

AUTUMN 1992, VOLUME 6, NUMBER 3

14¢

# WARP

## 21

The Official Newsletter of the Montreal Science Fiction & Fantasy Association

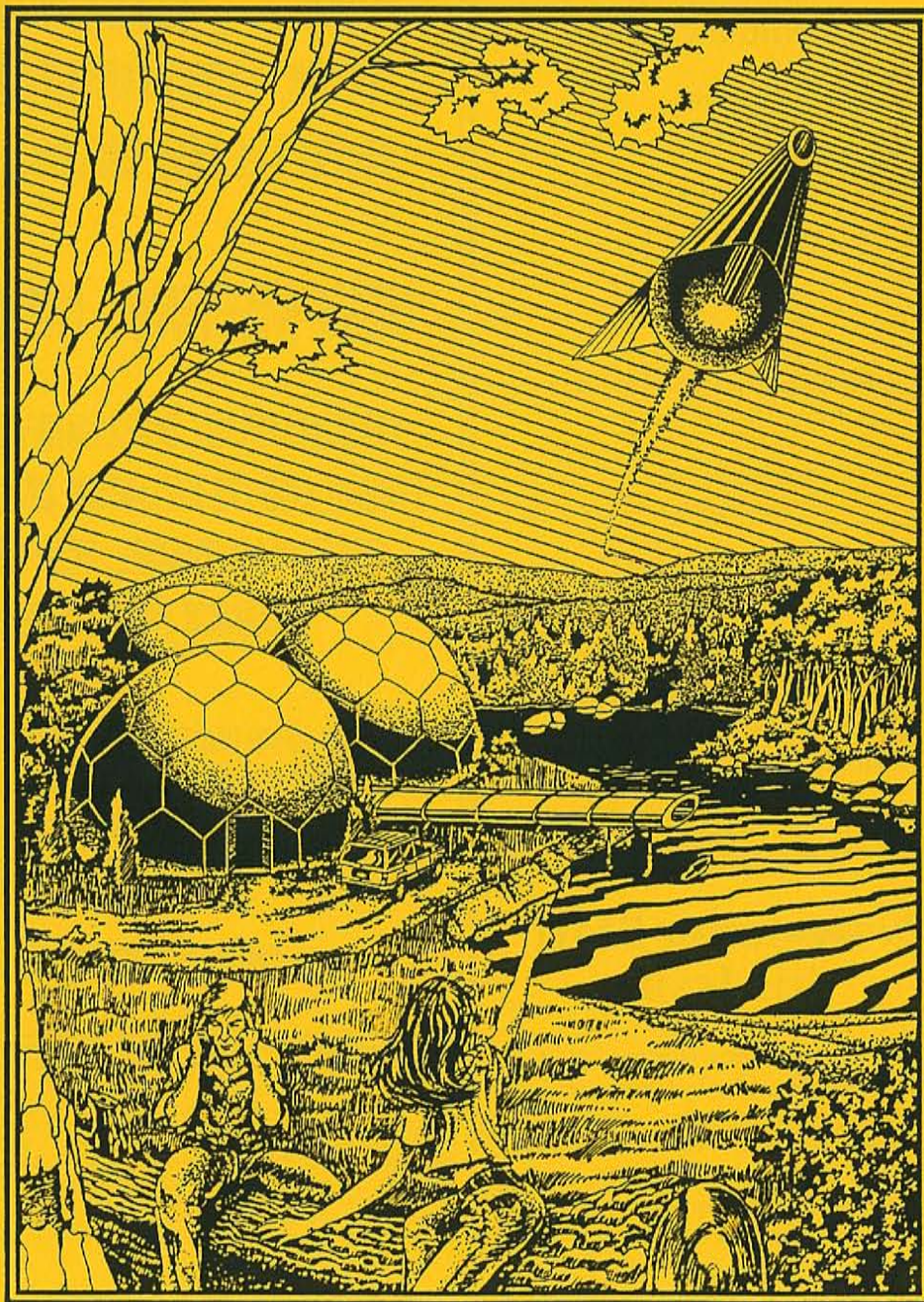
## IN THIS ISSUE

LATEST TREK NEWS

PART 3 OF BRYAN  
EKERS' TREKING SHORT  
STORY, "PRANKSTER"

CANFANDOM

BOOK AND MOVIE  
REVIEWS, AND OTHER  
NEAT STUFF!



# Roll Call

## MonSFFA's Executive Committee

**President**  
Keith G. Braithwaite

**Vice-President**  
Lynda Pelley

**Treasurer**  
Sylvain St-Pierre

## MonSFFA's Appointed Officers

**Activities**  
Sue Dunlop

**Secretary**  
Bryan Ekers

**Membership**  
Sylvain St-Pierre

**Public Relations and Advertising**  
Position to be filled

**Mailing Manager**  
Colleen Magnussen

**Munchie Maiden**  
Trudie Mason

**Advisors**  
Michael Masella, Joseph Aspler,  
Kevin Holden, Linda Huntoon,  
Andrew Weitzman, Marc Durocher,  
Zsuzsanna-Lynda Bathory

## Newsletter Staff this Issue

John Matthias, Kevin Holden: Editors  
Michael Masella: Macintosh Guru  
Keith Braithwaite: Assistant Editor

**Cover up:** One of member Stéphane Turgeon's interior illustrations for the book *La Loi du Miroir* graces our cover this issue. We hope to feature more of Stéphane's intricate line and pointilism technique in future issues.

# 1992 MonSFFA GENERAL MEETING SCHEDULE

**ALL MEETINGS HELD SUNDAYS,  
1:00PM ~ 4:30PM AT DOWNTOWN  
YMCA, 1450 STANLEY ST. (ACROSS  
FROM THE PEEL METRO), ROOM 307**

**NEXT MEETING: NOVEMBER 15**

**PROGRAMMING: DISCUSSION ON ARTHURIAN  
LEGEND AND ITS INFLUENCE ON CONTEMPORARY  
FANTASY LITERATURE; POST-CON •CEPT '92  
FEEDBACK PANEL; VIDEO; MORE**

**DECEMBER 13 MEETING: CHRISTMAS PARTY! ( WE MAY MOVE THIS  
PARTY TO FRIDAY THE 11TH, OR SATURDAY THE 12TH, EVENING,  
AND HOLD IT AT A DOWNTOWN BAR/RESTAURANT.  
WE'RE WORKING ON IT! STAY TUNED.)**

**CON •CEPT 1992 DATES: OCTOBER 17, 18**

JANUARY

19

FEBRUARY

16

MARCH

15

APRIL 12

TransWarp  
10:00 - 10:00

MAY

10

JUNE

14

AUGUST

16

SEPTEMBER

20

NOVEMBER

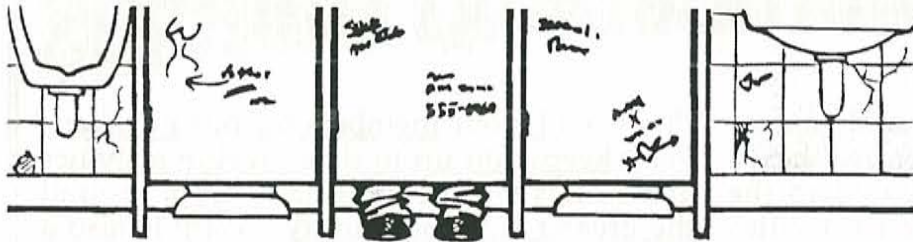
15

DECEMBER

13

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 \$12.00 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. Punctuality is the thief of time—Oscar Wilde

# From the CENTER Seat



Question: "What comes after two days of cloud and rain?"

Answer: "Monday."

Man, that was a short summer! Lasted all of two, three days. But how 'bout that full-colour cover last issue, eh?! Cool! Thanks go out to: the artist, Jean-Pierre Normand; Berny Reischl, who did the photo-ready work and arranged to have the cover printed; and John Matthias, Kevin Holden and Mike Masella, who put the issue, our 20th, together. Applause all around. Funds permitting, we'd like to run another colour cover sometime soon, perhaps for our 25th issue.

With that 20th issue, we began using a chronological numbering system as the means of identifying each issue of *Warp*, thus doing away with our old (and somewhat confusing, we've been told) month-of-publication system, in which the number under the *Warp* name referred to the month in which that issue was published (a *Warp 1* would be a January issue, *Warp 2* February, etc.). Henceforth, *Warps* should be much easier to identify—this issue, *Warp 21*, is our 21st issue; the next one will be *Warp 22*, and so on.

We received word from the YMCA, a little while back, that they intend to raise their room rental rates. In MonSFFA's case, the rate hike would take effect at the end of our current contract with the "Y", which takes us until December of this year. After that, the "Y"'s per-meeting rental rate will skyrocket to something like \$150.00—we're currently paying \$50.00. Clearly, such an increase is far beyond our budgetary capabilities, therefore your club officers and I began the process of finding a new meeting hall, one more in keeping with what

the club can afford. After checking out a number of possibilities, we've concluded that our most favourable option is the Maritime Hotel (site of the first two Con•cept conventions) at the corner of Guy Street and René Lévesque (Dorchester) Boulevard. It will cost us a bit more than we're now paying at the "Y", but nowhere near what we'd pay if we decided to stay with the "Y" next year. MonSFFA's treasurer, Sylvain St-Pierre, has studied the club's books and revenue projections and concluded that we *can* afford to pay that little bit more for a meeting hall. The great advantage, we feel, to moving to the Maritime is that it is a larger and much, much nicer facility. And, we'll get a couple more hours a month of meeting time with the deal. Also, we're able to maintain the advantages of a downtown location, secure bookings, and easy meeting-cancellation-and-rescheduling options, which we have with the "Y", but were obstacles at many of the other places we looked into.

