

JULY 1991, VOLUME 5, NUMBER 3

ONE DOLLAR

WARP

The Official Newsletter of the Fantasy Association



blackwell '90

Roll Call

MonSFFA's Executive Committee

President
Keith G. Braithwaite

Vice-President
Kevin Holden

Treasurer
Sylvain St-Pierre

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John Matthias
Bernard Reischl

Mailing Manager
Colleen Magnussen

Munchie Maiden
Trudie Mason

Advisors
Michael Masella
Nadim Khalidi
Graham Darling
Joseph Aspler

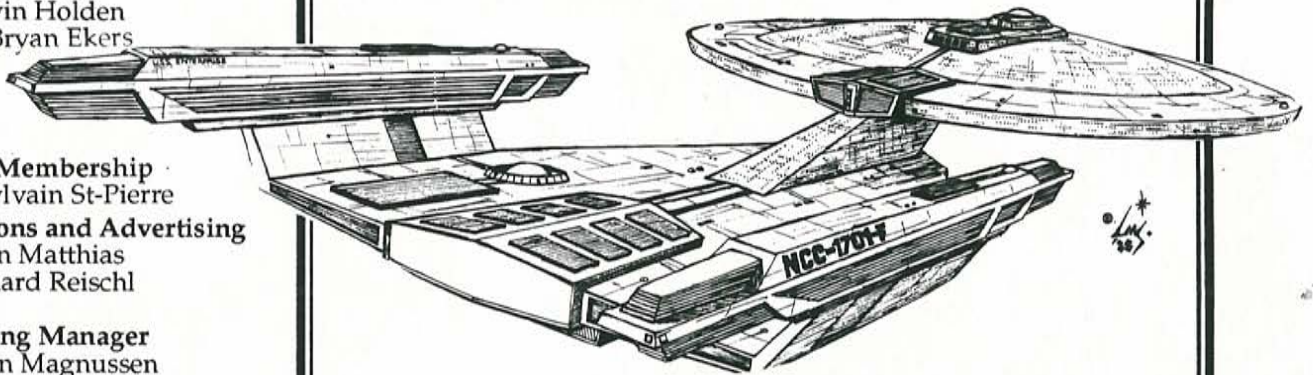
Newsletter Staff this Issue

Kevin Holden: Editing, Layout
Bernard Reischl (Indentured Servant):
Typesetting, Layout, Laser-printing,
Photostats.
Michael Masella: Typesetting, Laser-
printing

Cover up: This issue's whimsical cover, entitled "Come n'get me," is a 1990 watercolour by artist "Blackwell." More of his work is featured in "Main Viewscreen."

NEXT GENERAL MEETING: SUNDAY, AUG. 18, 1991

**1:00PM-4:30PM
DOWNTOWN YMCA
1450 STANLEY STREET, ROOM 307**



PROGRAMMING: DISCUSSION PANEL ON LATEST *TREK VI* RUMOURS; VIDEOS; RAFFLE

THE REMAINING SCHEDULE OF MEETINGS IS AS FOLLOWS:

SEPT. 22, 1991

NOV. 17, 1991

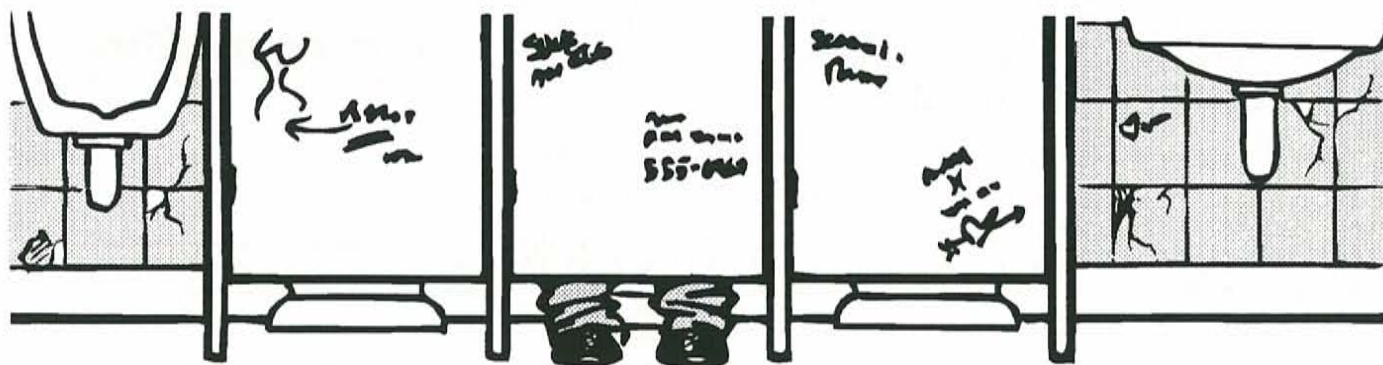
DEC. 15, 1991

JAN. 19, 1992

FEB. 16, 1992

Warp is published six 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, Canada, 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 do not necessarily reflect the opinions of Warp or MonSFFA. Original material used herein is copyrighted. The use of previously copyrighted material in this newsletter is a no-no, but is not intended to infringe on any rights held by the legitimate copyright holders. Come on, people, lighten up. This is an amateur publication, intended for enjoyment only. "Hasta la vista...baby." -This summer's hot movie quote from Terminator 2: Judgement Day.

From the CENTER Seat



A few things this time up:

MonSFFA Mailing Manager Colleen Magnussen was inadvertently omitted from the "Roll Call" in the previous issue of *Warp*. That error has been corrected in this issue. Apologies to Colleen, who remains the club's Mailing manager (and a damn fine one she is, too!).

Member Daniel Chateauvert alerted us to a 1,000,000 Comix location on Jean Talon that we were unaware of and suggested that we approach them to see if they would like to participate in MonSFFA's Discount Program. We did and they would. (See "MonSFFAandom" for details on this and other news concerning the Program.) Thanks to Daniel for letting us know about the store. The club appreciates members tipping us off on such things; club officers—volunteers that they are—can't keep track of *all* goings-on and depend on the membership to report any problems or changes-to-situations that

they (the members) come across regarding the Discount Program, etc.

This issue and the last one are quite a bit thicker than originally planned, largely as a result of the many submissions received through our recently implemented newsletter workshops. The staff was, frankly not expecting as many contributions as were delivered. We are pleasantly surprised and very pleased with the interest and enthusiasm shown by members at these workshops. Thanks to all submitters. The only drawback is that the additional number of pages we had to produce pushed back the newsletter's production/distribution schedule by a couple of weeks. We think the delay was worth it, however, but the economics of both time *and* money compels us to spread things out a little in future. Please understand that your particular submission *may not* necessarily appear in the next upcoming issue, but rest assured that it *will* be used in the following one

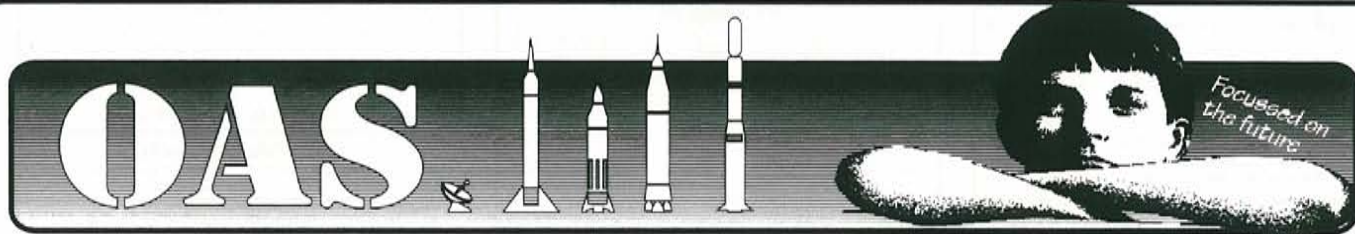
or the one after that.

A note of thanks to my Vice-President, Kevin Holden, who is editing this issue, allowing me a bit of a break. He'll be well served by *Warp's* staff, who've enabled us to put out, I think, a pretty damn good newsletter over the years.

Lastly, Con•cept '91 flyers are included with this mailing; I encourage you all to register in advance, thereby saving yourself a few bucks and providing operating capital to the con as it gears up for the big weekend! If you enjoy going to Con•cept and want it to be able to continue operating year after year, support it!

Have a good summer, people!

Keith Braithwaite
President, MonSFFA



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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 complement 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 discounts at sf/f-oriented retailers participating in the **MonSFFA Discount Program**; and a one-year subscription to **MonSFFA's newsletter, Warp**.

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

Here listed are the 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 establishments; ask the dealers for details. Conditions subject to change.)



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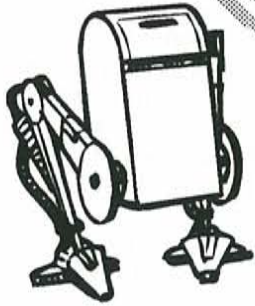
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MonSFFA and *Warp*, welcome letters of comment and inquiry. Mail letters to: P.O. Box 1186, Place du Parc, Montreal, Quebec, Canada, H2W 2P4. Unless otherwise instructed, we assume all letters are intended for publication. Published letters become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

Bonjour MonSFFA,

Pourriez-vous me faire parvenir des informations concernant *Con•cept '91*. Cette année, avec un programmation de deux jours, il serait préférable que vous fassiez parvenir un guide détaillé afin que les participants sachent d'avance comment s'organiser pour cet événement. Est-ce que les deux jours seront différents ou présentent-ils les mêmes choses en doubles!

Il serait très intéressant d'essayer d'amener à Montreal des vedettes internationales et des "dealers" de l'étranger. J'espère que vous ne limiterez pas l'accès aux magasins de la région. Généralement, ceux-ci n'offrent que du matériel accessibles à tous en tout temps, rien de rares, ni d'exceptionnels comme on peut en voir à certains conventions américaines.

Pour continuer, je voudrais signaler la présence d'un magasin "1,000,000 Comix" sur la rue Jean Talon (près de Pie-IX). Il ignore tout du programme de rabais. Il serait bon de les contacter pour leur offrir de participer.

Concernant *Warp*, il me semble que beaucoup d'amélioration serait possible. Tout d'abord, peut-être u ajouter des portions en français. Suis-je le seul membre francophone? Heureusement que je suis bilingue!

Je vous recommande de consulter

la revue du club QUÉBEC-TREK. Bien que réservé à l'univers de *Star Trek*, elle me semble beaucoup plus complète que *Warp*. Des chroniques régulières sur les technologies futuristes (réelles ou SF), biologie extra-terrestre, jeux de rôle, etc... sont autant de sujets qui pourrais s'ajouter à vos résumés de conventions, présentations de films et livres.

De plus, leur présentation est beaucoup plus soignée. Je comprend que cela demande beaucoup de travail mais je crois qu'il serait préférable d'espacer les publications pour en améliorer la qualité.

Afin de pouvoir y participer, il serait indispensable que vous présentiez un horaire de toute les Conventions de science-fiction, horreur, fantaisie, jouets, modèles réduits, etc...ici et ailleurs. Ainsi, il serait peut-être possible d'organiser des groupes. Pour cela il faut connaître les dates, horaire des événements, artistes invités et coût!

Dans le dernier no., vous présentiez plusieurs fan club de Klingon. C'est une bonne idée que de donner ces informations avec leur adresse. Vous devriez le faire pour chaque événement, personne ou "dealer" mentionnés dans vos chroniques.

Pour les membres qui recherchent des itèmes ou en ont à vendre, une page devrait leur être accordé (sans frais!). Pour les autres, des tarifs pourraient être calculés selon les besoins.

Je vous suggère de contacter tous les magasins de jouets, les librairies et tous les endroits susceptibles de vendre ou d'acheter des produits pouvant intéresser les membres. Ils pourraient offrir un certain financement pour le club contre de la publicité dans *Warp*. Agrandir les ambitions du programme de rabais à d'autres magasins.

Même si le club doit normalement être une association à but non lucratif il doit pouvoir s'autofinancer et prospérer. S'il y a des membres qui voyagent beaucoup aux États Unis ou ailleurs, ils pourraient ramener des produits non disponibles ici et les vendre aux autres par l'entremise du club. Ainsi des fonds supplémentaires rempliraient les caisses tout en profitant à ceux qui désirent obtenir

certaines itèmes. Les achats en personne peuvent sans doute être plus économiques que les ventes postales par catalogues. Lorsqu'on ne peut aller chez les "dealers", c'est la seule alternative pour le moment.

Une dernière suggestion. D'abord, c'est une très bonne idée de pouvoir prévoir la date et le lieu des futures rencontres. Néanmoins, il faudrait aussi annoncer le sujet principal qui y sera discuter à l'avance. Rien n'est plus fâchant que d'apprendre que la reunion qu'on a manquée traitait du domaine qui nous intéresse le plus!

De bons locaux, une bonne organisation, une bonne revue, tout cela ensemble nous permettraient d'avoir une organisations de première classe pouvant se comparer à n'importe laquelle dans le monde!

