and pharmaceutical research. Bondar will also study the growth of mercury iodide crystals.

Both plants and animals show unexpected reactions to weightlessness. Humans can experience motion sickness and long-term hormonal changes. Plant growth may be altered. Bondar will be looking at the fertilization of frog eggs, the development of fruit flies and the growth of seedlings exposed to varying g-forces and light levels.

Other tests will monitor astronauts' eye, inner ear and head reactions while they are spinning rapidly in a specially designed chair. The astronauts will also be subjected to tests aimed at evaluating their mental performance in weightlessness. Bondar will also check energy expenditure levels and certain changes to the spine, which result in back pain.

Dr. Bondar, a native of Sault Ste. Marie, Ontario, denies there was a rivalry between her and Dr. Money, although both entered training for the Microgravity Laboratory mission in early 1989. She emphasizes that her educational background is what makes her the best candidate for the job. But there's no doubt that the doctor who flies high for fun will be ecstatic when she's flying higher than any Canadian woman has ever flown before.



Book Review:

Spider Robinson's *Callahan's Lady*

by Trudie Mason

I feel sorry for Spider Robinson's wife. And I wonder whether she read any of the early drafts of *Callahan's Lady*. Surely, if she had, she would have set him straight on a thing or two.

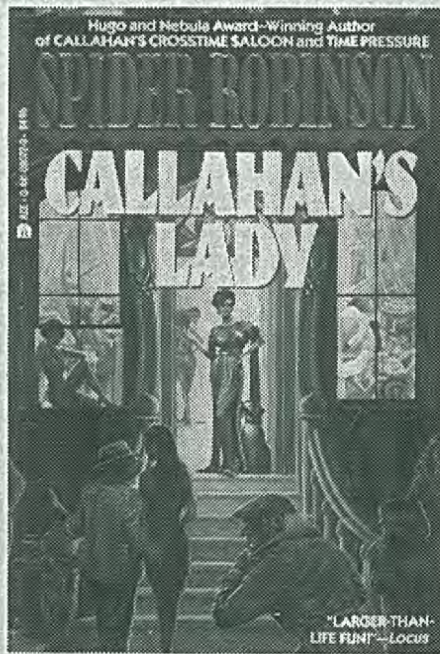
Readers familiar with Robinson's Callahan series (*Callahan's Crosstime Saloon*, *Time Travelers Strictly Cash* and *Callahan's Secret*) may be surprised to find that the infamous Callahan makes his first appearance relatively late in this fourth installment. The action centers, from start to finish, on a prostitute (Maureen) and Lady Sally, Callahan's wife and the proprietor of a New York brothel. Lady Sally rescues Maureen from certain death at the hands of a vicious street pimp, then trains her in the fine art of servicing the brothel's wild assortment of clients.

The basic premise of this book is fatally flawed, but more about that later.

We follow Maureen (Sherry to her customers) through a series of adventures, most involving off-the-wall clients. We meet a woman whose every wish is a command, thanks to some unexplained gadgetry. We meet a "werebeagle" (as in werewolf, but less scary) and a talking dog. We meet a con-man with principles and a priest who hangs around Lady Sally's brothel looking for sin and never finding any. Robinson's handling of the characters is uneven. We're given great detail about people who are inconsequential to the plot and too little about those who are important. The backgrounds of the werebeagle and the talking dog would have made fascinating sidebars, but the author apparently felt explanation was unnecessary.

One bright spot is Robinson's handling of dialogue. It sparkles, moving cleanly from Lady Sally's sham British breathlessness to a thug's New York "dese and dose."

Bookstores are putting *Callahan's Lady* on their science fiction shelves and one has to wonder why. There is very little "science" in this work of fiction, beyond the introduction of a few gadgets which are almost too unbelievable. Fantasy might be the proper category for this work—male fantasy, the psychology of.



Callahan's Lady is a book about sexual liberation. As such, it is misguided, trite and facile, almost criminally so. It completely ignores human nature and human physical limitations.

In Robinson's world, prostitutes enjoy their work because Lady Sally offers them respect, artistic freedom, four weeks' vacation a year and medical benefits. Maureen is taken off the tough street, magically finds self-respect and begins scaling the heights of sexual ecstasy with every

client, no matter whether he (or she) is her first or twenty-first of the evening. She becomes one of the brothel's "artists," performing in her carefully designed "studio" or in one of the building's many "function rooms" (a dungeon, a cheerleader's bedroom, a corporate office). No mention is ever made of such mundane problems as cramping, chafing or simple fatigue. You'd almost think you were reading a sci-fi version of "The Best Little Whorehouse in Texas." The only thing *Callahan's Lady* is missing are the musical numbers with all the happy smiles.

It is not usually an insult to tell a writer that he is living in a fantasy world, but in this case, it is. Robinson's simplistic analysis of why women and men turn to prostitution and what changes are needed to make the profession rewarding for them is an insult to all concerned. Not to get into feminist ranting, but with this book, Robinson indulges himself in the ultimate fantasy: thinking he can please a prostitute. To do so, by Robinson's way of thinking, it's the practitioner who must change her or his attitude, not society. The liberation is of prostitutes, not the people who are so inhibited that they must slip in and out of brothels to buy their sexual release.

Robinson dedicates this book to all prostitutes "who deserve a place like Lady Sally's house in which to practice their fine art—or at the very least, relief from slavery, extortion, violence and contempt."

Perhaps if Robinson had spoken to some prostitutes (or his wife) about female sexuality before he wrote this book, they'd have told him that if they could earn the same salary doing something else, they would.

SENSORS

FACT, RUMOUR AND SPECULATION FROM AROUND SF/F-DOM

Information for this column was culled primarily from: *Starlog* magazine, *Science Fiction Chronicles* magazine, *Newsweek* magazine, *People* magazine, *The Montreal Gazette*, *Entertainment Tonight* and the fandom grapevine.

Newsflash!

Soap opera actor John Wesley Shipp will star as the Scarlet Speedster in CBS's new *Flash* TV series. Amanda Pays (*Max Headroom*) will play love interest Tina McGee and Character actor M. Emmett Walsh will play Barry Allan/Flash's father. The series is scheduled to air this fall at 8:00 Thursday nights.

Holy Tijuana, Batman!

Batman II will be lensed in Mexico rather than at Pinewood Studios, England, where *Batman* was filmed. The reason: it'll cost less. And, time traveler Michael J. Fox has gotten back to the future just in time to be cast as Robin, the Boy Wonder.

Superman V

Ilya Salkind, executive producer of the *Superman* films, wants to make a fifth supermovie. Word is that Christopher Reeve is being wooed to encore his role with offers of a writer/director/star deal. The project is being called *The New Superman Movie* and a story idea has been put forward that features Brainiac as the villain du jour. Reeve, however, doesn't appear to be biting, saying that it's time for someone younger to don the red cape. Salkind has a second choice in mind: Gerard Christopher, who currently plays TV's Superboy.