Included in your May mailing was a copy of the program schedule for the TransWarp Mega-Meeting. If you didn't make it to TransWarp, that's what you missed; if you were there, consider it a souvenir. I'm very pleased with TransWarp. MonSFFA, the Warp Nine club, the local K.A.G. chapter, The High Council of Gallifrey, and the Animation club (Japanimation fans) pooled their resources and talent to put together a full day of sf/f fun. Numerous discussion panels, a video room, and a display of art, models and collectibles entertained the roughly 125 people who showed up. A good time was had by all, and in the end, a little over \$140.00 of TransWarp's profits were directed to the Sun Youth charity. The

sponsoring clubs, too, raised money to help fund their activities, primarily through an sf/f collectibles auction held in the afternoon. MonSFFA brought in over \$250.00 for itself and we were able to donate about \$95.00 of that to Con•cept '92.

And speaking of Con•cept '92, it's not all that far off. Support fandom in your town; attend! Looks like this year's con will be the best one yet. (See "MonSFFandom" for more on Con•cept.)

Addendum: This issue was supposed to come out at the end of July, but was delayed because of computer problems (and a certain measure of summer apathy). Sorry. Some of what you'll read in this *Warp* will be a bit dated.

Some happy and some very sad news came my way since the last issue. Long-time members Kevin Holden and Trudie Mason are engaged to be married! Kev popped the question back in early May in my living room. Trudie, who is a broadcast journalist and talks for a living, was speechless—first time I've ever seen her unable to utter a syllable. May they live long and prosper—sorry, but I just couldn't resist bringing *Trek* into this somehow (they met, after all, through this club's predecessor, The Montreal Star Trek Association). At the opposite end of the spectrum comes very sad news: member Lou Israel lost his beloved Diane Haskin on June 16, victim of a tragic highway accident. The loss of a loved one, particularly so unexpectedly, is one of the most emotionally devastating events that a person will go through. There is little that can be said in way of comfort at such a time; perhaps only that, in time, the pain *will* pass, giving way to fond memories. Our sympathies are with Lou, and with Diane's family.

Keith Braithwaite  
President, MonSFFA

# MonSFFA Membership Benefits

The Montreal Science Fiction and Fantasy Association (MonSFFA) is a Montreal-based non-profit organization dedicated to the enjoyment and promotion of all activities which engage and support the interests of science fiction and fantasy fans. The benefits of membership in MonSFFA include:

## Membership Card

Your MonSFFA membership card identifies you as a MonSFFA member, allows you free admittance to the club's monthly events and entitles you to certain discounts at sf/f-oriented retailers participating in MonSFFA's discount program!

## Monthly Events

Attend MonSFFA's regularly scheduled events, held about every month (except during the summer), and meet other sf/f fans! Share interests, exchange ideas, view current and classic sf/f movies and TV shows, enjoy guest speakers and special presentations, participate in workshops and discussion panels, get involved in various club projects, and more!

## Discount Program

As a member of MonSFFA, you are in a position to save on your sf/f purchases, and your membership pays for itself within the year! If you buy and average of only \$4.00 worth of sf/f books, comics, collectibles, gaming and hobby items, etc. per week, your yearly MonSFFA membership will pay for itself in discount savings within the year! Full details of the discount program are printed in each issue of MonSFFA's newsletter.

## Newsletter

You will receive a one-year subscription (six issues) to MonSFFA's newsletter, Warp!

Produced by our members for our members, Warp keeps you up to date on club activities and brings you general news from around the greater sf/f community! Warp is also a forum for you, the members—we want your book and movie reviews, opinion columns, short fiction and humour, artwork, etc! And, as a MonSFFA member, you are entitled to place (non-commercial) ads in Warp at no charge—sell your old sf book collection, announce that you're looking for gaming partners, or whatever!

As a MonSFFA member, you'll enjoy these *benefits and more!*

MonSFFA is administered, on behalf of all of its members, by an executive committee, who are empowered to appoint officers and advisors to assist them with the operation of the club. Executive committee members are elected annually by vote of the general membership; any member in good standing may run for office.

The fee for a one-year membership in MonSFFA is currently \$20.00.

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

## MonSFFA Discount Program

Listed on the next page are the sf/f-oriented retailers/dealers participating in the **MonSFFA Discount Program**. *We encourage members to frequent these establishments.* A valid MonSFFA membership card must be presented in order to take advantage of the discounts offered under this program. (Note: Certain exceptions with regard to the MonSFFA Discount Program may exist at some of these establishments. Conditions subject to change.)

# MonSFFA Discount Program

**1,000,000**  
COMIX

• NEW AND OLD COMICS  
• OPEN 7 DAYS A WEEK

3846 Jean Talon E.  
Montreal, Qc., H2A 1Y4  
(514) 725-1355

20% off on most merchandise.

**GALAXY ENTERPRISES** Paul Bennett

Box 17 R.R.2  
Dunnville, Ont.  
N1A 2W2, Canada  
Tel: 416-774-8337

Importers of Fine  
Sci-fi Model Kits,  
Toys and Collectibles  
Fax: 416-774-8495

10% off on most items (include your name, MonSFFA membership number and expiration date when ordering).

**OAS III**

Fred Albert

OAS Rocketry Division,  
Suite 606, 116 Albert Street,  
Ontario, Ontario, K1P 5G3  
(613) 233-1159 Fax (613) 830-5811

10% off on all orders (include your name, MonSFFA membership number and expiration date when ordering).

**COMPUTCENTRE**

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

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

**EL PASO KOMIX**

LENDRIOT OUL'HOUME ARAGONEE  
LES HISTOIRES DE SES  
SUPER-HÉROS FAVORIS

WHERE SPIDEY READS THE  
STORIES OF HIS FAVORITE  
SUPERHEROES

Ouvvert 7 jours/semaine  
Open 7 days a week

2432 Sauvé E., Montreal (514) 385-6714

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

**HOBBY INTERNATIONAL INC.**

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

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

**The New Frontier**  
Science Fiction & Space Model Kits

Send \$1.00 for our latest catalogue

P.O. Box 26076, 62-64 Robertson Rd.,  
Nepean, Ontario, K2H 9R0

10% off on most items, 15% at cons and shows (include your name, MonSFFA membership number and expiration date when ordering).

**JOUETS**

**Kangourou**  
HOBBIES

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

Role Playing Games  
New & Old Comics  
Bags & Supplies  
Retail & Wholesale

4210 Decarie  
Montreal Que. H4A 3K3  
489-4009

**KOMICO**  
One Block South of Villa Maria Metro

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

**L.A. BOOKS** LIBRAIRIE ASTRO ENRG

USED AND COLLECTIBLE BOOKS • COMICS • RECORDS

• 1844 St. Catherine Ouest, Montreal, Qué. (514) 932-1139  
• 5345 boul. Décarie, Montreal, Qué. (514) 484-0666  
• 1070 rue Notre-Dame, Lachine, Qué. (514) 637-0733

10% off on most merchandise.

**MARS**

COMICS  
RECORDS (IMPORTS)  
COLLECTOR'S ITEMS  
CARD'S

BANDES DESSINEES  
SCIENCE FICTION  
CASSETTES VIDEOS  
POSTERS

537 A St Catherine W  
metro McGill 844-4329

Between 10% and 15% off on most merchandise.

**BULA NEBULA NEBULA**

More than a SCIENCE FICTION  
bookshop...

7 days/week

1452 St. Mathieu Montreal H3H 2H9  
(metro Guy) (514) 932-3930

10% off on everything except imports and magazines.

**METROPOLIS**  
comics cards

"Montreal's Finest Selection of Silver & Golden Age Comics"

1418 Pierce, Montreal, Qc H3H 2K2 989-9587

10% off on new issues and specialty books.

**FANTASIE FICION FANTASIE**

Le plus grand choix  
de livres  
B.D. techniques  
leur de la  
science-fiction  
et plus

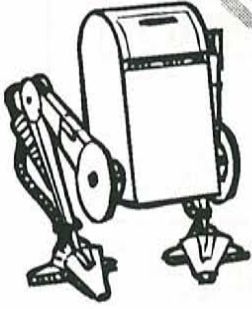
2150 St-Hubert, Montreal, Quebec H3H 2H1 ☎ (514) 273-0081  
METRO JEAN TALON

10% off on most merchandise. Does not apply to discounts already offered by this establishment.

**1,000,000**  
COMIX

5164 Queen Mary Road  
372 Sherbrooke Street W.

20% off on most merchandise.



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.

*Because of the unfortunate delay in the production of this issue of Warp, letters received several months ago are only now, here, in print. Some of the discussion, therefore, is a bit dated. But, as the saying goes, better late than never!—Ed*

Dear Keith, Kevin, Lynda, and all MonSFFen,

For a very long time now I have wished to write a letter to all of you, but couldn't find the time. *Warp 2* (February 1992, Volume 6, Number 1, 19th Issue) was the "kicker," though, that made me sit down and type this letter. Some of you may know me. I'm Chris Chartier, president of Warp Nine (a local sf/f media fan club—Ed). Yeah, the competition (ha!). There are a few things that I would like to mention.

Firstly, congrats to Keith Braithwaite on being asked to be Fan Guest of Honour at this year's Maplecon. When you are in fandom, nothing commands as much respect as being asked to be a FGoH at a convention. I know (and I am sure you do, too) how much Keith has done in the few years that he has been involved in Montreal fandom. He, with MonSFFA, has brought fandom in Montreal from a dwindling few to an organized many. Well done! And may I say "keep up the good work."