En terminant, je souhaite à tous longue vie et prospérité

Daniel Châteauvert
Montreal, Que.

Nous te sommes extrêmement reconnaissants de ta lettre. Les opinions, commentaires et suggestions de nos membres sont toujours bienvenus.

*Environ le quart des membres de l'Association Montréalaise de Science Fiction et de Fantaisie sont comme toi, francophones. Il n'y a cependant eu que deux soumissions d'articles en français depuis le début de la parution de *Warp* il y a trois ans de cela.*

*Nous avons pris bonne note de tes commentaires concernant la présentation de *Warp*. Nous faisons du mieux que nous pouvons avec les ressources à notre disposition. Notre publication a été à plusieurs reprises louangée par des lecteurs qui s'y connaissent en la matière. Te plairait-il de joindre l'équipe de production?*

Warp incluait dans le passé un calendrier des congrès de science fiction, mais la personne que s'en occupait n'est plus disponible. Nous comptons ressusciter cette colonne dès que possible.

Nous ne cessons jamais de chercher à étendre le nombre de participants au programme d'escomptes: OAS Rocketry vient juste de se joindre à nous. Le groupe des magasins 1,000,000 Comix a récemment connu plusieurs déménagements et changements de propriétaires. Tous ne nous en sommes présentement à en renégocier les termes

avec eux.

En ce qui concerne Con•cept '91, nous te suggérons d'écrire directement à C.P. 405, Station H, Montréal, Que., H3G 2L1. Bien que l'AMonSFF soit de très près mêlé à cette convention, les deux organisations sont distinctes l'une de l'autre. Nous pouvons cependant confirmer que plusieurs marchands Ontariens ont exprimé leur intérêt à participer. Il se pourrait même qu'un collectionneur privé mette en vente plus de trente ans d'accumulation de pièces rares. En ce qui concerne les marchands américains, nous ne pouvons malheureusement que les inviter, il se pourrait que les tracasseries douanières en découragent plusieurs

Les invités d'honneur de Con•cept, Diane Duane et Peter Moorwood, sont de fort haut status. Ce ne sont pas des vedettes médiatiques, dont les prix nous sont inabordables, mais ils sont tous les deux très connus dans le domaine de Star Trek, qui compte de nombreux adhérents à Montréal.

Le fait d'avoir déménagé nos pénates au YMCA nous permet maintenant

d'annoncer la date des réunions longtemps à l'avance. Comme tu as pu le constater dans le dernier numéro de Warp, nous avons également commencé à afficher le contenu du programme. Dans ce domaine, toutefois, il n'est pas facile d'établir des prévisions à long terme.

N'hésite pas à écrire de nouveau si de plus amples informations sont nécessaires ou si tu as des idées nouvelles à nous proposer.-Sylvain St-Pierre, Responsable des membres, AMonSFF

Dear MonSFFA,

Enclosed is a business card for your dealer page. I can offer your members a 10% discount on most items, except the reissued kits (Star Trek, Star Wars). Members can also write for a free catalog (Box 17, RR2, Dunnville, Ontario, Canada, N1A 2W2. With regards to Con•cept '91, we are making tentative plans to be there. I'm just working out the logistics; do we rent a van and bring

everything, or just pack a selection in the stationwagon?

Next item: Warp. You folks put out a first-class mag. Congratulations to everyone involved, on a job well done. I wouldlike to offer some kit reviews I did for Protoculture Addicts (some years back). P.A. did not run them because of some problem with Harmony Gold. Let me know if you would like me to submit them.

Paul Bennett
Dunnville, Ont.

Thanks for joining our Discount Program, Paul. We'll be adding your card to the Discount Program page the next issue. A few of our members, familiar with your stock, are already drooling! We look forward to seeing you at Con•cept '91 and are most certainly interested in your kit reviews. Please do submit them, with photos if you've got 'em. And thanks for your compliment regarding Warp; The staff appreciated it very much.-Ed.

Bulletin Board

ANYONE WISHING TO VOLUNTEER AS A GOPHER FOR CONCEPT 91: Call Marc Durocher at: 482-5328

The remuneration plan this year is as follows:
2-5 hrs: T-shirt at cost
5-10 hrs.: Free T-shirt or remuneration of 50% of membership fee
10+ hrs: free membership!

MEDIA COLLECTORS! CONCEPT 91 is soliciting loans of videotapes (also films and hardware) for Movie Room programming. We're particularly looking for new, old features, also F & SF shorts. Contact Graham Darling; 514-398-7429

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MonSFFAAndom

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

May and June General Meetings

May's General Meeting took place on the 12th, June's on the 16th, both at the downtown YMCA. About 35 people attended the May meeting, 45 the June, including a group from the *Trek* club Shuttle Valcour out of Plattsburgh, New York.

President Keith Braithwaite led off May's meeting with a review of recent club business, most notably outlining MonSFFA's arrangement with the "Y" for our meeting facilities and reporting on the General Meeting schedule for the remainder of the year—dates had been selected, confirmation of those dates by the "Y" was expected soon (since then, the rest-of-'91/early '92's meeting schedule has been finalized; see page 2). He then took a few minutes and read aloud a short story, Ray Bradbury's "The Dragon," after which he encouraged members to bring in and read their own favourites at future meetings. Keith closed by introducing guest speaker Paul Valcour.

Paul, a long-time fan and convention organizer active in Ottawa, spoke on WorldCons and the bid by Winnipeg fandom to hold the 1994 WorldCon in that city. He gave a brief history of WorldCons, describing the early, small-scale events and some of the more recent editions, which attracted between 6000 and 8000 people.

He dealt with the site-selection process and the years of planning and preparation involved in first bidding for, then actually running a WorldCon. His presentation was backed up with video footage of recent WorldCons.

As a member of the "Canadian A/Winnipeg in '94" committee, Paul, naturally, put in a plug for what would be the third WorldCon held in Canada. The Winnipeg people have been lobbying for their city since 1986. Six cities were in the

running at the outset; only Winnipeg and Louisville, Kentucky, remain in the race. '94's site will be voted upon at this year's WorldCon in Chicago. The feeling is that Winnipeg has the edge over Louisville. Paul strongly encouraged Canadian fans to support a Canadian WorldCon.

For more info, write to: Winnipeg in '94, P.O. Box 2430, Winnipeg, Manitoba, Canada, R3C 4A7. You can also write or call Paul himself: 351-C Craig Henry Drive, Nepean, Ontario, Canada, K1G 4K9, (613) 723-2485.

Following our guest speaker, Con•cept held another of its fundraising auctions. Books, comics, magazines, posters and collectibles—most of them donated by MonSFen (who Con•cept thanks very much)—were auctioned off, the money raised going towards financing Con•cept '91.

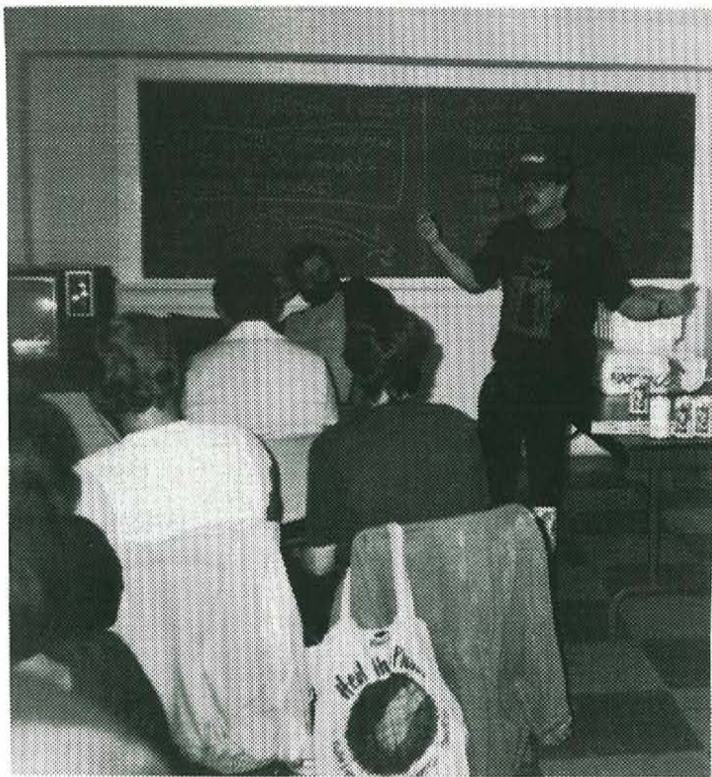
June's meeting featured a presentation by members Berny Reischl and Lynda Pelley detailing their experiences at Sea-Trek '91 and at a few of the movie studio theme parks in Florida. Before Berny and Lynda took the floor, though, ballots were distributed to members who were asked to select a new club logo

(a half-dozen members had submitted logo designs in response to the club's logo design contest; see "Main Viewscreen," *Warp 5*, May 1991). Also, survey forms, designed to gauge member-satisfaction with the club and solicit suggestions for improvements, were handed out and members were asked to fill them in. (See "Logo Design Contest Winner" and "MonSFFA Member Survey.")

That done, Berny and Lynda began their talk. They launched into a description of just about every aspect of their trip, from friends made, *Trek* rumours heard and stars met (Roddenberry, Takei, Doohan, Koenig, Nichols, Wil Wheaton, Marina Sirtis, Robin Curtis, and many more) to such basics as costs, shipboard services and the weather. They answered a plethora of questions and augmented their talk with some two hours of video footage, including one hilarious segment involving Wil Wheaton, Robin Curtis, a "Battle of the Sexes," several loaves of French bread and many lewd suggestions. Berny and Lynda also displayed a couple of tables full of photos, souvenirs, pamphlets, etc. from their trip. (See "A Three Hour Tour..." page 15 for Berny's complete report on Sea-



Berny stands behind a table of Sea-Trek souvenirs, etc. as members look them over.



Berny describes his trip as members watch video of same.

Trek '91.)

In addition to their Sea-Trekking, Berny and Lynda visited a few of the sites in and around Orlando. Of note was their stop at the Universal Studios theme park. There, they embarked on the "Star Trek Adventure," in which they dressed as Star Fleet officers and acted through a brief scenario which teamed them with the *Enterprise* crew and pit them against the Klingons, via the magic of blue-screen and the optical combining of separately filmed elements. They screened the result for us and after it finished, member Johnny Mo stepped forward with a copy of a similar video adventure he had gone on in California. It was shown in comparison to the Florida version.

The latter half of the meeting was given over, once again, to Con•cept's fund-raising auction. The combined amount raised at this and May's auction was a little over \$200.00. Con•cept thanks all involved in the making the auctions a success. A note of promised thanks to Ciné-Affiches Montreal, Inc., (see their business card on the "Bulletin Board," page 9), who donated

several movie posters to the cause.

Also, three double passes to the premiere of *The Rocketeer* were raffled off. Members Diana Lee, Lynda Pelley and Sue Dunlop drew the lucky numbers. MonSFFA thanks Patrick Tamas of Famous Players Theatres for arranging for the passes. (Patrick also managed to shake loose a couple of *Terminator 2* premiere passes at the last minute, which were distributed to a few of the club's officers in recognition of their efforts on behalf of MonSFFA. Thanks again to Patrick.)

MonSFFA thanks our May guest speaker Paul Valcour, Berny Reischl and Lynda Pelley for their Sea-Trek presentation, the Con•cept crew for running the auctions and all those who helped make the May and June General Meetings possible. A special thank you goes out to Trudie Mason, Colleen Magnussen and Sue Dunlop, who took care of the munchies and drinks at both meetings, netting the club about \$50.00.

Discount Program

After recently welcoming OAS to our Program, MonSFFA is pleased to announce that another mail-order operation has signed on. Member Paul Bennett runs Galaxy Enterprises and is offering 10% off on most of his selection of American and rare, British and Japanese sf/f model kits and toys. Write Paul for a free copy of Galaxy's Catalogue: Box 17, RR2, Dunnville, Ontario,

Canada, N1A 2W2. MonSFFA thanks Paul for joining the Program; Galaxy Enterprises will be listed on the "Membership Benefits" page in the next issue. For the moment, see their business card on the "Bulletin Board," page 9. (See also Paul's letter, "MonSFFA Mailbag," page 6.)

Member Daniel Chateauvert, in his letter appearing in this issue (see "MonSFFA Mailbag"), has alerted us to a 1,000,000 Comix location on Jean Talon Street, near Pie IX, and wonders if they're on the Program. They were not, but we've approached them and they've expressed an interest in coming on board. Details are being worked out; watch this space for further news. On the subject of 1,000,000 Comix, a number of changes have occurred within that organization. Some of the stores have changed ownership, some have relocated and new locations have sprung up. We've looked into all this and it seems, in addition to talking with the new stores, we'll have to approach a few of the stores we've known anew regarding the Program. We can list the following two locations as part of the Program: 5164 Queen Mary Road and 372 Sherbrooke Street West. We apologize for any mix-ups that members or 1,000,000 Comix stores may have experienced because of outdated information listed in *Warp*. We expect to be back on track vis-a-vis 1,000,000 Comix very shortly; again, watch this space for further news.