Trek Rumours

According to *Starlog* magazine,

the powers that be at Paramount have decided against the idea of making *Star Trek VI* a prequel. The proposal, supported by Harve Bennett, would recast the familiar *Trek* crew—younger actors would play Kirk, Spock, etc. as young men attending Starfleet Academy. This treatment has been alternately called *Starfleet Academy* and *The First Adventure*. Needless to say, the original cast was none too pleased with this idea, nor it seems, were the majority of fans. For this reason, apparently, Paramount has nixed the prequel approach and is now exploring story ideas that would star the original trekkers. But a more recent rumour, making the rounds at conventions, contradicts the *Starlog* story. It suggests that Harve Bennett, who wants to direct "Star Trek VI: The Prequel," has convinced Paramount to reactivate the whole thing.

Rumours that both Patrick Stewart (Picard) and Wil Wheaton (Wesley) will not be returning for the fourth season of *ST:TNG* are flourishing. Stewart has always said he wants to move on to other things eventually. In this season's final episode, Picard was "Borged," and apparently will die in next season's premiere. Riker (Jonathan Frakes) will become the captain of the *Enterprise* and new character Shelby, played by Elizabeth Dennehy, will become a regular, assuming Riker's old post. As for Wheaton, his plans to attend university will make it impossible for him to also work full-time as an actor. Scriptwriters, therefore, plan to transfer Wesley to another ship. Depending upon Wheaton's availability, Wesley may occasionally visit the *Enterprise* during the course of the season. Official word, however, dismisses all of this as wild speculation. Another *ST:TNG* rumour suggests that Leonard Nimoy will appear as Spock in a fourth season episode, possibly

the premiere. Untrue is a rumour that Roseanne Barr will guest star in the fourth season premiere as a planet! The premiere is scheduled for September 29.

Enterprise vs Constitution!

Saskatoon—A recent Sunday broadcast of *ST:TNG* by local station CFQC-TV was cut short by a Meech Lake news update. The news bulletin, in which Prime Minister Mulroney announced that there was still no agreement on Meech, cut off the last six minutes of *Trek*, leaving viewers hanging as to the outcome of the story. The CFQC switchboard was flooded with some 650 calls from irate trekkers complaining about their favorite show being cut off. They were upset that *Trek* was interrupted so that they could be told that *nothing had happened* on the constitutional front. The Meech Lake Accord has since died and CFQC has promised to rerun the episode in July.

News From Stephen's Kingdom

Lauren Bacall and Richard Farnsworth have joined James Caan, Kathy Bates and Frances Sternhagen in the cast of Rob Reiner's latest film, *Misery*, based upon the King novel. And, a 4-hour ABC mini-series adaptation of King's *It* is currently shooting on location in and around Vancouver. Cast members: Tim Curry, Richard Thomas, John Ritter, Harry Anderson, Tim Reid, Dennis Christopher, Annette O'Toole and Olivia Hussey.

Speilberg

Steven Speilberg has joined the board of directors of The Planetary Society, along with ex-astronaut Michael Collins. The society's president, astronomer Carl Sagan, said that Speilberg has helped to

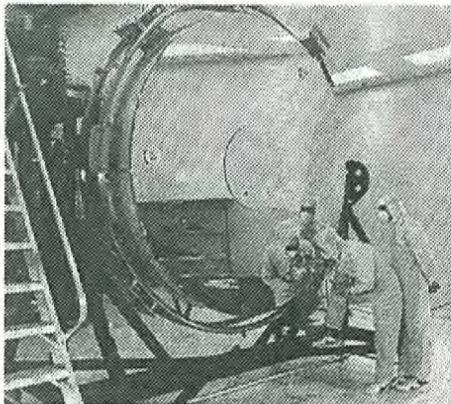
make people more aware of the "boundless possibilities of space." A statement put out by the society praised the director of *E.T.* and *Close Encounters of the Third Kind* for presenting extraterrestrials as peaceful and friendly in his films, in contrast to many earlier movies that depicted aliens as hostile. The Planetary Society is a space exploration advocacy group of about 125,000 members. And, Spielberg has recently become the father of a seven pound, one ounce baby daughter. He and the child's mother, actress Kate Capshaw, have named the baby Sasha.

The Trouble with Hubble

It promised a crystal-clear view of the universe, a look at the edge of space and the beginning of time, but scientists recently announced that NASA's \$1.5 billion Hubble Space Telescope (HST) is suffering from blurred vision. Hubble's 94.5" primary mirror is flawed. The mirror cannot be replaced in space and bringing the HST back to Earth is considered too risky.

Scientists can partially compensate for the flaw by readjusting the secondary mirror and by replacing some of the telescope's instruments, but with the space shuttle fleet indefinitely grounded because of leaking fuel lines, getting a repair crew up to Hubble isn't going to happen anytime soon. "This is one of the worst things to happen to astronomy since the Pope strung up Galileo," said Harvard University astronomer Clifford Stoll.

An investigation into the whole snafu is underway. Some scientists remain optimistic that Hubble's



Technicians inspect Hubble's primary mirror. Looks like they missed something!

troubles will eventually be sorted out, but most fear that the HST will never be able to function at 100 percent.

Kicking Asteroid!

A group of space scientists is calling for an international effort to track down and destroy asteroids headed towards Earth. They propose using nuclear weapons or Star Wars (Strategic Defense Initiative) type technology to zap any asteroid that is on a collision course with Earth. U.S. Vice-President Dan Quayle, chairman of the U.S. National Space Council, supports the idea. It is estimated that some 1,500 asteroids travel in orbits that cross Earth's path, but less than 100 have been located. In 1965, a small asteroid entered the atmosphere high over Canada, exploding with the force of an atomic bomb. Last year, a huge, 1/2-mile round asteroid passed within 400,000 miles of Earth. Had it hit us, the force of impact would have been

akin to 200,000 Hiroshimas.

Muppetmaster Dies

Muppet creator Jim Henson died, unexpectedly, this past May 16 of a "massive bacterial infection." He was 53. His film credits include *The Dark Crystal* and *Teenage Mutant Ninja Turtles*, but he is best known for giving us the Muppets, the most famous of whom is Kermit the frog. They have entertained and educated children and adults alike on TV in *Sesame Street* and *The Muppet Show*, and in the Muppet movies. *The Muppet Show* became the most widely watched TV show in history, with some 235 million viewers worldwide. Last year, Disney paid Henson an estimated \$150 million for the rights to most of the Muppet characters. Henson left instructions, written four years ago, that his funeral be a happy occasion and that mourners not wear black. His son, Brian, read from some of his father's letters at the funeral: "Don't feel bad that I'm gone. It will be an



Jim Henson surrounded by some of the legacy he has left behind.

interesting time for me... I look forward to seeing all of you when you come over."