Let me, before changing topics, tell you a little story. As you may or

may not know, Warp Nine is about one and half years old, but had started about three and a half years ago. But at that time, MonSTA (Montreal Star Trek Association, predecessor to MonSFFA—Ed) was...well, making it tough to recruit members (we would put flyers up and they would destroy them, tell their members not to join our club, etc.). We lasted about four months, three members. Then Keith contacted me about a year ago. Well, I had reservations, of course, having been shafted the first time, but Keith was so easy to talk to and so great that this changed my attitude about Montreal fandom. It was back to working with the Montreal clubs. Because of Keith, MonSFFA and Warp Nine (along with K.A.G., The High Council of Gallifrey, and Fanimation) worked together to give you TransWarp, which I will talk about later. To Keith, and MonSFFA, thanks and keep up the "most excellent work, dude." The only thing that upset me last year is that, due to time limitations, Warp Nine could not help much at Con•cept; we will try to change that this year!

I was impressed with *Warp 2*. It was great! MonSFFA should take the time to submit to the Hugo (if you haven't done so already). I think you have a darn good chance of winning for best fanzine, or semi-prozine. I trade with over 30 clubs (Canada, USA, England, Austria) and I think *Warp* is the second best 'zine out there. *Warp 2* beat my number one choice, a Texas 'zine put out by ORAC, in February, though. So if *Warp* continues the way it has...hmmm? (By the way, on my own scale I rate Warp Nine's 'zine, *Warp Factor*, fifth). Montreal is very fortunate, I think, to have three really good clubs that produce three really great fanzines: MonSFFA (*Warp*), Warp Nine (*Warp Factor*) and The High Council of Gallifrey (*Foreman Report*). I'd like to also add *Disruptor!* (K.A.G. Kanada's 'zine), but I think they base themselves in Ontario. Great work; I look forward to some more excellent *Warp*s.

I'd also like to thank all of MonSFFA's membership for making TransWarp work so great. Full co-operation from all the club heads made this possible. This is what I like to see, the majority of clubs from an area working together. Such is not the case in some areas, where the clubs bicker and fight amongst

themselves. That *does not* benefit the fans and will often alienate them from the clubs if it looks like the clubs cannot even get along. Working together is a very, very good thing. It proves to the fans that we are working for them and this, in turn, benefits everyone. I look forward to once again working with the other groups.

What is interesting about all of this (TransWarp) is that it started from a misunderstanding that both MonSFFA and Warp Nine had scheduled meetings on the same day. That brilliant Kevin Holden pointed out that instead of making our members (we have some crossover members) run back and forth, we should have one mega-meeting. Ta-da! It was done.

Well, enough of me babbling. Hope you enjoyed TransWarp. On behalf of Warp Nine, I wish to thank all of you.

Chris Chartier  
President, Warp Nine  
Montreal, Quebec

*Thanks very much for your letter, Chris, and greetings to Warp Nine from all of us here at MonSFFA. Keith thanks you for your very complimentary words, but wants to be sure that the many other people involved in MonSFFA over the years—too numerous to list here—get the nod for all of their efforts as well. The whole bunch of us—MonSFFen, W9ers, Kagsters, etc.—have made fandom in this city what it is today, so congrats all around. As to your "little story," such sabotaging of one organization by another is most certainly unacceptable behavior. There were a few people, during our MonSTA days, who turned out to be, shall we say, less than forthright. They have long since departed the scene and MonSFFA's policy these past years has been one of co-operation with other groups, not competition. Sorry our two clubs got off to such a shaky start vis-a-vis co-existence; glad to see that a spirit of co-operation and friendship reigns today. Disruptor! is put together largely here in Montreal by MonSFFA's Berny Reischl, who also happens to be the local K.A.G. kommander. So make that "four really great fanzines." Do babble again.—Ed*

Mes amis de l'AMonSFF,

Merci pour votre lettre que j'ai reçu avec la revue *Warp* de février. Je

m'excuse si j'ai oublié de renouveler mon abonnement plus tôt. Vous trouverez ci-inclus mon paiement. J'ai reçu votre lettre il ya quelques jours déjà, mais je voulais attendre d'avoir assisté à la "Creation Convention" (avec Brent Spiner) pour vous faire part de mes commentaires.

Complète deception! Voilà qui résume très bien mes sentiments concernant cette journée. Tel que mentionné précédemment dans *Warp*, cette convention ne répond pas du tout aux attentes des participants. Et, à 20.00\$ par jour c'est quasiment du vol! Tout d'abord la salle des vendeurs était tellement petite en comparaison avec le nombre de personnes qu'on avait du mal à s'y déplacer. De plus, il n'y avait rien de vraiment exceptionnel et plusieurs prix m'ont semblés assez exorbitants.

Il y avait un manque total d'organisation, une programmation limitée à une seule salle et aucun moyen d'aller dîner sans risqué de perdre sa place dans la salle. Je tiens à signaler que tout ceux assis dans la seconde partie de la salle n'ont pas du entendre ni voir grand chose sur la scène. Quand aux vidéos présentés sur un écran minuscule, il ne s'agissait que d'un ramassis d'épisode TV et films que tous les fans ont certainement déjà vu. De plus, à certain moment la musique était tellement forte qu'on avait peine à la supporter.

Une des raisons qui m'attirait à cet événement était la présence de Data. L'arrivé de celui-ci n'était scédulé que pour 6h PM! A mon avis il y aurait du y avoir plus d'une visite dans la journée. Je n'ai jamais assisté auparavant à de telle convention. Aussi, je m'attendais à voir Data et non Brent Spiner, l'acteur. Je fut très déçu de le voir uniquement en civil et non en uniforme de *Star Trek: The Next Generation*. Heureusement, il était bien sympathique et amusant. Toutefois, sa prestation était trop tardive et trop courte.

Si je compare à Con•cept, nous avons là un bien meilleur produit, 100 ou 1000 fois mieux que cette "Creation." A mon avis c'est ma première et sans doute dernière (Creation) auquel j'assiste. Heureusement nous avons Con•cept. Bravo à toute l'équipe qui sait vraiment comment organiser une vraie convention avec une

programmation intéressante et diversifiée, de nombreux invités et une mascarade formidable!

Je termine maintenant et à bientôt,

Daniel Chateauvert  
Montreal, Quebec

*Tu n'es pas le seul à avoir été désappointé par le "Creation Con;" plusieurs autres fans sont également de ton avis. Nous sommes heureux que vous ayez apprécié Con•cept et espérons vous revoir les 17 et 18 octobre prochains. Il est peu probable que tu vois jamais Brent Spiner dans son costume de scène, car les acteurs n'apparaissent presque jamais ainsi en dehors du programme lui-même.—Ed*

Dear MonSFFA,

Hey, I am late (renewing my membership). Sorry. Here's my twenty! Keep up the good work; lots of people depend on people like you. *Warp 20*, with the colour cover, was fantastic! Thank you, merci.

Jacques Chapdelaine  
Tracy, Quebec

Dear MonSFFA,

Great colour cover (*Warp 20*)! Keep up the good work.

Stéphane Turgeon  
Laval, Quebec

*Thank you, Jacques and Stéphane, for your enthusiastic words on Warp 20. Those of us who put this newsletter together appreciate feedback from our readers; it helps us to know what we're doing right and what we're doing wrong. We shall do our best to "keep up the good work."—Ed*

Dear People at MonSFFA,

My name is James Fenik. I discovered MonSFFA through a Con•cept convention I attended last year in Montreal. Although I thoroughly enjoyed the overall convention and the city itself, I found the convention's art exhibit to be smaller than I had anticipated. This led me to implement an idea that I had been considering for some time. I have established an organization called the Fantasy Artists Coalition, a group for science fiction/fantasy artists and

enthusiasts. The purpose of the F.A.C. is: to give artists a venue for diversification, to provide the opportunity for greater exposure, and to act as a catalyst for enhanced inspiration. The Coalition also produces a quarterly newsletter, which is a vehicle for keeping artists and enthusiasts informed and in touch with one another.

As founder of the F.A.C., I have a great interest in all aspects of science fiction/fantasy, particularly its artistic nature. The F.A.C. is being received with enthusiasm in Toronto and I am curious as to what the response would be with your members in Montreal. I would be interested in any information that MonSFFA would consider useful to the Fantasy Artists Coalition. In return, I promise the same. We would also like to offer MonSFFA a free advertising space in an upcoming issue of the quarterly.

I believe that we have much to offer one another and hope that this will be the beginning of a great alliance.

James Fenik  
Toronto, Ontario

*Hello James. Glad you had a good time when you were here. F.A.C. sounds interesting. There are a fair number of sfff artists here in Montreal; perhaps some of them will be curious to know more about your organization. (Artists, write to: Fantasy Artists Coalition, P.O. Box 59001, 2238 Dundas St. West, Toronto, Ontario M6R 3B5). We would be particularly interested in using some of your members' art on the cover of Warp, or in our semi-regular "Main Viewscreen" feature. Also, thanks for the offer of ad space; please send us your specs so that we may prepare an ad.—Ed*

Dear MonSFFen,

Thanks for *Warp 2* (February '92). I know that Creation Cons are the best market a dealer could ever want, but I'm sure Paul (Bennett, who wrote a letter to *Warp* in February, '92 and commented on Creation Cons—Ed) understands these cons are just meat markets with a cash register. The one-day Creation Con with Brent Spiner (in Toronto) was just such an event. I gather that even local supporters of these gatherings were disgusted with Creation's disregard for hotel

capacity and fire laws in the interest of selling as many tickets as possible to the event. They oversold by 50% the intended capacity of 5000, they provided no security for these hordes and the stage was rushed when Spiner appeared. This is not my idea of a con. I know that if groups like K.A.G. Kanada won't attend them, then fans are fed-up with Creation. Perhaps the boycott idea that Paul offered (in the February '92 *Warp*), and the one that some American fans are trying to start, will work eventually. If we don't go to them, they will change so that we *will* go.