Remember that Nebula Books



The first item goes up for bid at Con•cept auction, June meeting

has moved: they are now at 1452 St-Matthieu. We await the printing of their new business card so that we can replace their old one on the "Benefits" page. The Kangourou Hobbies store in Alexis Nihon Plaza has moved to a larger space, still in the Plaza, next to Canadian Tire.

Lastly, we'll be tying a few more carrots to the stick and putting a couple more hamsters into the wheel over the summer in order to update, revamp and enlarge the "Membership Benefits" section to accommodate all of these additions and changes to MonSFFA's Discount Program. Stay tuned.

Con•cept '91

"Con•cept. What A Reality!" Thanks to David Hurst for that slogan. Con•cept '91 will take place on October 5 and 6 at the Nouvel Hotel, 1740 René Levesque West, downtown Montreal. As already announced, authors Diane Duane and Peter Morwood are Special Guests of Honour. Add to that Artist Guest of Honour Jean-Pierre Normand, an up and coming local sf/f illustrator. The con-com is busy firming up an Attending Guest list; they expect to publish it soon.

Meanwhile, go-fers are being solicited (see ad on "Bulletin Board," page 6) and Dealers' Table rates have been set at \$35.00 for the first table, \$20.00 for each subsequent—that's for both days and includes a membership per table. Interested dealers should write to Con•cept, attention Dealers' Room, for more info.

A hastily organized but, nevertheless, rather successful Con•cept room party was held at Ad Astra 11 (July 5-7). Con-com members talked up the con and sold \$100.00 worth of memberships. Thanks to Eugene Heller, John Zmrotchek, Keith Braithwaite, John Dupuis and Wendy Greene for putting together and running the party. Also, very special thanks to the two Toronto fen (sorry, we don't have their names handy as we type this in, but they're *really* great guys!-Ed.) who were kind enough to offer us the use of their room after a mix-up with the hotel's booking of our own room.

Con•cept '91 flyers have been printed and distributed both locally and in nearby cities (one is included in this mailing). Grab one and register in advance! Save a few bucks and provide the con with operating capital in the months leading up to the con weekend.

For more information on Con•cept '91, write to P.O. Box 405, Station H, Montreal, Quebec, Canada, H3G 2L1 or call (514) 453-9455 between 10:00AM and 10:00PM (leave a message on the machine if no one answers; they'll call you back).

MonSFFA Member Survey

Members were asked to take a moment and fill in a survey form at the June General Meeting. The survey was set up to garner member-opinion on how well they think the club is serving them and to solicit suggestions for improvements. An

initial look at their responses indicates that the vast majority of members are quite pleased with how things are going. They rated both the General Meetings and this newsletter very highly. Naturally, we who run the club are pleased to hear that our fellow members think we're doing a good job. Thanks, people! Over the next little while, we'll be studying the survey responses more closely with a mind to acting upon the suggestions-for-improvements members have made (some of the suggestions have *already* been implemented). We'll also be publishing an analysis of the survey results in the next issue.

Logo Design Contest Winner

One of Keith Braithwaite's two designs (see "Bulletin Board," page 9) squeaked to victory by one vote after ballots were tabulated following the June General Meeting. All submissions received votes, no one entry overwhelming the competition, which we interpret as a compliment to the talents of all the artists who participated. Congratulations to Keith and thanks to all the submitters. Camera-ready artwork of the new logo will be produced shortly and the logo will be phased in gradually over the months as stocks of old stationary, membership cards, etc. run out.

Membership Renewals

You should know the routine by now!

Bulletin Board

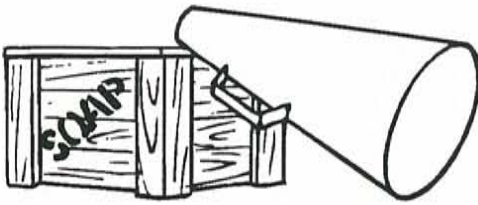
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THE MONTREAL SCIENCE FICTION AND FANTASY SOCIETY (MONSFFA)



EDITORIAL

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

A lit-snob strikes back!

by Graham Darling

I'm a fan who doesn't own a TV. This "pretentious and pathetic" claim, this "arrogant declaration", this "proud boast" (which generally leaks out as part of an apology for not having caught the latest ST:TNG episode) makes me, I suppose, of one those unnamed "lit-snobs" Kevin Holden was slamming in his occasionally ungracious editorial in the last WARP. Though I've never believed video chastity is one of the Three Divine Virtues, that editorial led me to reflect that this accident of my existence at least qualifies me to essay an essay on Life Without The Tube.

But first, shame on you, Mr. Holden! So what, if one fan only reads, another only watches, another only games, or sings, or models, or models models? Bookworms or videopedes. Are we not fen? Are we not all in search of the strange and marvelous, in whatever medium or language it may be found? Are we not all ready to disregard "mainstream society" and "general success in life" in pursuit of the Really Neat Idea? Are we not all thus viewed askance by the SFFillistines of Outer Mundania? And so must we not all band together for mutual protection and consolation and partying? Let each one mix ones own palette of media and sub-genres, without having to worry whether others think one "semi-literate", "single-minded" or otherwise "politically incorrect"; let the living body of fandom not be rent asunder by such squabbles. And that's all I

have to say about "attitudes", which subject must be the most tiring and unpleasant to encounter in the pages of a fanzine (or anywhere else, for that matter).

Now for the things themselves. A book does indeed have certain advantages over television for communicating a story, particularly in accessibility. All the equipment needed to read a book is already on one's shoulders. A book can be read in the bedroom, kitchen or bathroom. (Even in the bath, without fear of electrocution); on a bus, boat or train; under a tree, even in a tree. Several people in the same room can be reading different books without disturbing each other. No schedule need be adhered to for access to software (e.g. broadcast programming) or hardware (e.g. taking turns with the family VCR). Books are cheaper to buy and collect! and borrow than videotapes, and relatively commercial-free (barring an authors hidden agenda). They are also cheaper to produce (a poor and struggling creative artist is thus closer to a paying market). As a consequence, printed titles are far more plentiful, and a much greater choice of subjects and authors (historical, geographical and philosophical points of view) is available to a reader, even one limited to Speculative Literature. And despite random-access laser discs, indices and references continue to make printed non-fiction the easier to consult.

The process of reading is better at exercising the imagination; it allows

one very easily to pause and pursue a separate line of thought or daydream, or skip back to repeat (ponder, re-savour) a particularly brilliant (or obscure) line or paragraph (the corresponding VCR functions, even when available, are far slower and more obtrusive than an eyeballs micro-saccades). Even a bad book is better than a bad TV show, in the sense that it is psychologically easier to stop reading the bad book. (just by putting it down, or more satisfyingly, flinging it across the room), if only for the moment, without having to consider whether you might be "missing something forever". Finally, books are capable of portraying situations that would be awkward in the extreme to portray on the screen (big or small) even with an unlimited budget. (I'm thinking of the interspecies dialogues in the "Dr. Doolittle" books, which looked silly in the corresponding Rex Harrison movie).

So one need not fear that TV will corrupt ones values, (Malcolm Muggeridge), control one's thoughts (Cronenberg's "Videodrome", Christopher's "The White Mountains"), reshape ones "sexuality" (Kevin Holden; though Kevin doesn't appear to mind), or otherwise turn one's brain to mush, to choose to watch or not to watch a lot of it. Less time for tv means more time for reading, and READING RULES OKAY, OY!

Fan Clubs

MonSFFA presents a guide to clubs in Canada and the U.S. based on information gathered from newsletters

BCSFA

The British Columbia SF Association is a large multi-faceted club in Vancouver which seems to provide a wealth of activities for its members, from FRED (Forget Reality Enjoy Drinking) Parties, Meetings, Writers Workshops, to filksinging and autograph parties. Publish BCSFANZINE and more. Annual convention is V-Con. Membership is \$15.00/annual.



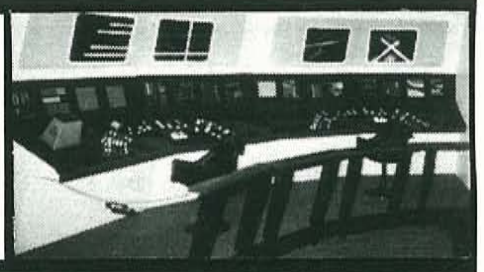
LASFS

The Los Angeles club has over \$40,000 to play with, including two clubhouses. With members like Jerry Pournelle and Forrest J. Ackerman providing grist for their meetings, it is not surprising they have lots to do. Surprisingly, DE PROFUNDIS, their newsletter, is nothing more than a collection of meeting minutes printed in impossible-to-read microtype. More going on in this club than we have room to print, Annual con is LOSCON.



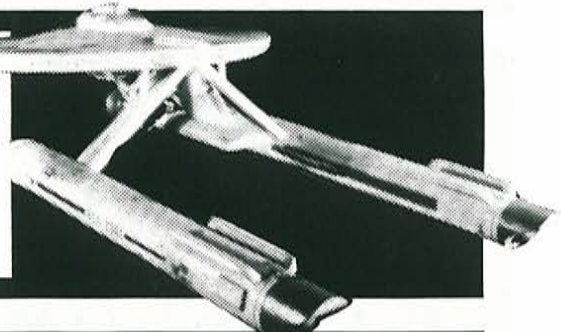
USS KASIMAR

The Maine-based Trek club is a chapter of the international club STARFLEET. The energetic members of this club have constructed a full-scale replica of the Enterprise bridge and dabble in radio-controlled Enterprise flying models. They do community service work and raise mucho bucks for charities. Club recently expanded into Eastern Canada. Resolve political debates by referendum, publish a terrific newsletter, the MAINE PHASER. This club, featured in Starlog magazine, is an example of Trek fandom at its best.



SHUTTLE VALCOUR

Another chapter of the massive STARFLEET club, the upstate New-York club meets regularly in FANTASTIC PLANET, the best sf-specialty store in the region.(Plattsburgh). They regularly publish SPANNING THE GENERATIONS and are assisting a sister club in Vermont with their first con.



TORONTO TREK

Huge Toronto area club seems to be eternally preoccupied with internal politics and power struggles, yet manages to throw TORONTO TREK CON every year, a superior convention by any measure. Publish TREKLETTER, which occasionally even has something to do with STAR TREK in it. If they ever manage to put their creative energy to more use than feuding, could be biggest and most dynamic club in world.



OSFS

A long-standing and active group, The Ottawa SF Society has hosted many a con and party in their time, but seems to be struggling to maintain their momentum as more experienced members gradually burn out. Regularly host WHO Cares parties (non-alcoholic) and publish STATEMENT which seems to be open to any subject by any member. OSFS has long been instrumental to eastern Canadian fandom.



ESFACAS

Edmonton Sf and Comic Art Society seems by all reports to be a healthy and vibrant group with emphasis on artwork and fiction. Publish NEOLOGY, a superior fanzine with a predominantly literary-orientation.



KAG/KANADA

Very few people wearing Starfleet Uniforms would dare turn up at a meeting of the Klingon Assault Group (Canada). These energetic Trek fans focus on Klingon s and things Klingish. Costumes, cons, and one of the most impressive fanzines anywhere in fandom. Membership is free, but personal involvement is STRONGLY encouraged. (Klingons -style encouragement).



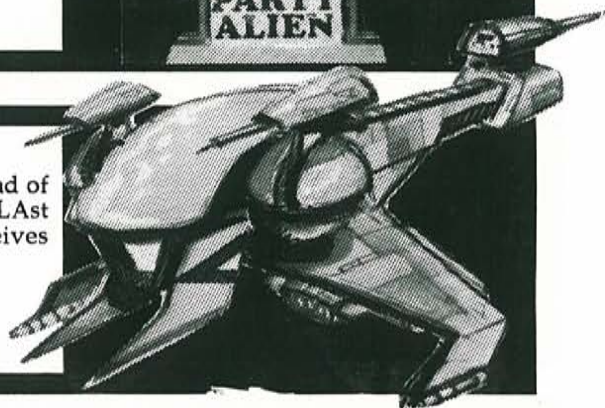
WINSFFA

The Winnipeg Sf and Fantasy Association, well what can you say about a group confident enough to bid for a Worldcon? Suicidally insane, of course. Publishes CONTRACT, a fannish news/bull/etin. Making the big bid for Worldcon in '94. Annually host KEYCON, reportedly the biggest West Coast con.



DAWSON SF SOCIETY

The Dawson College SF club in Montreal is an open group with a myriad of interests. Annually hold CONVENT at the splendid Dawson campus. Last years convention centered around a Japanimation theme. Group receives funding from school, and is always looking for new members.