1989 Nebula Award Winners

Best Novel, *The Healer's War* by Elizabeth Ann Scarborough; Best Novella, "The Mountains of Mourning" by Lois McMaster Bujold; Best Novelette, "At the Rialto" by Connie Willis; Best Short Story, "Ripples in the Dirac Sea" by Geoffrey A. Landis.

Summer/Fall Books

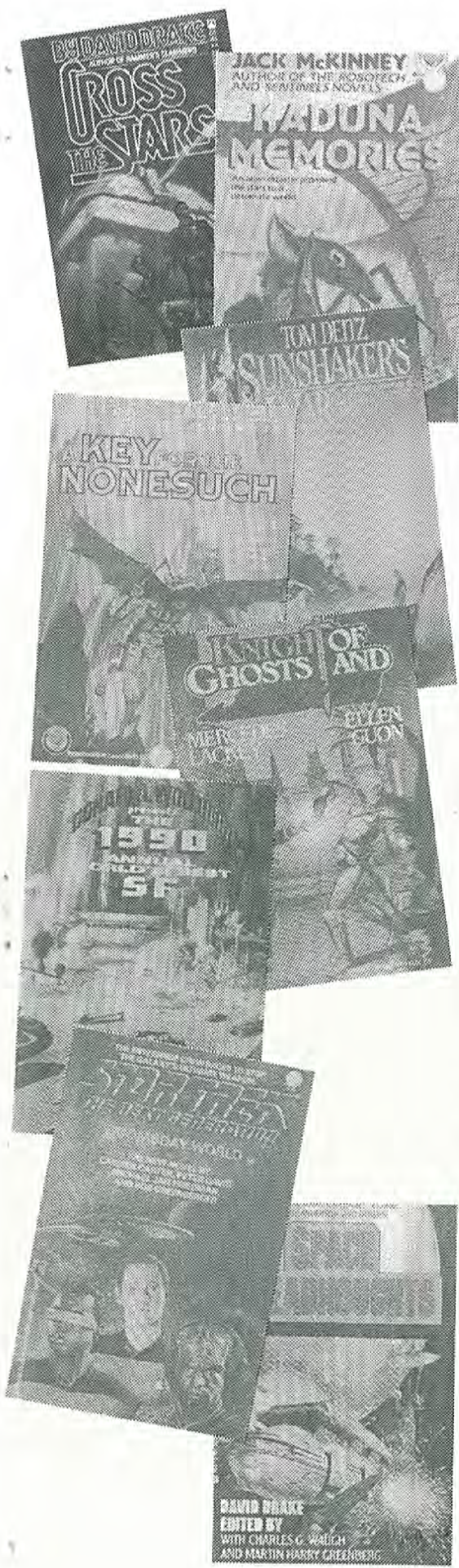
Hammer's Slammers author David Drake's new novel, *Cross the Stars*, follows the Odysseusian adventures of *Slammers* veteran Don Slade as he travels back to his home on the planet Tethys, where several surprises await him. *Cross the Stars* is available now from Tor Books. Also from Tor, Fred Saberhagen's *Dominion*, in which Dracula faces ancient enemies who are in search of Excalibur, and Patricia C. Wrede's *Snow White and Rose Red*, a retelling of the classic Brothers Grimm tale. Coming in August from Tor, Poul Anderson's *The Shield of Time*, the first full length novel in the "Time Patrol" series, connected stories that Anderson has written over some thirty-five years.

Mother Earth Father Sky, a prehistoric fantasy by Sue Harrison, is a July release from Doubleday and Holloway House brings us Kent Smith's *Future X*, the story of a time traveler's attempts to stop the assassination of Malcolm X. Jove books has reissued James Herbert's *Haunted* and Ace Books offers up an anthology, *Space Dreadnoughts*, edited by David Drake, Charles Waugh and Martin H. Greenberg, and featuring stories by Asimov, Clarke, Poul Anderson and others.

Baen Books offers two notable Fall releases, *Falkenberg's Legion* by Jerry Pournelle and *Time Gate, Volume 2: Dangerous Interfaces*, created by Robert Silverberg and featuring stories by the likes of Gregory Benford, Anne McCaffrey and Robert Sheckley. Published in parts as *The Mercenary* and *West of Honor*, *Falkenberg's Legion* is the foundation of the Niven-Pournelle future history written of in the



Books



classic *The Mote in God's Eye*. Hero John Christian Falkenberg battles the forces of oppression in Pournelle's military saga of the future. *Time Gate, Volume 2: Dangerous Interfaces* postulates that 22nd century computer technology makes it possible to create computer simulations of extraordinary historical figures, who are soon being used as consultants, secretaries, even nannies! No one had considered that they might not take kindly to being software slaves. Look for both of these books in October.

Other books now available: *Phule's Company #1* by Robert Asprin; *Silent Dancers* by A.C. Crispin and Kathleen O'Malley; *Rune Sword #1 Outcasts* by Clayton Emery (all from Ace books); *Beyond the Fall of Night* by Arthur C. Clarke and Gregory Benford (Ace/Putman); *Sunshakers' War* by Tom Dietz; *Infocom #5: Zork* by George Alec Effinger; *Omaran Saga #2: Throne of Fools* by Adrian Cole (all from Avon Books); *The Death of Sleep* by Anne McCaffrey and Jody Lynn Nye; *A Knight of Ghosts and Shadows* by Mercedes Lackey and Ellen Guon; *In the Country of the Blind* by Michael Flynn (all from Baen Books); *Starstrike* by W. Michael Gear; *Magic's Price* by Mercedes Lackey; *The 1990 Annual World's Best SF*, edited by Donald A. Wollheim (all from Daw Books); *Kaduna Memories* by Jack McKinney; *A Landscape of Darkness* by John M. Blair; *The War of the Fading Worlds #1: A Key for the Nonesuch* by Geary Gravel (all from Del Rey Books); *Walker of the Worlds Book 1: Chronicles of the King's Tramp* by Tom De Haven (Doubleday Foundation); *Voyage to the Red Planet* by Terry Bisson (William Morrow); *Star Trek: The Next Generation #12-Doomsday World* by Carmen Carter, Peter David, Michael Jan Friedman and Bob Greenberger (Pocket Books); *The Best of the Best of Trek*, edited by Walter Irwin and G.B. Love; *The Chronicles of Galen Sword #1: Shifter* by Garfield and Judith Reeves-Stevens; *Night of Dragons* by R. A. V. Salsitz (all from Roc Books); *A Matter of Taste* by Fred Saberhagen; *Dick Tracy: The Secret Files*, edited by Martin H. Greenberg and Max Allan Collins; *Tales of the Witch World #3*, created by Andre Norton, includes stories by A.C. Crispin, Patricia C. Wrede, Marta

Randall and others; *Soft and Others* by F. Paul Wilson (all from Tor Books); *Across the Wounded Galaxies: Interviews with Contemporary American Science Fiction Writers*, conducted and edited by Larry McCaffery (University of Illinois Press); *Queen of Angels* by Greg Bear (Warner Books).