Congrats on getting some great guests for Concept '92 and on getting yourselves the Montreal Ramada Renaissance (pretty spiffy).

I see the reviews are literally mixed about *Star Trek VI*. Sure there are some holes in the plot, but somehow, over time, that's become one of the charms of the *Trek* movies. The nice touches offset the bad science and the holey plot, and give us a fitting send-off to a crew which we've grown fond of. I will agree with Kevin Holden, though; the main reason for this movie was to fill a gap between the classic *Trek* era and the *Next Gen* era.

For the "Sensors" column: Saskatchewan fandom is indeed reviving. There are two *Star Trek* clubs based in Saskatoon: The U.S.S. Legend and a UFP club. This info comes from former Toronto fans Les and Ellen Dickson, who now reside in Saskatoon.

Many thanks to John and Kevin for the May '92 issue of *Warp*, and congrats on 20 issues. I think there's problems with the typeface...every time there should be Con•cept, I see ConΣcept, and it looks a little strange.

Ad Astra 12's attendance slipped again this year, mostly because of the economy, we believe...no financial report just yet, but I think we lost a few bucks. Plans are already afoot for Ad Astra 13, with Anne McCaffrey as our guest. Dragonriders, assemble!

I heartily agree with Sylvain St-Pierre on his "Guide to Convention Survival." Yvonne and I have tried to follow the "five and two rule"—five hours of sleep and two meals minimum—to get through a busy convention. However, there's something else us con-party animals have to remember...advancing age. I

could party around the clock when I was 18, but now that I'm 33, I can't do it anymore. I'm not ancient by any stretch of the imagination, but your convention activities may have to be tempered with age; otherwise, you'll be burned out by Sunday.

With the fiasco of *Star Trek Canada: The Active Fan Network*, and the rip-offs perpetrated by Randi Ryborg, fans are understandably shy of anything else that comes along claiming to be a national *Star Trek* fan club. So now comes a new national club, called The Official *Star Trek* Fan Club of Canada, and this one *is* stable. It is sponsored by Paramount and its Canadian licensee, *Marquee Magazine*. I might just join this one.

More about Creation Cons...issue 12 of *Warp Factor* outlined how Creation ripped-off Chris Chartier. Eventually, Creation will rip-off and insult enough fans that fandom as a whole will boycott them.

That's it for now...take care, folks.

Lloyd Penney  
Brampton, Ontario

*Sorry to hear that Ad Astra's numbers were down again, and that you may have lost money. With McCaffrey next year, you should be able to get back up there. Thanks for all the bits of info on Canfandom; we've incorporated them into our coverage this issue (see "Sensors"). We've been toying with the computers here at Warp, trying to streamline production, but, like in a mad-scientist movie, something has gone terribly, terribly wrong! That's why you're seeing that funny little symbol in Con•cept, and that's part of the reason the last couple of issues have been late getting out. We're abandoning our computer experiments and going back to what we know works.—Ed*

Dear Keith,

How are you? I have been really pleased to get *Warp*. Although you are very far away, from the sound of your club news and articles, you sound very much like plain folk (at least fen folk). Your club sounds great and very well run. I especially like the way the different sf clubs can work together. That is something rare and should be encouraged.

I am sorry about the problem you are having with pro-cons in Canada. Creation was run out of

Florida by a combination of badly run cons and competition from Joe Motes—he runs the Vulkons down here. These are pro-cons but he tries to make them good. He has even tried to plan art shows and Friday night programming at some of his cons. The only people who can make a difference, however, are the fans themselves. Local clubs and their willingness to work to affect the pro-cons is one of the most important items they can use.

Over time, the *Star Trek* clubs in Florida have been working to create an *ST* convention in Orlando. Tackycon (August this year) is the result of a five-year effort. The now annual convention was the result of a local club's unhappiness with the pro-con movement, which, in 1988 was all there was in *ST* cons in Florida. It has taken a great deal of work and trouble for them, but they now have a con they can be proud of. This year, for the first time, Starfleet: The International Fan Club held its regional meeting at this con (first time ever at a non-procon). I think that your area is on the same steps toward building support for a fan con. Good Luck.

Talking about fan feuds, Florida has plenty of them. Just the recent history of *Trek* clubs reads like a battle plan. About three years ago, Starfleet: The International Fan Club had 90% of the organized fans in Florida, Georgia, Mississippi and Alabama. Now this same area is divided by at least five major clubs. At the time, there was much in the way of trouble and hurt feelings, but now, several groups are working to break down the lines of the groups, and several people I know have dual memberships.

I loved your article on going to a con (see "A Short Guide to Convention Survival," *Warp* 20). It has been many years since I was a neofan but the memories are still there. I remember sleeping in a bathroom because I had forgotten about getting a room until it was too late. I loved the little video reviews, and the sf and *ST* gossip in "Sensors." To tell the truth, information like that is rare in most of the stuff I get. Thanks for including it. *Killer Klowns from Outer Space* was made in Orlando and I know a few people who worked on it. I was glad to see something about it. Beware of a movie called *Bad News Stone*, a home-made fantasy



film that is so bad I won't describe it. Let's just say it is up there (or down there) with *A Polish Vampire from Burbank* and *Vampire Trailer Park*, the latter another made-in-Florida movie.

I will send you money for another year's membership soon. I hope to be moving to Ohio within a week or two. I will be much closer to Canada, so I hope to come up to some of your conventions sometime soon.

Elizabeth Osborne  
Inverness, Florida.

*Thanks for writing and we hope to see you up here in Montreal one day soon, at our local fan-run con, Con•cept.—Ed*

*We received no less than three letters from member Brett L. McDonald, out Alberta way. We've condensed them into the following:*

Dear Keith,

Enclosed are a few goodies for you (the latest issue of *Intersector*, info on the major Edmonton clubs, copy of the latest *U.S.S. Bonaventure* 'zine, more); hope it's all useful.

In regards to February's "Sensors" column (*Warp* 2, Volume 6, Number 1) and Alberta fandom, quite a number of smaller clubs have replaced the few large clubs of 10 or 15 years ago. ESFACAS peaked with over 300 members in the late '70s-early '80s; it ran with only 20 to 40 for much of the last 10 years. It seems that one umbrella organization could not cover the diversity that current fandom demanded and hence has been replaced with many special-interest groups. Calgary fandom fragmented into smaller groups several years ahead of the rest. There are five *Trek* groups alone in Calgary. One of them, the U.S.S. *Equulus*, runs ST Con. Conversion, run by an entirely different group (or groups), recently moved to a larger venue and now have attendances in the 800-1000 range. As for NonCon ending up in Vancouver, it may be a chance to breathe the new life into the regional convention concept. Cath Jackal, the driving force behind, and chair of, the last two NonCons, has done a fantastic job of keeping NonCon alive, in spite of fan politics and general apathy. Edmonton and

Calgary may be "conned out" after last year, which saw nine cons between the two cities.

Also, a large number of Alberta fandom's major movers-and-shakers have moved in the last several years, disrupting their activities. Newer forces are facing a different generation of fandom, and just generally a lot less disposable income in Alberta.

The April issue of *Warp* (Volume 6, Number 2) looks great. It arrived May 25. Sorry to hear that you had problems with Creation Con. Several fan groups in Edmonton and Calgary will be ecstatic to hear this. They are part of the "boycott Creation" movement and feel that Creation is out to destroy fan-run cons. Personally, I agree with your position: business is business (see "Creation Con Job?", *Warp* 20). It's unfortunate that it wasn't business as usual this time.

I'd appreciate hearing from any modellers who have had dealings with Stargate, of Irving, Texas. I ordered a kit from them in January. Several phone calls on my part garnered the information that the kit was back-ordered and went out in April. It's now June: no kit, no correspondance, nothing. I'd appreciate it if you'd pass on my experience to others as a caution in dealing with these people. I and a number of my friends are sf modellers and would be interested in corresponding with other sf modellers, if any are interested.

More interesting tid-bits as I get them. As I'm now somewhat isolated outside of Edmonton, I'm not as up to date as I should be on what's happening on the Alberta fandom scene, so there could be some errors above and I apologize to anyone offended if such is the case. Take care.

Brett L. McDonald  
Ohaton, Alberta

*Thanks for the various goodies. We've opened the lines of communication with several of the organizations you have put us on to. The April issue of Warp became a May issue after delays in producing that full-colour cover slowed us up a bit. This one's late, too, mostly because of major computer problems, and also because of a little summer apathy. But hey, a 'zine isn't a 'zine unless it arrives late, right?! We've heard of Stargate, but*

*none of our modellers have dealt with 'em. We believe that they are run by some people who broke away from Lunar Models to set up their own shop, but we're not sure how accurate that bit of info is. You and your fellow modellers are most welcome to communicate with our people; do so c/o this newsletter.—Ed*

Gentlebeings,

I am a former resident of Montreal who had a mindblowing time at your Con•cept '91. My eternal thanks for restoring my faith in the creative power of ST and sf fandom at a time when Creation Con dunsels had almost sucked out every last brain cell I owned. I desperately wanted to join MonSFFA, but alas, it was not to be.

I am now on the great East Coast, looking for fellow alien life forms. I would be your green-haired thrall forever if you could tell me if you know of any sf clubs, publications or organizations of any size, shape or description in these here Maritimes, particularly Halifax, and if you could provide me with a fresh address for the Star Trek Welcomittee as the one I have is about six years old.

Thanks for your time and energy. Keep fighting the progress of entropy in the universe and have a stupendous Con•cept '92.