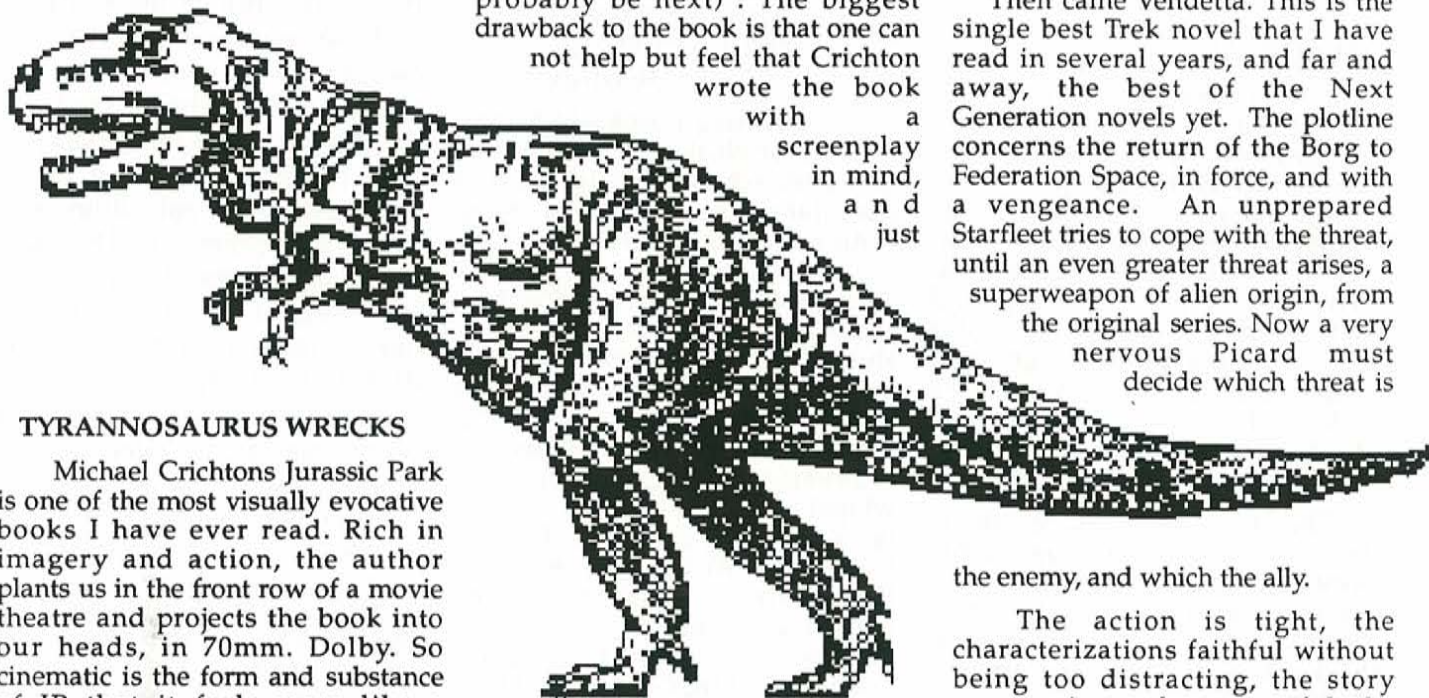


If you would like more information regarding any of these groups drop by the next MonSFFA meeting or write: P.O. Box 1186, Place du Parc, Montreal, Quebec, Canada, H2W 2P4. The information and opinions expressed in this column are strictly those of the columnist and do not represent MonSFFA's or *Warp's* opinion.



Book Review

REVIEW BY KEVIN HOLDEN



TYRANNOSAURUS WRECKS

Michael Crichton's Jurassic Park is one of the most visually evocative books I have ever read. Rich in imagery and action, the author plants us in the front row of a movie theatre and projects the book into our heads, in 70mm. Dolby. So cinematic is the form and substance of JP that it feels more like a novelization of a film than an original work. (I was not the least bit surprised to hear that Spielberg had optioned the book for his next epic effects film as soon as it was published.)

The plot is pure RKO; a cranky, rich entrepreneur who has a thing for dinosaurs funds a research project which creates living dinos from fossilized remains. The newly revived species are contained on a remote island where they will amuse American tourists by eating the locals. A group of visitors, including the obligatory kids and kooks are amongst the first to visit the island, when, predictably, everything goes awry and all are left to struggle for their lives.

The pacing is a tad slow (The first few chapters will end up on the editing room floor) but eventually picks up to become a roller-coaster ride of Disney proportions (That will

probably be next). The biggest drawback to the book is that one can not help but feel that Crichton wrote the book with a screenplay in mind, and just

filled in the space between dialogue and action with superfluous detail. The characters are very two dimensional and the dialogue very Disney. Worst of all, the inclusion of a new-age pseudo-scientist who spouts mumbo-jumbo-chaos theory that comes across as anti-western and anti-science, without ever diving into the subject in any depth.

All in all, Jurassic Park is a fun, light read with plausible science, good action, lots of suspense and a satisfying conclusion. Wait for it in paperback or a cineplex near you.

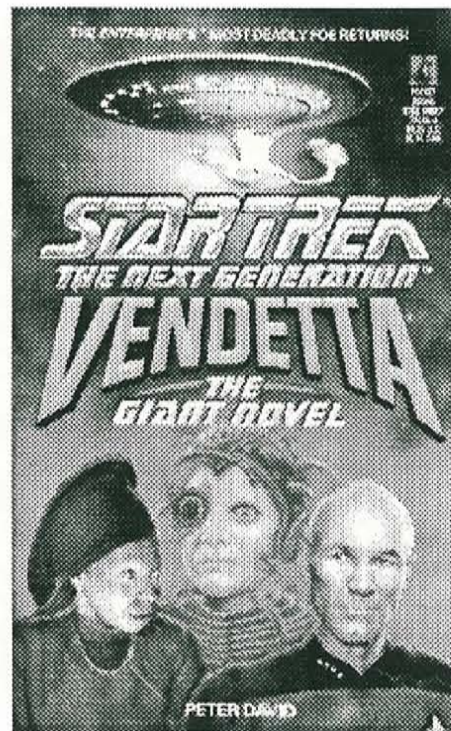
Star Trek: The Next Generation – VENDETTA

I had long since given up on reading any of the hundreds of Star Trek novels that publishers spewed out on a monthly basis. Most were so self-indulgent and poorly structured as to be unreadable.

Then came Vendetta. This is the single best Trek novel that I have read in several years, and far and away, the best of the Next Generation novels yet. The plotline concerns the return of the Borg to Federation Space, in force, and with a vengeance. An unprepared Starfleet tries to cope with the threat, until an even greater threat arises, a superweapon of alien origin, from the original series. Now a very nervous Picard must decide which threat is

the enemy, and which the ally.

The action is tight, the characterizations faithful without being too distracting, the story progressive and suspenseful, the prose efficient and occasionally poetic



(but not too much so) . What I found most appealing about the book was that it had a certain cinematic quality to it. One could imagine that were they to make a Next Generation motion picture, they could do well to use a story like this. Peter David has outdone himself in this work. I would recommend this to even those who do not normally read Trek novels.

EARTH

DAVID BRIN

It is rare these days that one feels humbled by an sf work, but that is the case with David Brin's EARTH. The author of the galaxy-spanning Uplift War series has shifted gears completely and extrapolated a near-future planetary society preoccupied with a collapsed ecology and deteriorating economies. As if this were not bleak enough, a group of scientists accidentally drop a black hole into the center of the earth, and discover that they were not the first to do so .

The plot to save earth is secondary to the incredible sociological quilt that Brin weaves as we travel around the world with a group of characters from diverse backgrounds to their common destiny.

The biggest asset to the book is

the depth of detail into which Brin dives to make the future seem fantastic yet believable. The biggest drawback is that Brin occasionally gets lost along the way, digressing from the point of the story to dawdle on superfluous subpoints.

Earth is up for a Hugo ward this year, and it would deserve it unreservedly if it were not for the next book..

INDIANA JONES: PERIL AT DELPHI DANCE OF THE GIANTS

Here we have a book which dares to be an original work, rather than just a rehash of the original film adventures. The character of young Indiana Jones , fresh out of University, contain all the popular elements of the sweeping Spielberg sagas but are astoundingly fresh and self-contained. This is not quite the Indiana Jones we know, yet. He is younger, less experienced, a bit naive, bumbling and nervous, but gradually learning the ropes (or whips) as he swashes and buckles his way around the world. The first book, PERIL AT DELPHI, chronicles Indy's first adventure at the mysterious site of the ancient Oracle in Greece. Later, in the second book, DANCE OF THE GIANTS, Indy is lost amongst supernatural forces at Stonehenge.

The best point in the books favor, is that writer Rob MacGregor knows his stuff incredibly well. As an international travel writer and fantasy author, MacGregor has done tremendous research into the places and times in which Indy moves, which add immeasurable enjoyment to the books. These are possibly the best such adaptations ever done. Hard to find in Montreal, but definitely worth looking for.

THE FALL OF HYPERION

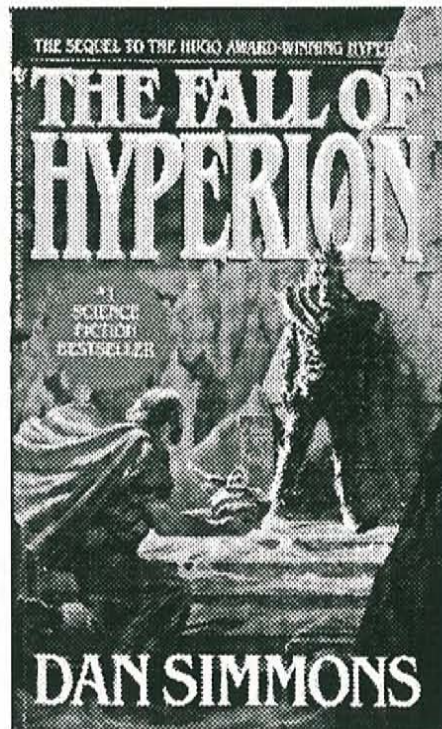
DAN SIMMONS

I'll get right to the point; This is the finest work of science fiction I have read in many years, and it goes straight onto my personal Best Ten list.

I will refer to the two books, HYPERION and THE FALL OF HYPERION as a single book because they are actually one story published

in two parts, as opposed to a sequel. HYPERION is the expansive tale of a group of mismatched travelers who embark on a pilgrimage to the mysterious world of Hyperion to confront the legendary time-travelling deity called the Shrike, who possesses amazing powers and does not play well with other children. Our heroes must unravel the mystery behind the Shrike, and to do so requires each to bare their own souls as they journey across space to their destinies. The bulk of the books are taken up by the tales of the pilgrims each of whom represents a different culture, and a different subgenre of sf. The scale of the book is tremendous, stretching the limits of the imagination yet never threatening our suspension of disbelief. Simmons manages to include something for everyone, with massive space battles, Heinleinesque heroes, Gibson cyberpunks, Chandler detectives, and the quest for ultimate truth.

WARNING: Don't start HYPERRION unless you have part II beside you, and don't read it at night if you have to be up for work the next morning.



A THREE HOUR TOUR ... A THREE HOUR TOUR ...

PERSONAL LOG OF BERNARD REISCHL (A.K.A. LT.CMDR K'HACK VESTAI KRAUT)

This article originally appeared in issue #6 of the DISRUPTOR!, a Klingon fanzine. It is being reprinted here with Berny's grudging consent and relief that he doesn't have to type it a second time around.

After the success of our last scouting mission in the name of the Klingon Empire, Lt. K'ynda came up to me with an even more grandiose scheme. This time we would enlist on board an ocean traversing vessel known as the S.S. Britanis. (Ha! That name would change soon enough, once we were through with that vessel.) Once on board we would partake in a special event known as SeaTrek '91, a silver anniversary sea cruise honouring the past 25 years of Star Trek. This cruise would take place from May 26th to the 31st with the ship departing the port of Miami and sailing to several ports of call including Key West, Playa Del Carmen and Cozumel, Mexico.

Scheduled guests for this cruise would include the great bird of the galaxy himself, Gene Roddenberry, Majel Barrett, Michael Dorn, William Campbell, George Takei, Jimmy Doohan, Nichelle Nichols, Walter Koenig, Mark Lenard, Denise Crosby, Wil Wheaton, Marina Sirtis, A.C. Crispin, Richard Arnold, Colm Meany and a host of others.

Well, well, well. This could be very interesting. We would have a chance to go on vacation *and* eliminate a large number of Starfleet officers. How could I pass up such an opportunity? I swiftly agreed with K'ynda as to engaging in what sounded like a wonderfully bloodthirsty few weeks of R & R. Once again we set about obtaining the necessary travel documents and visas. We were now prepared to start our mission. What follows now is a log of some of the more eventful moments.

DAY 1 : 9105.25

How antiquated this airline travel is! Haven't these earthlings heard of transporters? Phaw! Flight was 45 minutes late in taking off. Almost missed the connecting flight from Detroit to Miami thanks to K'ynda wanting to partake of a local watering hole. Female Klingons! Made up time in the air. We arrived in Miami to wonderfully hot and humid conditions, much like the Klingon homeworld. I might yet grow to like this backward planet!