RoboCop 3

Both *RoboCop 2* scriptwriters Frank Miller and Walon Green are busy writing treatments for *RoboCop 3*. Production may begin as early as September. Plans are to release 3 one year after 2; summer '91. It's rumoured that officer Lewis will become a RoboCop in the third installment. Might the title then be *RoboCop 3: The RoboCouple*?

"Norman? Is that you...again?"

A fourth *Psycho* film is being made. Joseph Stefano, who adapted the Bloch novel for Hitchcock, is scriptwriter. Anthony Perkins is again featured as Norman Bates, who sits in his rubber room reminiscing about his childhood. That's the twist in this one; it's the story of how young Norman's mother drove him psycho in the first place. No word on who plays young Norm. The film is called *Psycho IV: The Beginning*. It will be broadcast this fall on the Showtime pay TV channel.

Summer Movies

Back to the Future III: Better than II, not as good as I. *Total Recall*: Good story, action, SFX; too much pointless violence. *Dick Tracy*: Looks and sounds great, very comic-bookish; Beatty and Madonna click; the bad guys—some of Hollywood's biggest names—are terrific. The film suffers, however, from a very weak story. The opening "toon," *Rollercoaster Rabbit* (starring Roger Rabbit and Baby Herman), is hilarious; well worth the price of admission. *Robocop 2*; More of what the first one had, great stop-motion FX. *Gremlins 2: The New Batch*: Nothing new here. Other movies to watch for: *Jetsons: The Movie*, *Captain America*, *The Exorcist III: 1990*.



Summer movies, top to bottom: Gremlins 2, RoboCop 2, Total Recall, Dick Tracy, Back to the Future III.

Tid-bits

Disney has acquired the movie rights to Philip José Farmer's *Riverworld* series. And, on the Disney drawing boards for some three years now: *Dinosaurs*. This reptilian romp promises to reunite *Robocop* producer Jon Davison, director Paul Verhoeven and SFX wizard Phil Tippett.

A sequel to *Teenage Mutant Ninja Turtles* is planned. Shooting is scheduled to begin in January, 1991, with a summer or Christmas '91 release in mind. A *Dick Tracy* sequel is also set to go.

Seventeen minutes of footage, cut from the final version of 1986's *Aliens*, will now be incorporated into a new video version of the film. *Aliens: The Special Edition* should be available this summer.

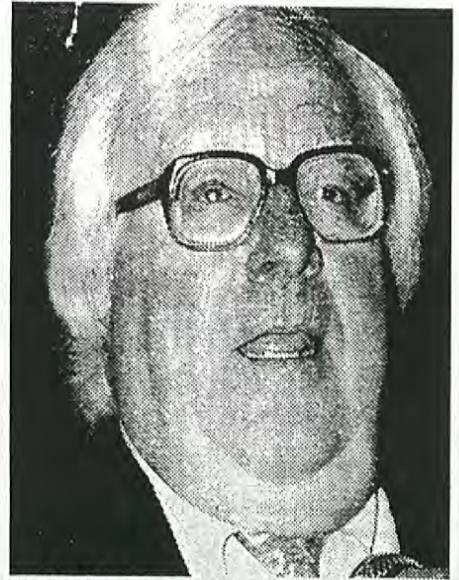
Episodes of the popular 1960s Japanese animated TV series *Astroboy* are now available on video. Each tape, priced at \$24.95 US, contains two half-hour episodes. Write to: The Right Stuf, Box 223, Clive IA, U.S.A. 50053-0223.

A Florida based insurance company is offering a \$10 million policy against being kidnapped by UFO aliens. The UFO Abduction Insurance Company will pay anyone so kidnapped \$10 million—at the rate of \$1.00 a year! They have sold 1,200 policies to date.

A Soviet sf club, Alkor, has polled fans across the USSR and reports the following findings: *The Snail on the Slope*, by Arkady and Boris Sturgatsky is considered the best Soviet novel; the best short story was Andrei Stolyarov's "A Banishment of Demons"; Best Foreign Novel went to *The Status Civilization*, by Robert Sheckley, and Best Foreign Short Story went to "The Jaunt," by Stephen King.

Lucasfilm has announced that a home version of its THX sound system will soon be available.

Ray Bradbury, unhappy with the way he's been treated in Hollywood, opted to film his series, *Ray Bradbury's Theatre*, here in Canada. Toronto's Atlantis Films is producing the show. Bradbury recently visited the set in southern Alberta where four episodes are being shot and was very pleased with what he saw. He referred to American producers as



Ray Bradbury

"barracudas."

Patrick Stewart reads Keith Sharee's *Star Trek: The Next Generation—Gulliver's Fugitives* on audio cassette, now available from Simon and Shuster audio

CREDITS AND THANK-YOUS

All the photographs that accompany "MonSFFandom," "Drydock" and "A Weekend Diary" were shot by Berny Reischl.

All other photos contained in this issue belong to their respective film and publishing companies.

Header illustrations by Keith Braithwaite.

Con•cept ad illustration by Berny Reischl.