Sylvia Tremblay  
Shearwater, Nova Scotia

*Glad you enjoyed yourself at Con•cept '91. We hear very little out of the Maritimes and, regrettably, we don't have any addresses we can pass on to you. We can't help you with the Welcomittee, either. Sorry. If you do happen to get in touch with Atlantic-Canadian fandom, do drop us a line; we'd like to establish regular correspondance. Wish we could have been of more-assistance.—Ed*

## Thank Youze

Header Illustrations by Keith Braithwaite and Berny Reischl.

Thanks to Unison Metal Products for their assistance in producing this newsletter.

# MonSFFA Andlom

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

## MAY AND JUNE MEETINGS

Leading up to the summer break, these two meetings drew the usual 35 or so MonSFFen. Both were held, as usual, at the downtown YMCA. May's meeting focused on UFOs, June's featured a slide show on the *Star Trek* exhibit at the Smithsonian Institution in Washington, D.C.

In May, club president Keith Braithwaite led off with a presentation on the UFO phenomenon, illustrated with still photos and video footage, and also detailed the three types of close encounters. With tongue firmly in cheek, he described the fourth type of encounter: borrowing of money from aliens. A "questionnaire" (enclosed with this newsletter mailing), prepared by Keith and club secretary Bryan Ekers, was distributed and garnered a few chuckles from members.

Following Keith's presentation, an hour-long documentary on UFOs was screened, then an open discussion on our topic was initiated in one meeting room, while the classic B-movie *Earth vs. the Flying Saucers* was shown in the other. The discussion caught the interest of most of the members in attendance, and just about everyone participated at one point or another. Roughly half were decidedly skeptical about the existence of UFOs, the other half more willing to believe that they just might be real. While accepting that visitations by aliens were possible, the skeptics were not convinced that any aliens had yet visited Earth. Most UFO cases were explainable, they said, and many of the supposedly proof-positive cases were full of holes when carefully scrutinized with a scientific eye. In response, it was argued that while some cases turned out to be natural phenomena, misinterpretations or outright hoaxes, a significant percentage of cases could not be easily explained away by science.

These cases tend to be laughed off, dismissed by a conservative scientific community unwilling to accept the "impossible." Perhaps if it were pursued with more vigor and an open mind, the UFO mystery might be solved, and the solution might just be that we are indeed being visited by beings from another world. The skeptics stuck to their guns, though, saying that just because a case can't be explained is no reason to conclude that what was sighted was an alien spacecraft. A few members were prepared to believe that UFOs were alien ships simply because the U.S. government, through its Project Blue Book, says that they are not.

A consensus was not reached by the time the discussion wrapped up, save that all agreed that aliens have kidnapped Michael Jackson and replaced him with the rather unconvincing human pod we now see grabbing its crotch on *MuchMusic*.

In June, club V.P. Lynda Pelley brought in slides of her recent visit to the *Trek* exhibit at the Smithsonian Institution. As each slide came up, Lynda offered interesting snippets of information and trivia. Members were treated to close-up looks at some of the model spaceships used in the original series and the more recent movies, a number of props, and an impressive collection of costumes. Following Lynda's slide show, the director's cut of *Aliens*, with its 17 minutes of additional footage, was shown, while the BOA, and then Con•cept's con-com, retired to the other room to hold their meetings.

Munchie and raffle profits were fairly healthy at both meetings; raffle prizes included hard-to-come-by passes to the premiere of *Batman Returns*.

The club thanks all the members who purchased raffle tickets and munchies. Funds raised are channeled towards covering the

ever-increasing costs of running MonSFFA. Thanks to Patrick Tamas of Patrick Tamas Productions for shaking loose the *Batman Returns* passes, and to member Andrew Weitzman for coming up with the idea for the UFO meeting. Thanks also to Keith, Bryan, Lynda and the usual gang of conspirators for planning and running these two General Meetings. What with summer vacation and all, there was no July meeting.

## AUGUST GENERAL MEETING

About 30 members were in attendance at the August General Meeting, held as usual at the downtown YMCA. Featured was a presentation on costuming.

After welcoming everyone back from the summer break and updating members on recent club business, the prez turned the floor over to Lynda Pelley, Sylvain St-Pierre and Marc Durocher, costumers all. They spoke on the art of costuming, ranging from the simple hall costume to the full-blown extravaganzas that are the staple of masquerades. They sprinkled their talk with numerous tips on the making, transporting, repairing and showing, or presentation, of costumes. They often illustrated with some of their own creations, brought in as hands-on examples. Sylvain spoke on the do's and don't's of on-stage presentation, and screened a video he had prepared which showed examples of good and bad approaches.

After the costuming presentation, the usual fund-raising raffle was held. Prizes included a *Trek* poster and *Trek* role-playing game. Rafflemaster John Dupuis reported \$40.00 raised, which was split between MonSFFA and Con•cept '92. Also, a representative of a McGill University theatre group dropped by to announce that McGill was putting on theatrical

presentations of two classic *Trek* episodes, in honour of the recent naming of a campus building for William Shatner.

Kevin Holden then hosted a light-hearted panel, at which members selected a crew for the *Enterprise B*, with plans to outline "episode" plots and draw cartoons of the crew for the club newsletter. Suggestions ran the gamut from Jethro Bodine (*Beverly Hillbillies*) to Princess Diana, with the dozen or so members participating finally settling on, to name a few, Elvis

Presley as Captain, Murphy Brown as First Officer, Opus the Penguin as Science Officer, Axl Rose as Security Chief, and Homer Simpson as Navigator. While the panel was going on, other members enjoyed a screening of a fifth-season episode of the popular sf comedy series, *Red Dwarf*, imported from England.

Lastly, members responded to the club's call for donations to our September fund-raising event, the SF/F Garage Sale, by bringing in boxes and bags of books, magazines, toys, games, etc. MonSFFA thanks

all the members who donated stuff. (A full report on the September meeting will appear in "MonSFFAdom" next issue.) Thanks to Lynda, Sylvain, Marc, Kevin, and all who helped plan and run the August General Meeting.

#### FUTURE GENERAL MEETINGS

November's General Meeting will feature a discussion on the influence of Arthurian legend on fantasy literature. We're also looking at doing an "Introduction to Stargazing" at the February '93 meeting, with a follow-up field trip to the observatory on Mount Royal in the works as well. We'd like to hold a Christmas party at a downtown restaurant/bar, on either a Friday or Saturday evening, in lieu of the December meeting. Plans are in the works; stay tuned.

A few of the ideas that are being kicked around as fodder for upcoming meetings include: a look at dinosaur art (sometime early in the new year); a look at British TV sf (early in '93); an alternate history short story writing contest (April or May); and a look at the making of the original *King Kong* (mid-'93). Members are welcome to contribute any expertise they might have to any of these topics and are further encouraged to suggest ideas of their own.

#### CON • CEPT '92

The Convention Committee continue to churn away as the con dates near, concentrating mostly these days on finalizing programming and guest arrangements. Ottawa's Sandi Marie McLaughlin will be attending as Fan Artist

## TransWarp Photo Album

Photos courtesy Daniel P. Kenney and Chris Chartier

The TransWarp Mega-Meeting took place on April 12/92 and was sponsored by MonSFFA, Warp Nine, The High Council of Gallifrey, K.A.G./Kanada (QueMar Squadron) and Fanimation



Morning: Fans check in at registration



Clowning around



Auction



Fans mingle in display room: TransWarp attracted 125+ attendees



Special guest Larry "The Doctor" Stewart at Dr. Who panel



Representatives of the five participating clubs present a donation of \$146.53 to Sun Youth's Sid Stevens. L. to R.: D. Durocher (Fanimation), A. Gurudata (H.C.o.G.), Stevens, B. Reischl (K.A.G.), J. Brown (W9), and our Prez.



Enthusiastic TransWarpers: Many encouraged clubs to "do it again in 1993"

Guest. She is a former president of the Ottawa Science Fiction Society and is very much into astronomical art. Pro model-maker Michael Cuneo, who works on *TNG* and is currently building models for *Deep Space Nine*, will be in attendance. Lynda Pelley's slide show of the *Trek* exhibit at the Smithsonian will encore at the con, and a slide-show tour of a Klingon D-7 battlecruiser is also included in programming. As well, a presentation on the career and fantasy films of stop-motion master Ray Harryhausen is planned.

MonSFFen are encouraged to attend the con. Cost is only \$23.00 at the door for the whole weekend, \$15.00 for Saturday only, \$12.00 for Sunday. Talk to a Con•cept '92 organizer or write to the con for more info: Con•cept '92, P.O. Box 405, Station H, Montreal, Quebec, Canada, H3G 2L1. Or, call the con's info-line, (514) 453-9455, weekdays.

#### CLUB BUSINESS, ACTIVITIES

It has been a fairly quiet summer. The club's executive convened a few BOA meetings over the last couple of months. They dealt mostly with the usual, day-to-day details of running MonSFFA. General-Meeting planning is going well, finances are in order and pretty healthy for these recessionary times, and all is running pretty much as it should.

We have run out of blank membership cards and are issuing

temporary cards to new members and recent renewals. We have redesigned the membership cards, along with our stationary and forms, incorporating the new club logo. The new cards and paper are being printed and will be brought into use soon—members will receive their new cards in upcoming mailings and are asked to destroy the old cards at that time. (While we had the new logo squared away as of the conclusion of the logo design contest last year, we decided to hold off on using it until we had exhausted our current supply of cards and stationary bearing the current club logo. To toss out a year's supply of perfectly usable stock would have been extremely wasteful. Hence the year or so between the contest and the actual implementation of the new logo.)