Interesting ride to the hotel via airport shuttle taxi. Driver must have thought he was on an episode of *Miami Vice*. Poor terran fool didn't know the show's been off the air for a few years. Arrived at the Hotel Intercontinental amid the chaos of hundreds of other SeaTrekkers signing in. Oh for a disruptor or even a levelk! Damn airport security!

Picked up our keys, cruise



Some of the SeaTrek Stars. Back Row, left to right Robin Curtis, Eric Menyuk, Jimmy Doohan, Carel Struycken, William Campbell, John DeLancie, Marina Sirtis and Wil Wheaton. Front Row, left to right: Grace Lee Whitney, George Takei, Robert Justman, Gene Roddenberry, Majel Barrett, Nichelle Nichols and Walter Koenig.

documents, settled in our room and then we donned our uniforms for that evening's gala in honour of Gene Roddenberry. Arriving at the ballroom we were given the bad news. The events of that evening would be starting at a much later time owing to the transportation difficulties of about half of the guest stars.

Once the festivities had started we learned of some more bad news and program reshuffling. Mark Lenard and Michael Dorn had to cancel due to their filming of their critical scenes on *Star Trek 6: The Undiscovered Country*. Denise Crosby pulled out due to back surgery, Colm Meany had a starring role in a motion picture, and George, Nichelle, Walter and Jimmy would have to leave half way through the cruise in order to film their big scenes aboard the Enterprise.



Jimmy Doohan and K'ynda

I was getting to be one very pissed Klingon but at least the SeaTrek personnel had managed to line up a number of good last minute replacement guests in John DeLancie, Robin Curtis, Eric Menyuk (the Traveller), Carel Struycken (Mr. Horn), Grace Lee Whitney, Laura Banks (Khan's navigator and SeaTrek M.C.), author J.M. Dillard, Starlog editor David McDonnell, DC Star Trek comic artist Arne Starr, ST:TNG designers Rick Sternbach & Mike Okuda, ST:TNG senior script supervisor Erik Stillwell and Trek producer Robert Justman.

The rest of the evening passed on by with the showing of several Star Trek parodies, a 15 minute tribute to Gene Roddenberry narrated by Patrick Stewart and a movie trailer for Star Trek 6. Tired and jet lagged we returned to our rooms and prepared for the next day's itinerary.

DAY 2 : 9105.26



Mount Kilamanluggago

Early next morning we had a quick continental breakfast, followed by a rush of everyone trying to check out of the hotel at the same time and then waiting in the lobby for 3 hours for the shuttlebuses to take us to the ship. Mountain of luggage piled up outside of hotel. They had to use Ryder moving trucks to transport them to the ship. Extremely high heat and humidity outside. It would have killed my friend Keith!

Decided to interrogate some of the other passengers waiting in the lobby. Met many a Klingon at heart, even a few scurvy Romulan. AARRGGHH! My heart raced with the killing lust at the sight our enemies!

Boarded the shuttlebus. More hassles at customs and immigration prior to boarding the ship. The nerve of these Americans calling me an alien. GRRRRR!!!! Boarded the S.S. Britanis, an extremely antique diesel powered vessel (built in 1932!). We were serenaded by a Mexican mariachi band. Damn no weapons policies! Escorted by our cabin steward Mr. Cha to our quarters. Upon arrival I snorted in disgust. On our last adventure I complained about the tiny stature of



Boarding the soon to be renamed IKV Britanis. That welcome sign would disappear soon enough.

the hotel room. This cabin made the New York Penta Hotel room look like a presidential suite.

Quickly stowed our belongings and then we explored the ship. Came across one of the many tasty little buffets set up on one of the decks. We were introduced to the crew in the ballroom. At 4:30PM, amidst the blare of the ship's horns sounding their departure, a wedding took place on board the ship. This was hosted by William Campbell.



George and his Klingon mama-san

We then participated in the mandatory lifeboat drill in the casino where we bumped into George Takei and his mom. She's one tough old bird. She would make one great Klingon-mama-san!

At 6:30PM K'ynda partook in a



Denis Curio and K'ynda

make-up demonstration hosted by Dennis Curio. I continued in my explorations of the ship and met many an interesting folk who were also engaged in similar quests. Several of these people, including one Tony Scott of the *USS Yorktown Star Trek Club*, was on his second SeaTrek cruise. What surprised him was when I approached him from out of the blue and said "Hello Tony". He was shocked that someone recognized him. "Hey," I told him. "I'm from KAG/KANADA. We know a lot more about you Feddies than you realize." Little did he know was that I had previously seen his photo in a copy of the Yorktown fanzine that was sent to me a few scant weeks before the cruise.

Returned to the cabin to freshen up for our dinner. Was I surprised when a few minutes later K'ynda walked in wearing a proto-Vulcanoid headpiece complete with ears and hairy eyebrows! *Quelle horreur!* It brought a sneer of disgust to my lips but the gas quickly passed. Hey, no matter how K'ynda looks, I'll still love her. ... I think.

A quick change of clothing and we headed off to supper. There we met many different folks from all corners of the globe. Many of these newcomers couldn't help but stare at K'ynda. It was a hoot. Our food was served in portions fit for a warrior. KAI Britanis chefs!

Next, we proceeded to the ballroom of the ship where we were formally introduced to all of the Trek guests. Hosted by Laura Banks there were tributes and thank yous galore. One thing I noticed during the guest speeches were the plethora of gambling jokes, many of them with Marina Sirtis being the well shaped butt of. George Takei was sitting at our table and when I cornered him on the rumour of his being in command of the *USS Excelsior*, George just stone cold stared at me and replied "I'm neither confirming nor denying that rumour!" Yeah, right George. Say no more, nudge, nudge, wink, wink!

Jimmy Doohan was his lecherous old self, Walter told an awful joke, Eric Menyuk is probably one of the funniest men alive, Weasley introduced us to his valley girl-



George and the proto-Vulcanoid!

friend Holly and his entire family, Carel is an extremely shy fellow, Erik Stillwell is representative of the guy who was a fan who sold a script to ST:TNG and is now the senior script supervisor on the show. Marina was charming and slightly annoying with her animal rights crusading, Majel Barrett is one classy lady and her nubbins Gene was, despite his health setbacks (he had recently suffered a stroke), was in strong spirits. Nichelle was a crowd pleaser with some of her stories and was stunned to tears when she as presented with a giant portrait of her, but the unusual thing about this portrait was that it was done in cross stitch. All in all, it was an interesting evening.

As we left, K'ynda even had a chance to sit down in the ship's bar for a quick photo with Gene Roddenberry and he surprised her with a big wet smooch on her cheek. She was certainly taken by surprise!

Even more interesting was the immense midnight Italian buffet served on the upper deck. We ate like gods! We then waddled off to the ship's cinema to catch the last 20 minutes of *The Wrath of Khan*. Kai the space battles! Finally curled up in bed by around 3:00AM. This would be a fun yet exhausting cruise!

DAY 3 : 9105.27

By morning we had docked a a mile or so of the coast of Key West. We had some choppy seas overnight. Many of the passengers were looking a little green. Hmmm, could they have been Vulcans in disguise? Booked our shore excursions for Cozumel. Had to stomp on a few Feddies in order to get to the info desk.

At 12:30PM we caught the latest behind the scenes of *Star Trek 6*. This



Gene giving a big wet one to K'ynda!

15 minute slide presentation was hosted by Richard Arnold and included many behind the scene stills of all 6 Trek films. All I can say about *Star Trek 6: The Undiscovered Country* is to HANG ON TO YOUR SEAT! For those who did not know, the title refers to a quote from Hamlet and "Death".

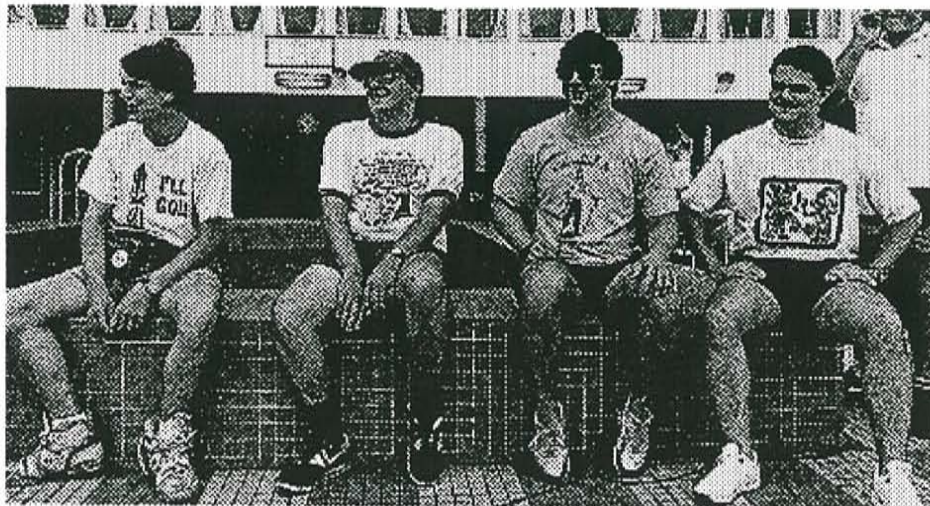
At around 3:30PM we lined up, with what seemed like the entire complement of passengers, to be photographed with the stars. Surprisingly the entire photo session went rather quickly. We rushed in, sat down, smiled (or snarled) and scurried off to the other side of the stage in order to let the next person have their photograph be taken. Despite the heat in the ballroom, the great bird himself leaned over to me and said "... thank you for all of your support". I in turn replied "Hey Gene, no problem, but thank you for giving us a chance to have some fun." He seemed genuinely pleased and in rather high spirits despite having to meet over 900 fans in the span of 3 hours.

After a quick snack we changed into our more formal uniforms in order to properly participate in the formal "Captain's Cocktail Party" where we met the Captain and several key members of his crew. Surprisingly, quite a few people were in formal "Trek" uniforms standing elbow to elbow with those attired in more traditional formal wear.

Of note was a charming young lady by the name of Beatta who hails all the way from Stuttgart, Germany. She was just starting to get into ST:TNG and loved the concept of a cruise devoted to Star Trek. We all then filed into the ballroom where we personally greeted by the captain and his major staff. After a few free margarita's we toasted the ship and



Left: K'ynda checking out the Mr. Legs contestants Right: Seated on the the far right, K'Hack flexes his "Right Stuff"



the cruise and made our way down to the bowels of the ship for dinner. At 10:30 PM there was a panel discussion hosted by Walter, Jimmy, Nichelle and George, who answered a lot of the usual convention questions. It was unfortunate that these four stars would have to depart the next morning in order to be back in Hollywood to film their climactic scenes on *ST 6*. They were a lot of fun to listen to. Especially when they recounted some of the really stupid questions they had to endure during the previous Q & A period.

After that session we quickly changed to our civvies and proceeded to that evenings "Mystery Mexican" buffet. Being forced to endure another long lineup, some of the passengers started to break out in song. Good Lord! They were chanting the TV themes to *Green Acres*, *Gilligan's Island* (how appropriate for a cruise!) and others. We threatened the life of the lead singer when he started to sing the theme to the *Brady Bunch*. Zounds! have these terrans no mercy? The Mexican buffet was not much better. Hey, I like things brown and mushy (preferably a dead Federation officer) but this was beyond the realm of good taste. Ah well, a few tequilas and margaritas took care of the aftertaste.

DAY 4 : 9105.28

Woke up with the ship rocking and rolling. I thought it might have been the buffet from the night before but it turned out the ship had encountered some heavy seas. A

shot of the warriors drink solved all of my problems. After a quick meal we proceeded up towards the poolside where, at K'ynda's urging I entered the "Sexy Men's Leg Contest". As there were only 5 contestants I thought it would be a rather tight race. After suitable flexing, stretching, combing of the leg hair and showing of the thighs to judges Majel Barrett, Marina Sirtis and Grace Lee Whitney I thought I had the affair all wrapped up. Alas, I lost out to some little puffer from Mississippi who had the skinny legs of a Federation bred chicken. Damn no weapons policy!

11:30 AM: Swim time! Splash!
12:30 PM: Sunburn time!
AARRGGHH! Cold Shower time!
AARRGGHH! Snack time!
MMMMM! Spent the rest of the day resting and relaxing while K'ynda headed on out for another makeup session. Started to don my uniform for the costume competition when I was halted in preparation of my weaponry by the return of K'ynda. Woah! What a job she had done on herself. She couldn't have a better job done on her than if she had gone to the Klingon Kurls and Kuticles back home.

Not wanting to waste any more time, we quickly suited up and headed down to the main dining room for a quick repast. Bluntly, our tablemates were stunned by our appearance, but it was K'ynda who left the biggest impression on everyone. What was especially funny was when every single waiter in the dining room passed by our

table to look at "the weird lady at table 74". It was a moment to remember!