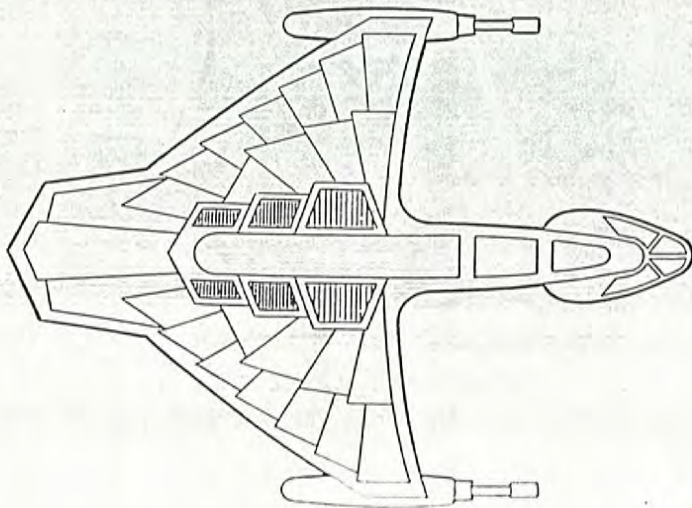
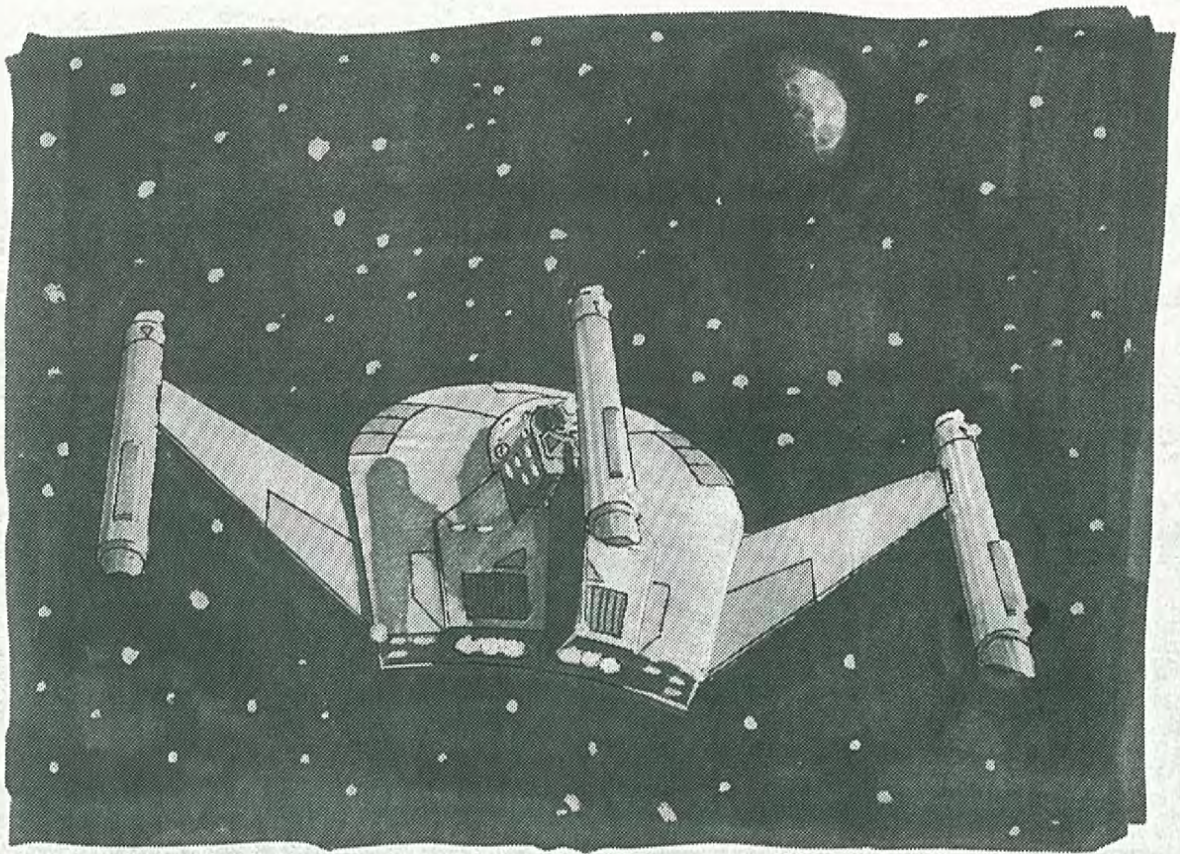
The staff of Warp extends a special thank you to Jack Gutman & Associates and Unison Metal Products for their assistance in the production of this newsletter.

We also wish to thank anyone we may have neglected to thank!

WARP

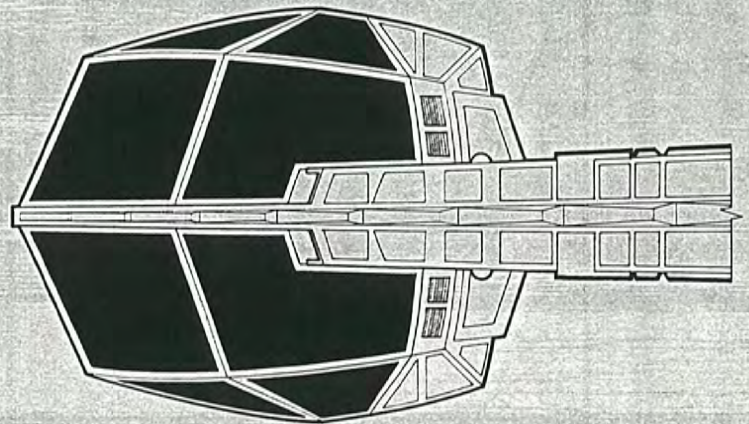
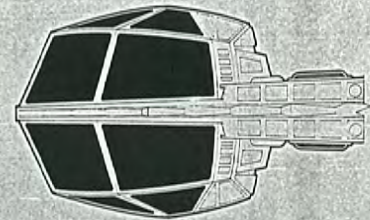
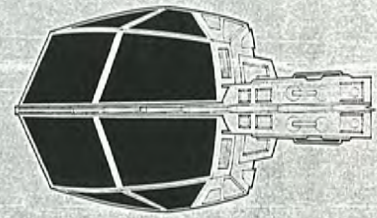
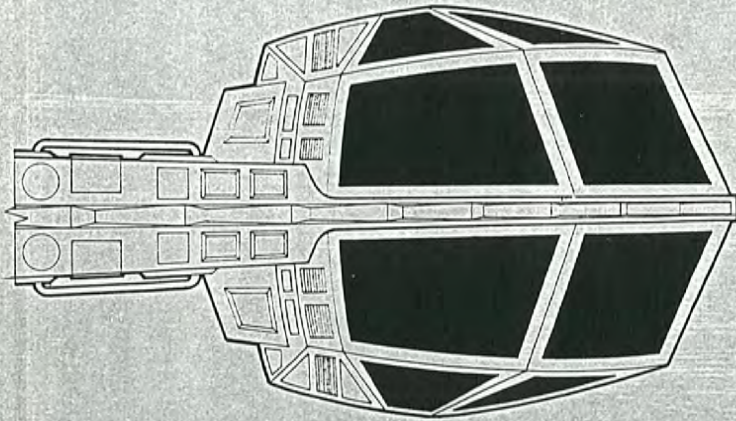
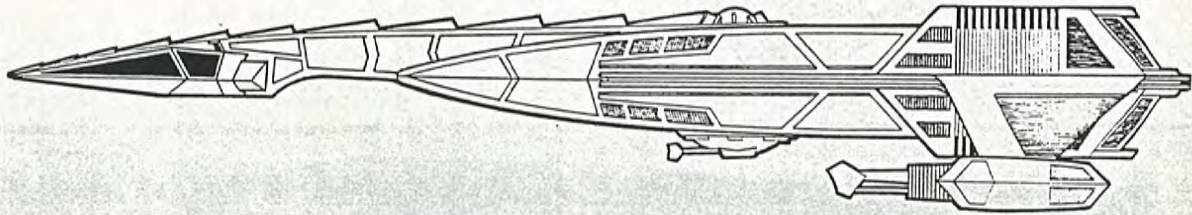
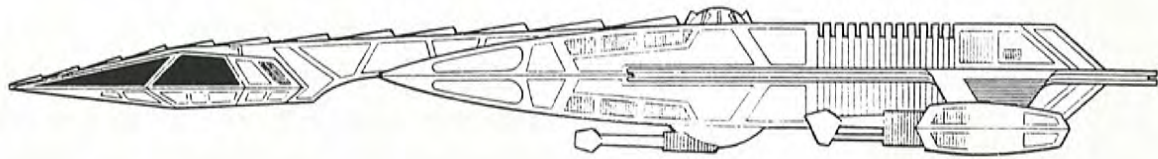


Main Viewscreen is a semi-regular feature of *Warp* in which we highlight the artwork of MonSFFA members and/or members of fandom in general. In this issue, we present a portfolio of starship designs inspired by the *Star Trek* universe.