MonSFFA's operating costs are rising pretty much across the board. Recent tax hikes have increased charges for mailings, printing and supplies, and the YMCA's outrageous increase in room rental rates (see "From the Center Seat," page 3) has necessitated our abandoning that facility effective 1993. The BOA have examined the limited options open to us vis-a-vis a new meeting hall, and have concluded that we will have no choice but to suffer an increase in costs in that area. While there are meeting rooms available to us at prices comparable to what we are

now paying at the "Y", they are not available at the times we need and cannot guarantee our bookings. The Maritime Hotel (site of Con•cept's '89 and 1990) has turned out to be our most viable option. It will cost us a little more than what we are paying now at the "Y", but a lot less than what we would have to pay if we were to stay at the "Y". The Maritime is a much nicer facility, and as a bonus, it offers us longer hours.

As stated, it's been a fairly quiet summer, with the only other activity coming from the video project group, who got together for a couple of shoots. A good many members hit the convention trail, and those working on Con•cept '92, of course, were busy.

#### RENEWALS

As always, fill out the paperwork on the inside-back cover of this here newsletter and mail in your renewal, along with your cheque or money order, so we can re-up ya! Some renewals have been coming in two or three months late, no doubt due to the financial crunch some of our members hve been feeling lately. If funds are tight, of course, we understand, but if you are able to renew on time, please do so. MonSFFA is also crunched these days, and without any bucks, we can't deliver any Buck Rogers!

### Bulletin Board

Sylvie Beaulieu  
2365 Desjardins  
Montréal, QUE  
H1V 2H6

(514) 255-4023

*Would like to get copies  
of the following ST:TNG  
episodes:*

BROTHERS  
SUDDENLY HUMAN  
REMEMBER ME  
THE DEVIL'S DUE  
IDENTITY CRISIS  
DATA'S DAY

# FICTION

Our *Trek* serial continues with part three of Bryan Ekers' short story, "Prankster." Parts one and two were published in, respectively, *Warp* 2 (February '92, 19th Issue) and *Warp* 20 (May '92).

## PRANKSTER, PART III by Bryan Ekers

It was very hard for Picard to control his anger.

"So."

There was danger in that one word. Riker glanced briefly down at his feet. Geordi Laforge and Chief O'Brien were looking studiously away from Picard, at the various furnishings, carpeting and decoration of the conference room. Data and Troi, however, looked directly at the Captain, Data because embarrassment was unknown to him, and Troi because she had something to say and was waiting for the right moment.

Before that moment came, Worf walked into the room and addressed Picard.

"Sir, Security reports still another incident. This is the thirty-third within the last hour."

Picard sagged. He hated to ask, but had to. "Where?"

"The women's locker room, deck 14. Ensign Martin described it as a 'stink bomb.'"

"Uh, Worf?" started Laforge tentatively. "How long ago was this?"

Worf stared down at him. "Eight minutes."

Laforge nodded, and turned to Picard. "Captain, five minutes ago, Chief O'Brien and I shut down the last transporter. There shouldn't be any more trouble."

Picard gazed sadly at Laforge. "I somehow doubt it, Commander." He slammed his fist down on the table in sudden fury, making the others in the room jump. "Damn the man! Mister Worf, order your people to stun Wells on sight." Picard calmed instantly and regretfully. "What am I saying? Belay that, Mister Worf, or we'll have

crew members shooting each other."

Worf stiffened.

"I apologize, Mister Worf," offered Picard. "I know you're doing all you can. How long before you have the information on our uninvited guest?"

"Wells' record will be relayed to us from Starbase 85 within the hour, Captain."

Picard nodded. There was a momentary silence.

Troi saw her opportunity. "Sir?" she interjected.

"Yes?"

"I've sensed something very strange about Halder Wells. His actions are chaotic but his thought processes are not. He's very focused, in fact."

Riker glanced at her curiously. "A well-organized maniac?"

"I sense something very fraudulent about this whole affair," she continued. "Wells isn't really insane, but may wish us to think so. He was confused momentarily when he recognized me as a Betazoid. I think he's afraid I would see through his charade."

Picard nodded and tapped his fingers on the table. "So he's not insane. He could be a vainglorious fellow, trying to prove how clever he is by thwarting us."

Troi shrugged. "His ego is large enough to make that a possibility. I wasn't able to sense anything else during my brief encounter, and the crew's growing agitation is making things more difficult. I would advise you not to underestimate him, Captain."

"I agree," offered Data, speaking for the first time.

"There are areas of the ship, such as Engineering, which can be instantly isolated from the transporters with containment fields. Wells has conspicuously avoided all such areas, although many of them could be considered prime targets for sabotage. He is not behaving randomly."

Picard reflected. "Other opinions?" he asked.

"If he is insane, he deserves treatment," rumbled Worf. "If he is

sane, he deserves a slow death."

"I'll second that," concurred Riker.

"Really, gentlemen," said Troi in mild reproach.

It was somewhat later when Data returned to his quarters. At once, he sat down at the computer console and continued his work.

The sound of the transporter and the throwing of the pie were almost simultaneous. With his computer reflexes, Data dodged aside neatly, allowing the dessert to sail past his shoulder and strike the wall.

"Damn, I missed!" cried a voice.

Data looked up at his assailant. He was dressed in a colour pattern which to Data's eyes appeared discordant and chaotic. He was carrying a brown backpack and wearing pointed-toe boots.

Data got to his feet and approached the man, who he knew to be Wells from the holodeck incident. At the first sign Wells was going for his wrist-worn transporter device, Data would seize him.

"Halder Wells, you are under arrest," intoned the android. "The charges include, but are not limited to, assault on Starfleet officers; misuse of Starfleet property; trespassing—"

Wells smiled and shrugged. "Aw, you're breaking my heart."

Data paused. "It is not my intention to cause injury to your cardiovascular system in any way."

Wells shook his head. "No, no. What I mean is; do you think I'm scared?" Wells feigned fright. "Ooooooo, the big, scary android's out to get me. Ooooooo. I'm shaking." He began to sway back and forth, as if daring Data to grab him.

Data did.

"Did anyone ever tell you—ah!" Wells cried out in surprise and pain as Data quickly locked a powerful hold on his wrist. He tried and failed to pull his hand free, then attempted to make light of the situation.

"Nice grip you've got there." With his free hand, Wells tried to pry

Data's fingers away, to no avail. He then bit Data's pale hand, which was equally ineffective.

Data touched his communicator. "Bridge, this is Lieutenant-Commander Data. I have apprehended Halder Wells."

Wells smiled darkly. "Have you? I mean, have you really?" He pulled a device from his pocket, no larger than a small hand phaser, and thumbed one of its buttons.

At once, Data's eyes sparked. The computer console had a similar reaction, and exploded in an overload. The overhead lighting panels flickered. The pneumatic door began to open and close randomly.

Outside in the hall, computer wall panels blew outward, some smoking, some actually on fire.

Over the electronic din of dying machines, Wells said: "Sorry, old chap." Data, now frozen into immobility, was easily pushed away and fell stiffly backward to the floor. "And don't worry about the pie, I always carry a spare." Wells dropped the small scrambler to the carpet, reached into his backpack and pulled out a small, flat box. He pried it open, pulled out a cream pie and calmly pushed it into Data's unresponsive face. He then went to the door, which was still opening and closing, opening and closing, and made a timed leap out into the hall.

Wells' record had arrived from Starbase 85. Worf had been dictating his report from his station on the bridge.

"Halder Wells, born on Earth, Los Angeles."

"That figures," muttered Riker.

Worf looked back at his monitors and did not see the reaction at the ops station. Ensign Ro's hands tightened at the mention of Wells' name. She glanced briefly over her shoulder at Worf, Riker and Picard. Almost immediately, her eyes were back at her station, but she continued to listen.

"Wells has a record of petty theft and mild neurotic behaviour," rumbled Worf in the contemptuous tone of voice he reserved for all thieves and neurotics. "He has served penal terms twice, for a total of three years. His last known location is the Daystrom Corporation's Research and Development Centre on Starbase 113,

where he held a job as assistant researcher, Stardate 45301.3. He disappeared after a major fire which destroyed the centre. Also missing were several military prototypes." Worf's eyes darkened as he tried to call up more information. "The prototypes were considered top secret. I cannot get a list of what was taken."

Picard nodded. "Work on them, Mister Worf. Contact Daystrom himself if you have to. We need to know what sort of devices Wells has in his possession." He glanced significantly at Riker. "This would explain a great deal."

Riker nodded. "Like where he got his transporter remote."

Picard reflected. "If he could rob the Daystrom Corporation, he must be very clever indeed. Which may, more than anything else, explain our difficulty in catching him."

*Data, now frozen into  
immobility, was  
easily pushed away  
and fell stiffly  
backward to the floor.*

Worf stiffened. "My security teams are continuing the search, sir."

Picard grinned slightly. "No offense, Mister Worf. Please continue."

"Sir," said Worf coldly. "No violent crimes are listed in Wells' record, although some very erratic behaviour was reported by—" A beeping interrupted him. It was followed by Data's voice.

"Bridge, this is Lieutenant-Commander Data. I have apprehended Halder Wells."

Worf glanced lightly at Picard, before an alarm seized his attention. "Captain! A massive systems failure on Deck 16. In Commander Data's quarters."

Laforge looked over from science station one. He'd been trying to modify the ship's internal sensors to track down Wells, so far with no success. "Data's in trouble?"

At once, Picard headed for the

elevator. "Number One, Mister Worf, Mister Laforge, with me. Worf, have a security team meet us at Commander Data's quarters." While Worf sent out the order, Picard glanced around the bridge. "Ensign Ro, you have the conn."

"Aye, sir," she replied in a flat voice. Still pensive, she left the ops station and took the Captain's chair.

"Don't get too comfortable, Ensign," said Picard as the turbolift doors closed. Ro's bland reaction seemed strange to him. "Deck 16," he said to the turbolift. "And what is the location of Commander Data?"

The computer paused longer than usual. "Commander Data's location cannot be ascertained."