On to the costume competition staging area. We met many a Klingon & Feddie. Even though we were outnumbered 4 to 1 by the Feddies we felt the odds were in our favour. (Note to Captain K'Tan. I now have many of these Feddies photos and names in our ship's databanks for future reference). The one problem in the staging area was the complete lack of organization dealing with 30 to 40 heavily costumed bodies in an airless discotheque. After a few threats on our parts things started to shape up



A tender moment shared by K'ynda and K'Hack



Left: K'ynda telling Romulan Ambassador T'jinn to get a grip.
Right: K'Scott decides to kick in his two cents worth!



Doing the Klingon shuffle

McDonnel, John DeLancie and Carel Struycken.

We then proceeded back downstairs to kill some time while everyone strutted their stuff. It was then that some of us went mad and started to tear up the dance floor to tunes such as *Star Trekkin'* and *The Time Warp*. It was quite a site to see respectable Klingons and Federation officers doing the *Klingon Shuffle*. I then proceeded to photograph quite a few other faces to keep in our extortion ... er ... address files. After about an hour and losing about 5 pounds on the dance floor, we were called up the main ballroom for the final judging results.

Some of the highlight winners was the Ferengi officer who won a prize for his costume, makeup and leering at Majel Barrett. She proceeded to award him a trophy and a well deserved ear rub. It was hard to tell who got off more. The Ferengi, Majel or the crowd! Another first prize went to Elaine for her *ST:TNG* diplomatic uniform. Being a virtual clone for Denise Crosby didn't hurt either! The grand prize winner had (in my honest, brutal opinion) a costume that sucked! She wore a gaudy, bathing suit with lots of tacky jewelry, bandanas and a very pregnant belly.



What a motley crew!



Who told you to take my picture, you Terran Scum!



K'ynda and K'Scott

and proceed very smoothly. Yet once again, there was a lineup for all contestants as they waited for the proper moment to proceed up the stairwell and onto the main ballroom stage to perform their routines or show off their handiwork to judges Majel, Bill Campbell, David



Left: Ahh, LtWaxana, dump Gene overboard and let's sail away together.
Right: Tasha lookalike in diplomatic garb



Left: Mirror, Mirror ...
Right: Love the Elvira hairdoo dude!



On deck with some of our KAG/USA brothers and sisters

Her routine consisted of her going on stage and demanding as to the whereabouts of one James T. Kirk. C'mon lady. Yuk, Yuk, Yuck! I've seen this stchick before. I guess the judges hadn't. Damn no weapons policy!

Ah well, can't win them all. K'ynda and I then joined a few of our KAG/USA brothers and proceeded to wreck havoc on those waiting in line for the midnight buffet spread. Feeling satisfied on that end of business we then proceeded to the upper stern deck where we recited the Klingon oath to the stars and full moon. We then followed that with a chorus of the *Tribble Stomp* (sung to the tune of Jingle Bells, no joke!). We sang only one chorus 'cause that was all we knew but hey, it was worth it,

especially when we spied a few feddie officers lounging below us poolside. They claimed we were annoying them! Can you believe that? What a bunch of wimps! At around 3:00AM it was off to bed feeling extremely satisfied with the days events.

Day 5 : 9105.29

Alarm didn't go off. We were extremely slow in getting up and preparing for our shore excursion to Cozumel. This an extremely small island (38 by 11 miles), no industry save for tourists and scuba divers. We spent a few hours with our tour guide Pato and driver Pepe doing the rounds of the San Gervasio Ruins and some extremely clear, clean and hot beaches on the south side of the island. One thing though, Mexican beer sure tastes great and kills the

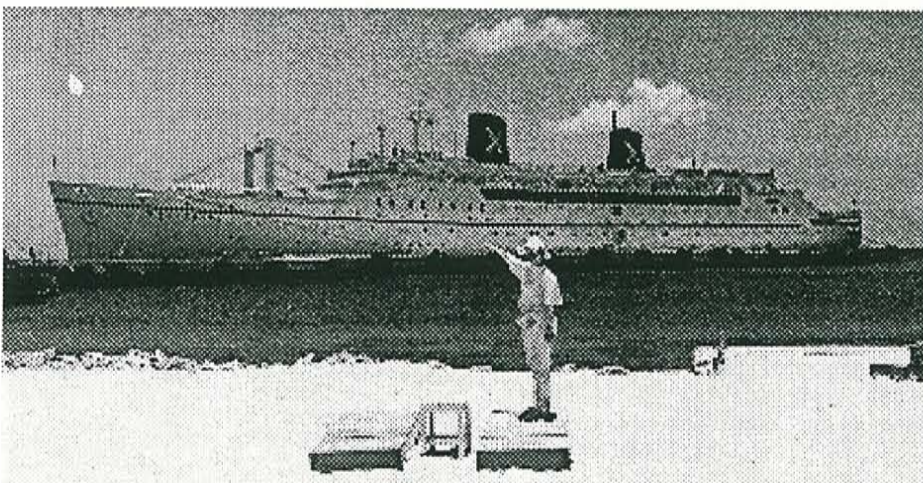


A.C. Crispin and J.M. Dillard sign their books

pain of any sunburn that you may acquire. picked up some of the usual tacky souvenirs for my "friends". Heh, heh! On the return to the Britanis, it was good to see that even Gene, confined to a wheelchair as he was, managed to go ashore and tour the island. KAI Gene!

We spent the next few hours taking it easy, roaming the ship, checking out the latest *Trek* episode in the ship's cinema, and generally making a lot of new friends. I even had the glorious opportunity to lose a fair chunk of change in the ship's casino playing blackjack, roulette and the slot machines. To this day I still think these infernal slot machines are rigged to sense Klingon metabolic functions and emit electronic jamming signals. Damn no weapons policy!

Dinner that evening was quite unusual in that the waiter had chucked their usual white jackets for more colourful Hawaiian shirts and a whole production number when they danced into the dining room with flaming Baked Alaska's atop



Above: K'ynda rechristens the IKV Britanis
Right: Beach blanket Berny!



their heads. Fun stuff! We then rushed off to the cinema to catch Gene's personal copy of *The Mind's Eye*. This was a great treat as it had no commercials and we saw it on a very large screen. This was where we also learned that Denise Crosby would be returning to *ST:TNG*. It was somewhat a cheap thrill in getting the scoop well before anyone on the mainland would. Yet again, it was a satisfactory day.

Day 6 : 9105.30

Thursday morning started off with a talk by the ship's activities director giving us last minute directions concerning the next day's disembarkation. He was then followed by a spirited Q & A hosted by Eric Stillwell who regaled the crowd with the do's and don'ts in submitting scripts to *ST:TNG* and some of the more interesting aspects in writing for the show. Of note was the fact that if the show buys your initial *speculative script*, they will pay you \$5000.00 and if they hire you to polish it up for an actual shooting script, you will be paid an additional \$13,000. You can even earn about 40% of that in rerun residuals. Not too shabby. But keep in mind that only about 1% of all scripts submitted from an outside source will be accepted and they have enough scripts to keep them going



Mike Okuda holds up some of K'Hack's handiwork



Rick Sternbach and Mike Okuda answer a few questions

through season # 5. But don't lose hope. You just might have that special story that will blow their socks off. What was a lot of fun was the constant heckling Eric received from Richard Arnold.

By 11:00AM it was off to the cinema to catch an incredible behind the scenes technical talk hosted by Rick Sternbach and Mike Okuda. Their slide presentation included many of the preproduction sketches that lead up to ships, weapons, and computer graphics that end up on screen for *ST:TNG*. We were also treated to an advance look of the new *ST:TNG Technical Manual* which will be released in October. It was due out in July, but Rick and Mike were swamped with work for the series and they wanted to further refine it to give us an incredible reference series. In some of their tales to the audience they let it be known that they show's prop makers try to use whatever they can find under the kitchen sink. Occasionally they have to spend some serious money on items like the *ENTERPRISE-C*. That little beauty cost about \$15,000.00 to construct.

One extremely self satisfactory moment was when Mike spotted a t-shirt I was wearing. The shirt was covered with graphics that can only be produced on a Macintosh computer, which happens to be one of the many little toys that Rick and Mike use in their day to day work environment. This was the perfect opportunity for me to learn a few secrets in the name of the Empire. Well okay, for myself first and then the Empire. Hey, I got my priorities you know! After the Q & A, Mike and I spent a little while chatting computer graphic programs, and a lot of other technical stuff. Let me tell you, I was one happy, singing, dancing little targ! I even had the opportunity to pass on a copy of *The DISRUPTOR!* to Mike, who commented quite favourably on it. KAI OKUDA! I even managed to coerce him into scrawling his address on a separate copy for myself. Little does he know what he's in for!

It was then off to lunch and catch the last bit of the Trek auction. The auction raised in excess of \$6,000.00 for the Motion Picture Retirement



Majel, Robin and William discuss Bill Shatner's toupee



Marina and Wil chatting away

Home. This being a pet cause for William Campbell, he was visibly moved by the generosity of the fans and their bidding frenzy.

From 3:00PM to 6:00PM there was a series of poolside Q & A periods hosted by Majel, Bill, Robin and Grace (hour 1), Wil, Marina, John, Eric and Carel (hour 2) and Gene, Majel and Bob Justman (hour 3). Except for the hot setting (you should see Marina in a bikini!) (yes, yes, I know this might sound sexist, but hey, I was under special orders from K'Tan to be on the lookout!) they were your typical Q & A sessions. Of note was a story told by William Campbell and Shatner's toupee or rather, *lack of* during the filming of *Squire of Gothos*. Yup, Campbell confirmed that even back then, Shatner had less hair than Sinead O'Connor.

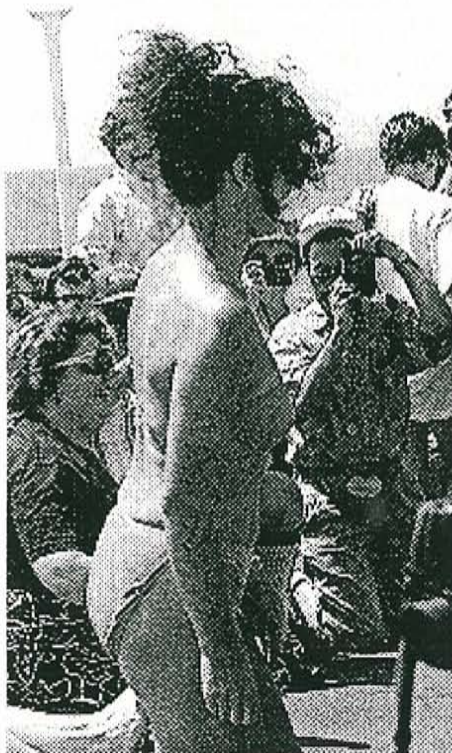
When Gene rolled on deck he was presented with a giant get well card that had been signed by just about every fan on board the ship and he was also presented, by the SeaTrek staff, a large crystal award commemorating the 25 years of Star Trek. This last Q & A ended on a high note when Gene was asked how he felt that in some television markets, the syndicated *ST:TNG* does so much better than the current crop of prime time network shows. He responded that he was extremely pleased that there is justice in this world. The crowd applauded that



Gene and Majel poolside

final response with a very long ovation.

Dinner that evening was a little strange with a lot of people acting extremely silly. Things like ... the girls at the next table doing weird things to their food, others involved in balloon fights, spilling things all over the place, napkin slapping, the waiters doing a can-can ... something wonderful must have been slipped into the water. Dinner ended with a lot of farewells to all the new friends we had met and hoped to meet in



Has anyone got any number 15 sunblock?

'93. We then made a mad dash to the ballroom for a special gala/cabaret put on by the stars. Wil Wheaton (oh joy!) juggled apples, Carel played a wonderful set of music on the piano (he wrote and performed some of the incidental music for the film *The Witches of Eastwick*), Eric Menyuk did an extremely raunchy and hilarious pseudo-pornographic routine. It would take too long to describe the whole routine except to say that it involved Robin Curtis, Wil Wheaton, a few loaves of french bread and a jousting match. This twenty minute piece had the entire audience pissing in their pants with laughter. Ask me for all the juicy details the next time you corner me in a bar. And for those who are not faint of heart or too prudish of mind I even have the whole thing on videotape.

What followed next were a few songs performed by Marina Sirtis'

boyfriend Michael. Marina even joined him for a duet on the current ballad single by the *Damn Yankees*. All I can say is that I'm grateful she didn't try to sing these songs solo.

The festivities wound down about midnight with some of the crowds heading off for one last buffet and the rest returning to their cabins for the undesirable task of packing all of their belongings into too few suitcases.

Day 7 : 9105.31

The last day of the cruise. By early morning the ship had docked at the port of Miami. Final farewells were said to all of our newfound friends (and enemies) as we quickly recounted to ourselves all of the high moments of this great cruise. For some it would be back to work or school by Monday. As part of our total tour package, K'ynda and I (along with about 90 other souls) would continue on towards The Kennedy Spaceport, Disney/MGM Studios, the Epcot Center, Universal Studios and Medieval Times. But that story will have to wait for another time.