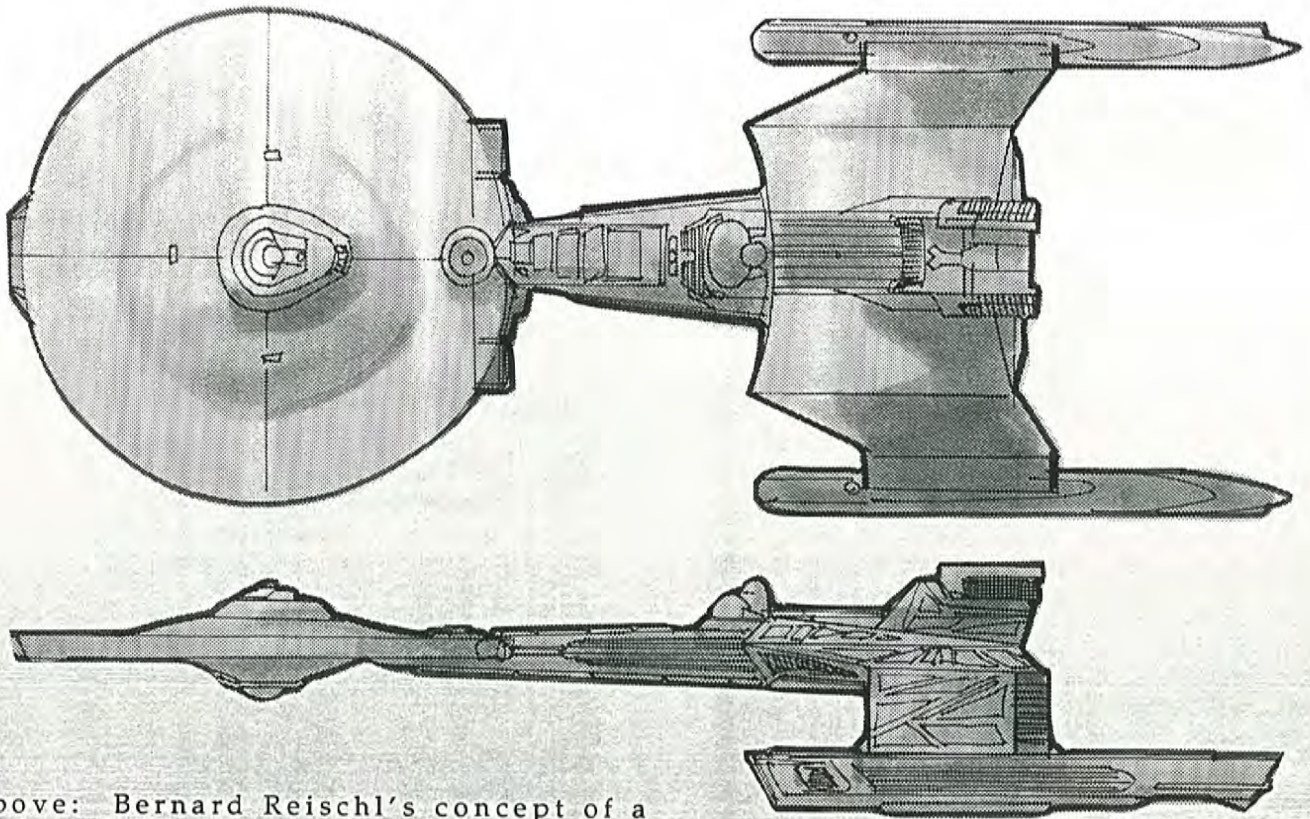


Above: A Romulan dreadnought as imagined by Keith Braithwaite. Marker rendering, 1989.

Left: Alain Essiembre's design of a Romulan scout ship seen from above. Pen and ink, 1990.