Laforge shook his head. "The computer can't read anything within the affected area." He pulled a small tricorder from his pocket and activated it.

The turbolift opened on Deck 16 and the four officers rushed down the corridor. Laforge started his tricorder scan.

"Some sort of interference. I can't read the type, but..." He smacked the side of the tricorder. "My unit's malfunctioning. It won't—" he stopped dead in his tracks and stared wildly for an instant. "Wait a minute, I can't see. My visor's stopped working."

"Stay here," said Riker.

"Sir?" Laforge turned toward Riker's voice. "Sir, Data's my friend."

Riker glanced at Picard, who nodded. Riker took Laforge's hand and led him. The four continued to Data's quarters.

As they neared it, they saw confused crewmen milling around, jabbering about the failures.

"Stay calm," commanded Picard as they passed. "Get a repair crew up here," he said to one man.

They reached Data's quarters just as three security guards came bounding down the hall from the other side. Worf and one of his men held the door open while the others entered. Directly after, Worf drew his phaser. He glanced at it, and even under the unsteady lights he could see it was useless. He put it away, shaking his head. He looked inquiringly at his men. Their weapons were also nonfunctional.

"What's going on? Describe it," said Laforge.

Picard walked over to the prone Data and wiped away the pie with

his hands. He had to shout over the din. "Data's been immobilized. I don't know how. Computer systems all over the room are failing and the lights are flickering." He glanced up and saw the food synthesizer spitting out desserts at random.

Laforge nodded. "There must be some broad-band interference. Look for a transmitter."

Riker picked up the small device Wells had left behind and placed it in Laforge's hands. "Is this it?"

Blindly, Laforge ran his fingers over the small machine.

"Yes." He examined it for a few seconds and pressed a button on one side. At once the electronic chaos ceased. Laforge started slightly, like a normally sighted man exposed to a sudden bright light. "It's over." He saw Data and rushed over to him. His tricorder, now functional, was used to get some preliminary readings.

"Worf, help me take him to Engineering."

Worf nodded and slung Data over his shoulder.

Picard looked at the transmitter in Laforge's hand. "What is that thing?"

"Can I explain on the way to Engineering, sir? Data needs immediate repair."

"All right. Number One, take charge of the security team and begin your investigation."

Riker nodded. "Aye, sir."

Picard, Laforge and Worf, carrying Data, walked through the door and were gone.

Soon after Picard, Riker, Laforge and Worf had left the bridge, Lieutenant Warren arrived. It was his shift, and Ro was pleased to yield the bridge to him. Her own shift was over, and she quickly returned to her quarters. Most of all, she wanted a quiet place to sit down and think.

Halder Wells. She had known about the intruder aboard the *Enterprise* but had no idea it was him until she heard Worf say his name.

Halder Wells. He was physically unattractive, even forgettable, but the man had cunning and a way about him. They had met briefly six years ago, on a ship ordered to carry military and civilian convicts to the penal colony at Starbase 85. He was attracted to her, she knew, although she was too moody and hostile to take much notice. Within an hour, though, he had softened her enough

to make her laugh at his jokes.

All too soon they were separated. She had not seen or thought about him since.

"Oh, you bastard," she said flatly, shaking her head.

"Well, that's not nice," said a voice behind her.

She leaped out of her chair and whirled. Halder Wells stepped out of the shadows. He smiled amiably and approached.

"It's been a while, Ro. Five years?"

Through clenched teeth, she replied: "Six. How long have you been there?"

He seemed amused by her reaction. "Not long. I came here right after I visited Commander Data. Boorish fellow. I wonder if they'll be able to repair him."

His words sparked a sudden fury within her. "You damn fool.

*She drove her knee  
squarely into his  
groin. He collapsed  
neatly and  
without a sound.*

What did you do?"

"Nothing that wasn't deserved. Oh, come now. I can't believe the android means anything to you. Or that idiot Riker. Or Picard, for that matter. Is this the same Ro I heard damn all of Starfleet?"

"No, I'm not the same. These people do mean something to me, Halder. They mean a chance to escape my past. And since that past includes you..." Her fingers brushed the intercom. There was no answering beep. She frowned and tried again.

"Don't bother," he offered. "Starfleet intercoms break down so easily. Especially with a little help." He dangled the torn-out innards of the intercom before her like a mistletoe, then dropped them to the carpet. He had moved closer to her. Too close, she felt. She began to back away slowly.

"Maybe you never realized how

much I liked you, Ro," he said in a conciliatory tone. "You've got that nasty, self-interested streak in you. I love that. You can come with me when I leave this scow. I'll be rich soon, and we won't need anyone or anything again. You want to start over? We could go to a frontier planet. We could—" his hand shot out and seized her wrist, an instant before she would have touched her communicator badge. "Not smart, my dear," he said with cold fury. With his free hand, he swatted the badge away. It flew across the room.

"Oh?" she asked. "How about this?" She drove her knee squarely into his groin. He collapsed neatly and without a sound.

Tearing away from his weakened grip, Ro dove after the communicator badge. For a moment, she lost sight of it.

Where the hell is it? she thought. She knocked a small table aside, revealing the tiny gold badge. She reached for it.

"No!" Recovering with frightening speed, Wells lunged for her. His fist smashed heavily and powerfully into her right eye, sending brilliant flashes of light and pain through her head. She fell clumsily over a chair, striking her cheek and tearing her sleeve.

He stood over her for a moment, regaining his calm. She looked up at him, her vision blurry and red-tinged, and the sight of his face, with the lighting panels above and behind, was dark and terrifying. He glared down at her.

"You've made your decisions, Ro. I hope you can live with them." He touched his wrist and disappeared.

Ro had witnessed continual violence throughout her childhood, as members of her race had been calmly murdered by Cardassian troops. Still, she felt sick and shaken and the inside of her cheek was cut, allowing her to taste her own blood.

Mastering her emotions, she stood up and staggered from her quarters. In the hall, she gave the computer panels a rough backhand slap. "Where's Picard?" she demanded.

The computer's calm response made her want to scream.

"Captain Picard is in turbolift seven. Destination: Engineering."

With a run that grew steadier with each step, Ro rushed to the turbolift. *(To be continued next issue.)*

*Alien<sup>3</sup>* and *Batman Returns* were this summer's big-budget genre offerings and most have seen 'em by now. A3 was almost universally panned by fans while BR got mixed reviews. If you haven't seen one or both yet, check out the following reviews by several MonSFFA members to get an idea of what to expect.

# ALIEN<sup>3</sup>

The first two "Alien" films proved to be immensely popular, but I suspect that the third, *Alien<sup>3</sup>*, which opened back in May and disappeared from theatres rather quickly, disappointed many fans of the series. I know it disappointed me. And, I've yet to find *anyone* who liked it.

*Alien<sup>3</sup>* is director David Fincher's first feature film and he succeeds in setting up an appropriately creepy atmosphere—not unlike the gothic darkness created by Ridley Scott in the original *Alien*—but fails to deliver much else. This is a pretty dull movie.



Anyone looking for the kind of high-tech action we saw in *Aliens* is in for a let-down. "No guns," insisted a politically correct Sigourney Weaver to producers. *Alien<sup>3</sup>* was not going to be another *Aliens* if Warrant Officer Ripley's alter ego had anything to say about it, which, of course, she did as the film's star and co-producer. So, we get low-tech rather than high-tech. Not that I have a problem with that. In fact, I welcome a sequel that isn't simply a rehash of its predecessor.

What I do have a problem with is *Alien<sup>3</sup>*'s complete lack of suspense.

Afterall, what's a horror movie without suspense? The whole thing is given away in the first five minutes. What follows is some two hours of predictable, formula monster-movie fare. Pablum!

None of the new characters are remotely interesting, with the possible exception of Clemens, the prison doctor. He is dispatched, however, by the alien before he can develop into someone we can care about. We sure as hell can't work up any concern for the rest of the miserable bastards who inhabit the story.

The alien itself is an incredibly fast little bugger this time out (reminds me of those swift-footed, man-sized predatory dinosaurs in Michael Crichton's novel *Jurassic Park*), but in a number of scenes, it looks very much like the rod-puppet that it is. A lot of top-notch special effects artists contributed to this film; nevertheless, the FX come up short.

Apparently, *Alien<sup>3</sup>* underwent many, many rewrites. It shows. The story is bad. Very bad. It's as if the worst elements from every script they had were strung together to create the tale we see unfold up on the screen, and that tale makes for a shallow, disjointed, largely pointless and very depressing waste of time.

But perhaps the most unforgivable sin that this film commits is that it kills all of our heroes. In the end, only "The Company" remains. I think audiences are growing a bit tired of those kinds of dystopian endings. The real world is bad enough.—reviewed by Carl Phillips



A3: Complete lack of suspense

Alien<sup>3</sup> photos courtesy 20th Century Fox



# BATMAN

*Batman Returns* seems more like an episode in a series of Batman films than a sequel. The dark atmosphere and sets remain consistent with the original, yet this installment is capable of standing alone. There is plenty of action, including elaborate stunts and high-tech special effects. Although some of the plot elements may not make much sense if examined closely, there is never a dull moment. *Batman Returns* is an enjoyable and entertaining film.

As with its predecessor, *Batman Returns* takes popular characters established in the comic books and reintroduces modern versions that are in spirit with the current Gotham City. The film's greatest strength is its characters. Michelle Pfeiffer and Danny DeVito do an excellent job playing up Catwoman and the Penguin, without overshadowing Michael Keaton's Batman. This is an improvement over the last film, where the Joker stole the show. The three characters interact well and there are a lot of good lines. I found the personal moments between the characters, especially Batman and Catwoman, to be the best part of *Batman Returns*.