In the final analysis, this SeaTrek '91 cruise was an experience neither one of would forget for a very long time. The credit card bills are proof of that. Seriously, K'ynda and I had an incredible time which I'm sure we will repeat in 1993 when SeaTrek will journey to Jamaica and the Grand Cayman Islands. SeaTrek organizers Ruthanne Devlin, Joe Motes, Carol Paige and their tireless staff did an incredible job of putting this all together. KAI SeaTrek '91!

End report.



A few of our silly dinner companions

Baird Searles

The Challenge of Science Fiction

Part 1

The author of *Epic, Films of Science Fiction and Fantasy, A Reader's Guide to Science Fiction* and the prolific book-reviewer for *Isaac Asimov's SF Magazine* talks about recent trends in sf publishing

Interview by Kevin Holden

WHAT IS HAPPENING TO THE SF BOOK MARKET?

It's been like any very small field that's gotten very big. It's actually very interesting because the whole point of science fiction, say back to mid-century, was to be as original as possible, to come up with a new idea. Isaac (Asimov), with the Foundation series were the onset, or Sturgeon with his incredibly new voice, or Bradbury. The new concept, or gimmick, or whatever you want to call it, is why they were so incredibly exciting. Now, what is bothering a lot of writers is not the new ideas, but, as with any field at any time, its "let's get what we can get the most money out of". Now, publishers are in the business for money, and I can't blame them, but when that first sf genre book hit the bestseller list, we were sunk. Because from then on the name of the game was the bestseller list, which means a lot of money. A month ago, there were three sf books on the bestseller list. Classic examples of pop fantasy. The complaint I would guess, from the authors, is all that editors want is for them to repeat what they had done successfully before, or else do what is selling well now. Every now and then you'll get a breakthrough, like the Dan Simmons Hyperion books, which is two books, but really one novel, which is an extraordinary achievement, but will also sell well enough to make the publishers realize it's worth following through on.

HAS SF BECOME MAINSTREAM?

Its not become mainstream, because it's still very much genre. But it is now a mass market product where before it wasn't. You could afford to be original before, now, its only by enormous luck where you can afford to be original, or if you're

somebody like David Brin, then you're powerful enough to do something like Earth...

SOME SAY THAT THE GOLDEN AGE OF SF IS 12. DOES IT LOSE ITS ABILITY TO INSPIRE THE IMAGINATION AS ONE GETS OLDER?

I'm 57, and I still remember the absolute joy of the first Planet stories (1946). It was like a rush of pure joy, and Lord knows its a longer and longer time between that feeling today. But every now and again I'll still get it, like the Julian May series, or Hyperion. Obviously, too, its an individual case. I know a lot of people who have "outgrown" science fiction. I suppose you can, if you suddenly run up against real life.

It worries me, in a way, that Sf has become a mass media. Because, when there were only a few of us nuts reading it, that was fine. It's a specialized taste. It requires a specialized mind, that can handle reality and non-reality both. Obviously, its affected some people rather strangely, and other people benefit from it. When you are in a small community, this is fine. But when you realize that X percentage of the population is feeding on Terry Brooks like an opiate, you start wondering about that population. I know that sounds snobbish, and I don't mean it as such. But 2% of the population addicted to sf is fine, and 20% makes you wonder about that society.

ARE SF AND FANTASY STILL SEPARATE GENRES?

They still retain enough of their separate identities. There have been brilliant blendings of the two. Marion Bradley and Julian May have done extraordinary amalgamations of the two, but they each retain enough of their own identities to be separate.

A NUMBER OF WRITERS HAVE

COMPLAINED LATELY THAT THEY DON'T SEEM TO BE ABLE TO GET THEIR EARLIER WORKS IN PRINT ANYMORE.

I ran the Science Fiction Shop in New York for 15 years. In that time I discovered that the readership consisted of 5% fans, the valuable ones, and 95% readers, who just bought books and kept their mouths shut. Of that, a certain percentage were knowledgeable, but a huge percentage were not. If they saw it was a reprint, that it was an old book, they thought they were going to be getting something like Buck Rogers. If it was from the 50's, they just didn't realize there was stuff being printed that was as sophisticated or more so than what is being done today. There's a dragons horde of jewelry out there, and all the current public knows is what is on the new releases shelf, and I frankly blame the public for being stupid.

WHAT OF THE RECENT TENDENCY TO MORE SEQUELS AND SERIES?

The field has always been series, Edgar Rice Burroughs, E.E. Doc Smith, so series are not new. If the old author wants to pick up an idea they thought they had finished with, you might get mixed results. You might say "Oh my God, why didn't he leave well enough alone", and then with others you might say, "Oh, well I'm really glad he took off again with that."

SF has always been broken down into the idea and the way the idea is presented. Form and format, matter and manner, and part of the challenge of science fiction is for the author to be creative enough to have an original idea, and enough of a writer to make a good story teller. That is the criteria to make a good story teller, that is the challenge of science fiction.

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REGISTRATION: \$20.00 before September 21, 1991; \$23.00 at the door. Saturday only - \$15.00, Sunday - \$12.00. For more information write to: **Con•cept, P.O. Box 405, Station H, Montreal, Quebec, Canada, H3G 2L1**, or call our info-line between 10:00AM and 10:00PM: **(514) 453-9455**

Note: Programming and guest appearances subject to change

GLITTERING RAGS AND SPACED-OUT THREADS

A Look at Masquerades and the Art of Costuming (part 3 of 3) by Sylvain St. Pierre (photos by author)

If you have been reading the past two articles in this series, you now know what to expect when registering for a convention masquerade and you should have some idea as to what the rules are. We also covered a few tricks of the trade, which leaves us to discuss only one minor detail: Making the Damn thing!

WHAT SHALL I WEAR?

In truth, I cannot tell you what your costume should be, for costuming is a matter of creativity as well as skill. The list of creations that have been successful in the past would fill these pages many times over and there would be little point in copying someone else's efforts, even if nobody finds out.

What I recommend for you to find out what your own special skills are and start from there. Are you good at drawing but a poor seamster? Then draw your costume and get help for the actual making. That is perfectly acceptable, as long as you give credit where credit is due. If you are visually oriented but poor in draftsmanship, one method used by costumers is to draw the outline of your ideas over an already existing human shape, like a medical drawing or such. Even better: find a large picture of yourself and cover it with a transparent plastic sheet. By using erasable plastic markers, several different concepts can be tried and both you and your construction team will know where you're going. Some great costumes, such as Monsffa member Capucine Plourde's "Queen Arisanna" are collective efforts. One person designs, another cuts, a third embroiders and a fourth will wire

the whole thing for light and sound. (My mother handled the sewing machine for me).

Some masquerades award special prizes for workmanship, so you could win something without even having to go on stage.

Perhaps your forte is in writing up dialogue. A good presentation can and will make up for a so-so costume. Derwin "The Mad Chef" Mak has won several awards over the years with only minimal outfits but witty sketches. Kim Kofnel, of Toronto, is also famous for her elaborate presentations, and has been hosting Ad Astra panels on this subject for several years now.

Please DO take your weaknesses into consideration when deciding upon our theme

I am legally blind, and cannot tolerate contact lenses: I made a fool of myself by wearing my bottle-bottoms with my first wizard costume. Do not make the same mistake! Today, I wear various fantasy masks to hide my handicap. (I hear that some people with the same problem have gone so far as to have their prescriptions done in period style!) Another anachronism to avoid; medieval hush puppies! Far better to go barefoot instead, trust me.

You should also be realistic about your body shape when looking for ideas. Unless you have a very good gimmick, you will find that a two-hundred pound half-naked slave girl has little chance of becoming the Emperor's next favorite. Yet one full-figured Ottawa fan has appeared as "Callahan's Daughter" and "Mother Nature" with considerable success. If you are a little chubby, why not come as Vultan, Friar Tuck, or somebody from Jupiter?

Un problème particulier à certains

Montréalais concerne la langue de l'évènement. La plupart des mascarades de nos jours se déroulent en Anglais. Personnellement, je le parle avec un fort accent; ce qui peut être idéal pour certaines présentations, mais fâcheux pour d'autres. Il peut également arriver que ma grammaire s'embrouille et que les spectateurs y perdent leur latin... La solution? Au lieu d'un long discours, concentrez-vous plutôt sur les effrets sonores, ou alors, demandez à un copain Anglophone d'enregistrer le texte à votre place et pratiquez le doublage.

And now in English: An unusual problem that some Montrealers are likely to encounter is that of language. At the moment most masquerades are part of conventions held in English. Personally, I speak it with a very noticeable French accent, which may be fine for some presentations but inappropriate for others. Also, my grammar tends to get mixed up when I am nervous and/or excited and I end up sounding like a character out of Star Wars, without the benefit of subtitles! The solution? Rely on sound-effects instead, or have an Anglo friend record your presentation and practice lip-syncing.

I am not very tolerant of people who claim that they are prevented from masquerading because of such minor deficiencies. At least not since the day I saw a girl in full fantasy regalia roll by in her wheelchair at First Millennium.

Unless you want to invest in really far-out special effects, like dry-ice fog, setting up the presentation proper is not likely to set you back by much. If you are careful, the materials to build your costume need not be expensive either. Remember that you will wear the thing only on

special occasions; it matters little if the fabric is not first quality.

Glittering baubles can be bought very cheaply at after-Christmas sales and costumers knew about recycling long before it became fashionable. It's amazing what you can do with aluminum foil and leftover nuclear waste!

Incidentally, this is a good spot to clarify the difference between Masquerades and Hall Costumes (Or "Corricostumes" as we now call them in Montreal). A corricostume is something that you could wear on the street and live in all day long, were it not for the fact that the mundanes would probably lock you away. It therefore needs to be both sturdy and comfortable. For close range viewing, you may also want to include a lot of detail. When you enter a masquerade, you will hardly ever come within ten, or even twenty feet of the judges. The clever stitches and fine embroideries will be completely lost on them. This is why so many presentations are on the flashy side; to still look good from far away. Also, since you should wear a masquerade costume for only a few hours, hopefully, you can bear a little (or a lot if you can take it) discomfort and take a cold shower after the show. Never forget, however, what we have already said in part 2 of this series, about rickety constructions and bodily functions!

One last costuming helper that we shall explore is makeup. This item would justify a series of articles in itself, but I am not qualified in this department. Maplecon has always been strong in that field and I recommend that you attend one of their excellent panels on the subject if you are so interested in this particular aspect of costuming.

The use of makeup can go a long way in enhancing your make believe personae, either with a simple simulated scar or burn, or a complex Imperial Klingon with fully blended latex prosthetic. Be warned that the ever-popular green skin look is very difficult to apply smoothly and tends to be somewhat messy.

To concluded this series, I believe that we should cover a topic likely to interest all would-be costumers: How is the judging done? Well, it

depends mostly on the masquerade. At Concept we presently use a grid where originality, craftsmanship and presentation are evaluated on a 1-5 scale. We thus cover the major aspects of the art and give a chance to those people whose talents run stronger in a given area. We hand out ceramic trophies to winners of first, second and third places, and a framed certificate goes to the fourth place or Honorable mention.

Larger masquerades often award prizes according to themes and categories-Best Science Fiction, Best Fantasy, Best Re-Creation, etc. Very often, the exact titles of the awards will be determined by the line-up, which cannot be known in advance. For example, a special category can be created if a lot of people turn up in Starfleet uniforms. Your judges are almost always three in number, in order to split ties, and unless they are professional costumers, you will find that their judgement is highly subjective. Given the close mutual ties of Eastern Canadian fandom, you will often see the same act/costume being presented in Toronto, Ottawa, and Montreal, and get very different ratings in each place. It is one of the rules of the game and you should not let it discourage you.

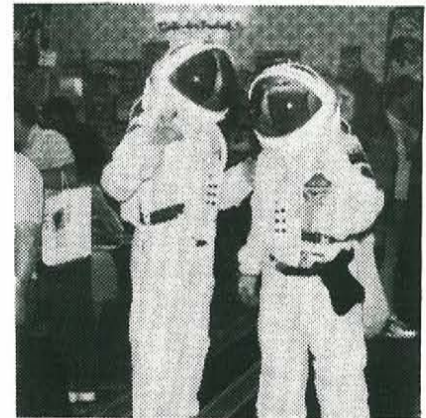
So, grab those scissors, people, and those cans of Glo-Goo, those sequins and rivets, that purple velvet and sheet metal, spin those dreams of yours, distill wonders, for a few hours, you shall live as a FAN.



Hall costumes should be comfortable.