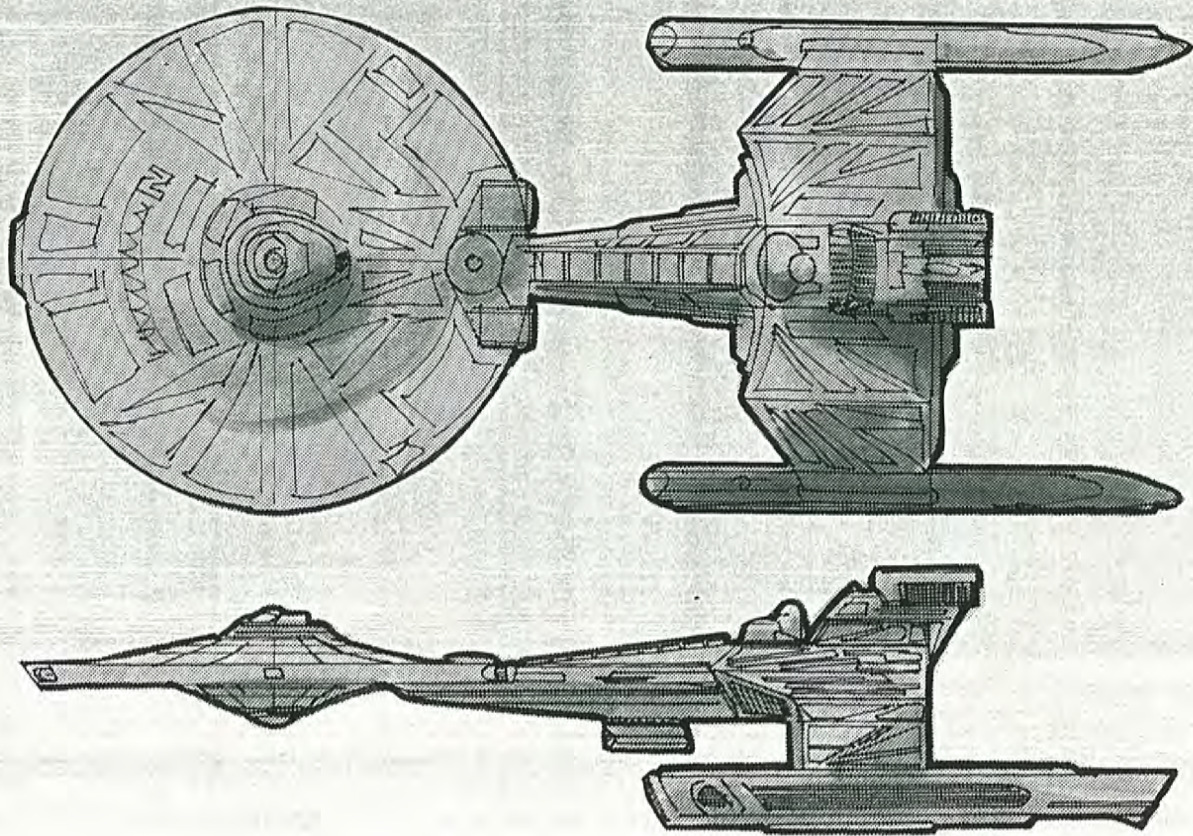


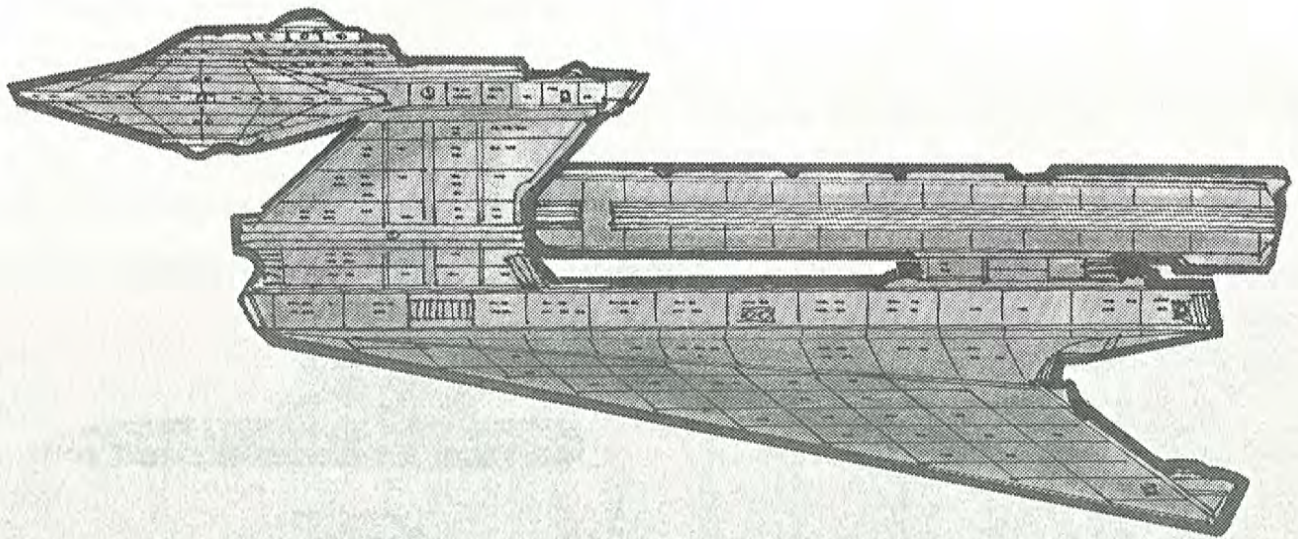
Alain Essiembre is currently designing a two-man Klingon fighter. The two illustrations at the top of the page reflect the sleek and deadly look that Alain is after. The other four drawings are detailed top views of the fighter's cockpit. We look forward to seeing Alain's final design soon. All pen and ink, 1990.



Above: Bernard Reischl's concept of a Federation/Klingon hybrid. With the Klingons now a part of the Federation, Berny figured that the two might combine their technologies to produce ships such as this heavy battlecruiser. Marker, 1990.

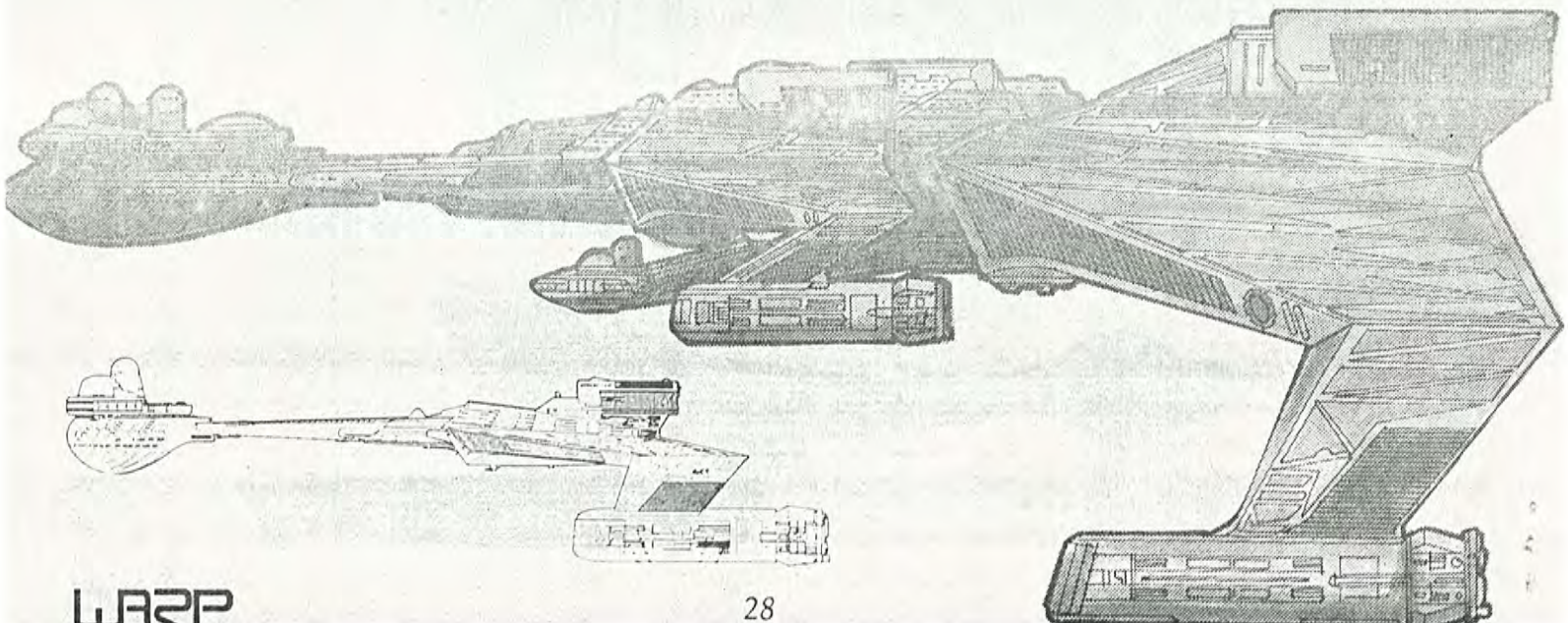
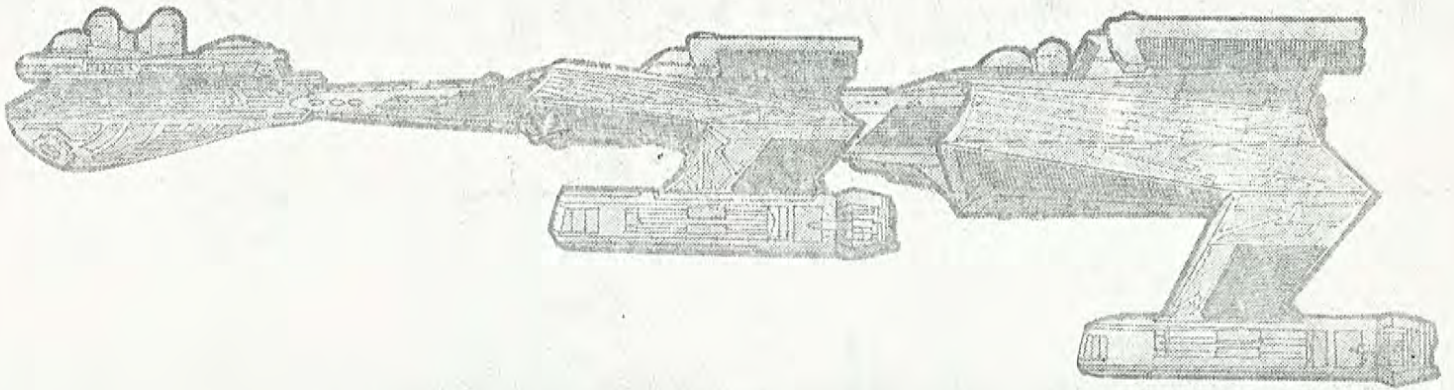
Below: Another version of Berny's hybrid battlecruiser. Marker, 1990.