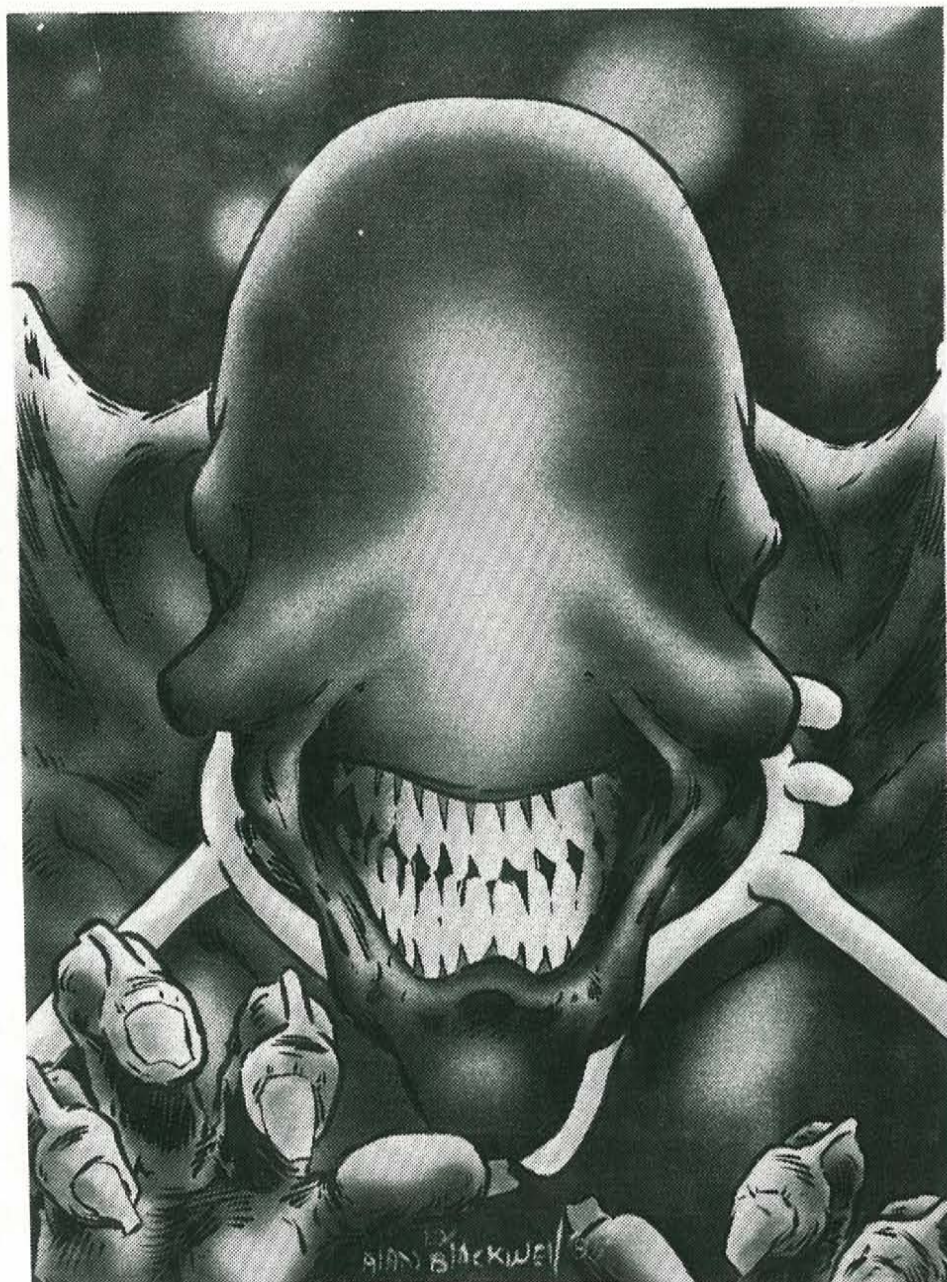
Masks can hide eyeglasses so as not to detract from the costume.





Main Viewscreen is a semi-regular feature of *Warp* which showcases the artwork of MonSFFA members and members of fandom in general.

In this issue, MV features the work of semi-pro artist Alain Langlois, who goes by the fannish name "Blackwell." Based in Montreal, his credits include work for *Rock and Roll Comics* and *Solaris* magazine.



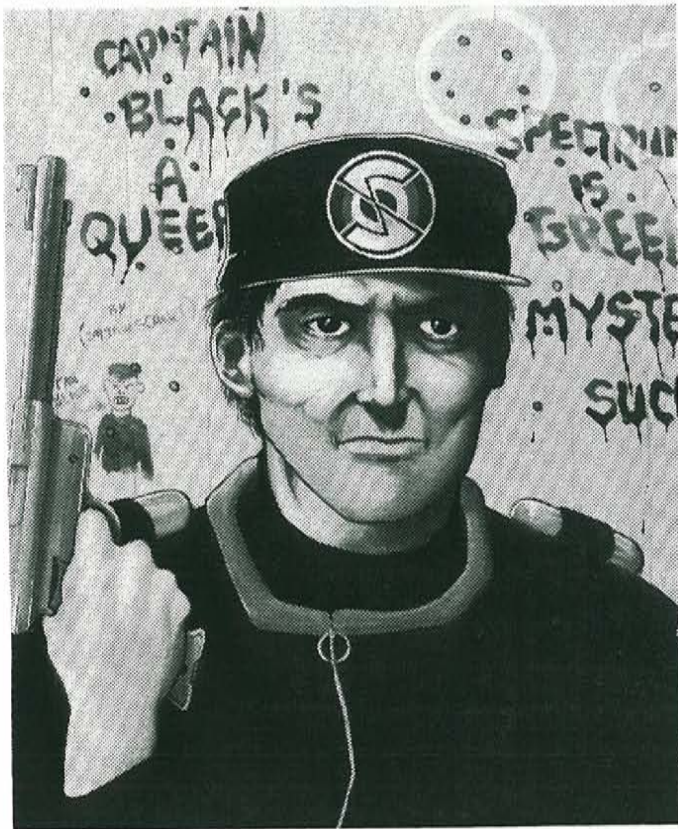
Alien Too (1988)



Real Danger (1987)



Where am I? (1988)



Captain Black (1990)



Fly by Night (1990)

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

Information for this article was culled primarily from The Montreal Gazette, The OSFS Statement, Starlog and the general fandom grapevine.

The Lost, Found, then Lost Again Squadron!

Bermuda Triangle devotees will be pleased to hear that their favourite geometric cryptograph is still in business. The mysterious disappearance of Flight 19 remains a mystery!

It was believed, for a few weeks there, that five plane wrecks located under about 200 meters of ocean some 16 kilometers northeast of Fort Lauderdale, Florida, were the remains of fabled Flight 19. Closer examination of the wrecks, however, revealed that the planes were not the five ill-fated TBM Avengers that vanished without a trace while on a training mission in Bermuda Triangle airspace in December of 1945.

Graham Hawkes, leader of a team of treasure hunters aboard the vessel *Deep See*, says that a closer look showed at least some of the downed planes to be earlier-model TBF-1's, not the TBM's used on Flight 19. Also, one of the planes bore the number 28, the same number as Flight 19's lead plane, and this coincidence led the team, initially, to believe they had indeed found the famous Lost Squadron. Hawkes now figures that the planes *Deep See* discovered didn't even crash together, but rather individually over a period of several years.

Next *Star Wars* Trilogy to be Made

After years of rumour, speculation and hinting, some of it originating with George Lucas himself, it's official: A second *Star Wars* trilogy will be made!

Lucasfilm spokeswoman Lynne Hale confirms that Lucas plans to develop and produce another three *ST* movies. Once several current Lucasfilm projects (including the *Young Indiana Jones Chronicles*, an hour-long TV series scheduled to premiere on ABC next year) are completed, work on the *ST* movies will begin and they'll be completed over a span of about five years.

It is strongly rumoured that this trilogy will be a prequel to *Star Wars* and it's sequels *Empire* and *Jedi*, which together have brought in an astonishing \$1.4 billion to date, more than any other Hollywood movie series. May the force be with'em!

Star Trek Stuff

Copies of an early draft of the *Trek VI* script, somehow procured

from writer/director Nicholas Meyer's office, are making the rounds at conventions and have some fans clamouring for details and others not wanting to know anything for fear of ruining their enjoyment of the movie. If you fall into the latter category, don't read this!

The story is described as a perestroika-esque tale of the break-up of the Klingon empire under a Gorbachev-like leader who is negotiating a peace with the Federation. Briefly, it involves our fearless crew in those peace talks. While at the talks, being held at Kittimer (we're unsure of the spelling here), the Klingon ambassador is murdered and Kirk and McCoy are accused of having offed him. They are tried (their defense attorney is Worf's grandfather and is played by Michael Dorn),



Flight 19 shortly after it disappeared over the Bermuda Triangle

convicted and sent to a penal planet (an ice world). They must escape, prove their innocence and find the real killers. The bulk of the movie is devoted to this process. Turns out Saavik is involved in a Romulan plot to sabotage the peace talks! And, the *Excelsior*, captained by Sulu, rescues the Klingon survivors of a Romulan raid on Kittimer, one of which is an infant Worf.

The action is fast and furious from beginning to end and the Kittimer rescue ties the classic and new *Treks* together nicely. No mention of a wife for Spock, though (reliable sources have indicated that there *will* be a Mrs. Spock in the film; she'll be played by Canadian actress Kim Cattrall), in this version; it's a good bet that subsequent drafts have included a few changes.

It's said that Leonard Nimoy—who is Executive Producer of *Trek VI*, by the way—has been holding out for a million bucks to appear as Spock in *ST:TNG*. So far, the producers have been reluctant. It's now said, however, that Nimoy *may* agree to appear (along with DeForrest Kelley) in the fifth season premiere for much less money in order to generate interest in the movie, which will be coming out on December 13, a couple of months after the start of the fifth season. The rest of the Klingon-civil-war cliffhanger has yet to be written, however.

CanFandom

Duncan MacGregor, in the June '91 issue of the *OSFS Statement* (Number 168), reports that there is good news and bad news concerning Ottawa's long-running Maplecon sf/f-comics convention.

Maplecon, which expected to see its twelfth incarnation this year after being postponed last year, is no more. It has been replaced by a smaller, scaled-down con, scheduled for October 25 through 27, 1991, and dubbed "O'Conada." This new convention will cap membership at 300. "This may be further reduced later," adds Duncan

without elaborating. Space for gamers will not be available and only one track of programming will run. An Art Show, Dealers' Room, Masquerade and Video Room will operate as always except that the Art Show and Dealers' Room won't be open the Friday evening. O'Conada will "almost certainly" be held at downtown Ottawa's Minto Place Suite Hotel, site of last year's successful and much lauded relaxicon, Convalescence. Other hotels have been looked into should the Minto not be available. Maplecon 12 memberships already purchased and not fulfilled at the Bizarre Bazaars (fund-raisers for Maplecon) will be honoured at O'Conada. Henceforth, memberships are rising: \$25.00 advance and \$30.00 at-the-door are listed. At this time, no major guests are announced, but Linda Ross-Mansfield (Winnipeg in '94 committee member) is a possibility.

Writes Janet Hetherington in a related article: "Maplecon will be reborn as O'Conada!...In its heyday, Maplecon attracted over 1000 people; in recent years, attendance has declined and rather than take this as a negative aspect, OFI (Ottawa Fandom Inc.) has decided to make our convention smaller and more intimate, *by design*. Emphasis will be put on workshops, group discussions and other fannish activities like filking, costuming, networking in the Con-Suite, and the like."

Janet explains that the decision to scale-down Ottawa's principle con was come to after an evaluation was made of the market, and of available financial and human resources. She promises promo-flyers and a progress report soon.

Both Duncan and Janet urge Ottawa and area fandom to support the new con. "O'Conada will only be as successful as you make it," says Janet.

Note: While at Ad Astra over the July 5-7 weekend, Maplecon-cum-O'Conada chair Andre Lieven was asked to comment on the *Statement's* articles. He

confirmed that they are essentially accurate, but added that since their publication an executive decision has been made to deep-six the name O'Conada and retain Maplecon; the convention now carries the title Maplecon '91. Also, he figures the chances of the con being held at the Minto are pretty slim and that the Chimo Hotel will probably be Maplecon '91's site.

For info write to: P.O. Box 20235, 390 Rideau Street East, Ottawa, Ontario, K1N 9P4. For our part, Montreal fandom wishes O'Conada/Maplecon '91/Whatevercon all the best.

Tidbits

It was commonly believed that Michael J. Fox would be playing Robin in *Batman II*, but it seems that the producers want a female Robin and Winona Ryder is being pursued to play her. A more bizarre rumour has casting directors searching for a young, unknown, black actor to play the Boy Wonder.

Computer giants IBM and Apple have agreed to combine their technologies and produce new machines which will boast the best features of both their lines. These machines would be on the market in a few years. The two also agreed to work towards making their current products more compatible.

Douglas Adam's is said to be coming out with another *Hitchhiker's* book after swearing that he was done with the popular series. He says that so many great ideas have been jumping into his head, but that he's dismissed them because they were *Hitchhiker's* ideas. Finally, he decided the ideas were too good to pass up: the new book, due out in late '92, is called *Mostly Harmless*.

Terminator 2, also known as "Arnie Get Your Gun," is doing boffo box office, bringing in some 53 million bucks over its opening weekend, second only to *Batman*.

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.

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