Above: Berny's *USS Lanier*, a 2100 foot-long Federation heavy attack carrier, is capable of transporting some 4000 troops, support personnel and equipment into battle. The *Lanier* features 40 armed troop shuttlecraft and 8 scout shuttles. Marker, 1989.

Below: Two concepts for a Klingon equivalent to the *Lanier*. These *K'ang'Ha'rU* class vessels sport the unique feature of being able to separate into independant fighting units. All of this was, presumably, before the Klingons joined the Federation! Marker, 1990. (A Klingon D-7 cruiser, from the *Trek* movies, is included to illustrate scale.)



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

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

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

Name _____

Birthdate (optional) _____

Mailing address _____

Apt. _____ City/Town _____

Province/State _____ Postal Code _____

Telephone (home) _____

(work) _____

Interests (optional)

Science Fiction _____

Others _____

Fantasy _____

Horror _____

Movies/TV _____

Writing _____

Art _____

Gaming _____

Others _____

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.

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

Nom _____

Date de naissance (optionelle) _____

Adresse _____

App. _____ Ville _____

Province/État _____ Code Postal _____

Téléphone (rés.) _____

(trav.) _____

Intérêts personnels (optionels)

Science-Fiction _____

Autres _____

Fantastique _____

Horreur _____

Films/TV _____

Écriture _____

Art _____

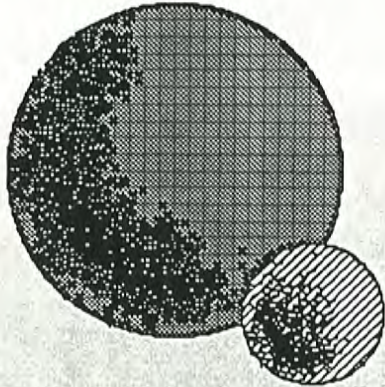
Jeux de rôles _____

Autres _____

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 formulaire à ces organismes.

Je vous autorise à transmettre ces renseignements.

Veuillez ne pas transmettre ces renseignements.



The Montreal Science Fiction and Fantasy Association (MonSFFA), in cooperation with the general collective of Montreal sf/f fandom, presents:

L'Association Montréalaise de Science-Fiction et de Fantastique (AMonSFF), en coopération avec la collectivité des afficionados de science-fiction et de fantastique de Montréal, présentent :

CON•CEPT 1990

Montreal's 2nd Annual Science Fiction and Fantasy Convention

la seconde convention annuelle de science-fiction et de fantastique de Montréal

Date: Saturday, October 13, 1990
Place: Maritime Hotel, 1155 Guy St., Montreal, Quebec, Canada

Date : samedi le 13 octobre 1990
Endroit : hotel Maritime, 1155 rue Guy, Montréal, Québec, Canada

Guest of Honour: award-winning author...

Invite d'honneur : auteur gagnant de prise...

BARRY B. LONGYEAR

(*Enemy Mine, A Time for Terror, Sea of Glass, Saint Mary Blue*)

Appearing courtesy Nebula Books, comics artists/writers...

Seront présent grace à l'amabilité de la librairie Nébula, les artistes et auteurs de bandes dessinées...

CHESTER BROWN (*Yummy Fur, Ed the Happy Clown*)

BERNIE MIREAULT (*The Jam, This Machine, Grendel: The Devil Inside*)

Master of Ceremonies:

Maitre de cérémonie :

LARRY "THE DOCTOR" STEWART

Also attending:

Seront également present :

Donald Kingsbury, Baird Searles, Sebastian Hassinger, Julie Doucet, Denis Beauvais, Bob Eggleton, Joanne Breijer, Daniel Sernine, Glenn Grant

EVENTS:

- Panels and Workshops
- Exhibits
- Dealers' Room
- Masquerade (Costume Contest)
- Art Show
- Art, Books, and Collectibles Auction
- Amateur SF/F Film and Video Festival
- Writers' Competitions
- Gaming
- Rare and Popular Videos
- Space Cantina
- Dance
- Door Prizes

ÉVÈNEMENTS :

- Panneaux de Discussion et Activités
- Salle de Montre
- Salle de Negociants
- Mascarade (Concours de Costume)
- Gallerie d' Art
- Encan pour Art, Livres, Objets de Collection
- Festival Amateur de Film et Video SF/F
- Concours d'Ecrivains
- Jeuse de Role à Jouer
- Videos de tout Genre
- Cantine de l'Espace
- Danse
- Prix d'Entrée

Registration: \$10.00 before September 21, 1990; \$12.00 at the door. For more info write...

Enregistrement: 10,00 \$ avant le 21 septembre 1990; 12,00 \$ à l'entree. Pour plus d'information ecrivez nous à...

P.O. Box/C.P. 405, Station H, Montréal, P.Q., Canada, H3G 2L1

or call our info line between 10:00AM and 10:00PM:

Ou appelez notre ligne d'information entre 10:00h et 22:00h :

(514) 453-9455

Note: Programming and guest appearances subject to change

Notice: le programmation et les apparitions des invités peuvent change