The strangest thing about this film is the timing of its release (June). *Batman Returns* seems more appropriate for Christmas marketing than for summer. The film has a winter setting, with plenty of ice, snow and, of course, penguins. It was disorienting to watch *Batman Returns* in June.—reviewed by Lynda Pelley

Like the original *Batman*, *Batman Returns* is very much the-comic-book-brought-to-the-screen. The story, here, is largely incidental—usually enough for me to pan a movie—but strangely, I really liked this one. Somehow, the story didn't matter. Backed up by director Tim Burton's surreal visuals and the exaggeratedly



Photos courtesy Warner Bros.



The Cat and the Bat

DeVito, Pfeiffer: Don't overshadow Keaton

# RETURNS

gothic sets, the three main characters carry this film.

## The Bat

The first Batman film was so heavily weighted in favour of Nicholson's Joker that Keaton's Batman didn't make much of an impression. He gets a fair shake this time out, however, and comes across not so much as a dark knight, but somewhat quirky, and far more interesting, particularly when he falls for...

## The Cat

Michelle Pfeiffer sizzles as the Catwoman. She begins the movie as an archetype: the shy, insecure, overworked, underappreciated, secretary in a male-dominated world. She becomes a violently sexy feline hellion out for pay-back in the name of all women who have been used, abused, manipulated and taken for granted by the powerful men of the world, personified by her boss, Max Shreck (Christopher Walken). None of this is delivered in a fashion that makes much sense in terms of the logical progression of things, but who cares. The Cat kicks ass for women everywhere! (But, oddly in contradiction, does so in a slinky, kinky costume, no doubt designed with the male audience in mind.) Her animosity towards Batman doesn't always click, either, but—again—who cares.

## The Penguin

Danny DeVito gets many of the best lines in this film as a disgustingly bloated, gross and thoroughly repulsive Penguin, and he delivers them with an over-the-top venom just right for this kind of darkly campy movie. His story tends to dominate the proceedings,

perhaps a little too much, but it fits into everything else that's going on, so it doesn't seem that the Penguin is as overpowering a figure as, say, the Joker was in *Batman*. One Penguin scene that I would have edited quite extensively: the bit with all the penguins spreading out to launch those little missiles strapped to their backs.

Overall, this movie makes little sense. But the strength of its three principle characters, supported by good visuals, the introduction of a couple of new "wonderful toys," more Batfights, a lot of great lines and a blackly humorous bent, overcome the lack of any real story. *Batman III*, however (coming our way in a couple of years, I'm sure), could prove to be the most interesting Batfilm yet.—reviewed by Keith Braithwaite

Let me start by saying that this film was definitely better than the first *Batman* movie. However, in my opinion, that doesn't count for much. *Batman Returns* has many fine features, and it's obvious that a lot of care and work went into its making. How unfortunate, then, that it should have been captained by a man who has no place in the director's chair.

Let's start with the positive before we feed this film to the penguins. The acting, overall, was very good. Danny DeVito does an excellent job as the Penguin. He has a lot of good one-liners, and, with a little help from the make-up department, creates an entirely new and convincing bad guy who stands clearly apart from the many different (yet identical) bad guys he's played in other films. Opus would have been horrified to see his evil half-brother add a whole new meaning to the term "penguin lust" with his "french flipper trick!" Michelle Pfeiffer was also excellent as Catwoman. Like the Penguin, she also has a good repertoire of great one-liners ("Life's a bitch and so am I"). If you overlook the fact that overnight she turned from a meek, mild secretary into the meanest whip-cracking kick-boxer this side of Gotham, it's very easy to lose yourself in the erot...er...exotic vinyl fantasy. Even Keaton was much

improved in this movie over the last one (um, well, that's about as far as I can go with that one).

Anyway, the sets were fantastic and helped create that *Twilight Zone*-like atmosphere. Lots of neat cool Bat-thingamajigs too, which are

always fun. The character emphasis was much more even in this film than in the last, though whether or not that was because there were two villains to choose from, one of which was involved with the guy with the wings, is a debatable point.

In the weeks after *Alien 3* and *Batman Returns* hit the theatres, very little other sf/f product came out of Hollywood—murder-mysteries and suspense-thrillers seem to be in vogue these days. Most of what was out there was more comedy than sf/f. It looks to us like the well is running dry for sf/f movie fans; there are no genre films coming in the Fall/Christmas season. (Well, none worth speaking of, anyway.) So other than the two biggies this summer, what was (is) there?

#### *Stay Tuned*

A suburban couch-potato (see, Dan, no "e") agrees to try out a 666-channel, to-die-for cable TV system, which, as he later discovers, is run by none other than Satan. Hellvision sucks its victims into a twisted TV world in order to snatch first their lives, then their souls.

Former sit-com stars John Ritter and Pam Dawber are the couch-potato and his wife, who hop from channel to channel trying to survive and get back to reality. This movie is not unlike a *Saturday Night Live* skit, albeit a long one, as it takes a poke at the TV

industry and TV watchers. Good fun, the best stuff being the devilishly clever take-offs of many of our "favourite" TV shows: *thirtysomething to life*, *Beverly Hills 90666*, *The Fresh Prince of Darkness*, *Northern Overexposure* and *Saturday Night Dead*, featuring *Dwayne's Underworld*. There's a *Trek* bit in there, too. Worth the price of admission alone is a great little parody of all those Saturday morning cat-and-mouse cartoons.

#### *Buffy the Vampire Slayer*

This tale of a teenaged California cheerleader who becomes a vampire hunter could have been a *really* bad movie. While it's not a great flick, it isn't actually *that* bad. Mindless fun, good for a few laughs. Paul Reubens sheds not his pants, but his Pee Wee Herman persona and looks the part as one of the undead.

#### *Death Becomes Her*

Big Hollywood names—Meryl Streep, Goldie Hawn and Bruce Willis—and snazzy FX by ILM can't save this one. The eternal youth schtick provides a marginal fantasy element, but this sucker is a comedy,

and in the end, not a terribly good one.

#### *Cool World*

Animation fans—particularly of Ralph Bakshi's work—will enjoy this one, but the rest of the audience won't be sustained by the nothing-special story. Admittedly, the cartoon Kim Basinger is the sexiest femme fatale this side of Jessica Rabbit, but that just isn't enough to hold our interest right through.

#### *Timescape*

Pass.

#### *Pet Semetary Two*

This one's a horror movie, and while it's reasonably well crafted, it's just more of the same, standard horror-movie fare that we've all seen a million times. Falls kinda flat.

#### *Blade Runner* (Director's Cut)

Cut is right! Ridley Scott cut out more than he added. The original version of this genre classic is the better. Hollywood's ripping us off on this one, but if you must be fleeced, at least catch it on a discount night.

I'm not saying that I didn't enjoy this film. There was a lot about it I liked a lot. Overall, however, like the first film, I felt the real villain wasn't the costumed bad guys Batman fought, it was the director. As you can probably tell, I'm one of the people who rolled their eyes when they heard Burton was directing the film, and rolled them again when he insisted on having Keaton as the Caped Crusader. I've heard a lot about how Burton has given Batman a unique atmosphere and vision. Baloney. The vision and atmosphere of Batman was created in the comic books long before Timmy came along.

Essentially, a great many of the elements of the film that are the responsibility/domain of the director were the weakest parts of the film. The pacing was uneven. Fast-paced fight scenes would give way to irrelevant, protracted scenes of no significance to the plot whatsoever. Individual performances were fine, but the character interaction was poor. The supposed love story between Catwoman and Batman simply didn't strike me as being authentic.

Why? There simply wasn't the emphasis in the right places in this film. It starts with interminably long scenes about the Penguin looking for his roots, which really doesn't have all that much to do with his eventual plans anyway. This cuts the development and importance of the Bat-in-the-Cat relationship, which severely undermines the power of the climax. Batman tears off his mask to beg Catwoman not to kill herself while she is doing in the evil industrialist. Not only do they already know who each other are, but I found myself asking "so what?" They spent a grand total of 15 minutes of screen time together, which included one good fight and a silly love scene. There simply wasn't enough of a relationship established for it to have any conviction or significance at all.

In fact nothing in this film did. The whole film seemed like a protracted exercise in revamping interest in Bat-paraphernalia.  
—reviewed by John Matthias

## FROM THE FILES OF THE MUSEUM OF UNNATURAL HISTORY

### *Truefandus Patheticus*

by Kevin Holden

Okay, folks, step this way. Over here we have an interesting exhibit. This little fellow is known as *Truefandus Patheticus*. It's a strange little specimen that first appeared in the 1930s and flourished until the 1970s. Today, it nears extinction, a victim of its own cliquishness. So endangered is this species that anthropologists considered preserving them in special habitats, but ultimately decided it wasn't worth the effort.

When this species emerged originally, it prided itself on being forward thinking and progressive, but as the future passed it by, it became increasingly inward looking until its view was focused entirely upon its own posterior. Its chief habitat was its parents' basement, where it stayed until the parents would, frequently, burn the house down to force it out. It did not adapt easily to other environments, and was thus usually at the bottom of the economic food chain. It spent most of its time producing publications called "zines," through which it conducted most of its social intercourse. It insisted that these 'zines, and other such publications it produced, be published on a paper called "twiltone," and printed on a primitive "Gestetner." It refused to acknowledge other forms of communication or creativity, alledging that they were not consistent with "faanish tradition." These traditions had begun in the '30s, and were appropriate for that time. But the *truefan* so loved that time and those ways, that it insisted on living as if nothing in the world had changed since then. Emphasis on traditions and their rigid, arcane protocols eventually became the obsession of this culture, even when they no longer served the purpose for which they were designed. For example, *truefen*, as they liked to be called, frequently sported a beanie with a propellor on top, though they never managed to achieve flight with it.

It had numerous enemies (reality being among them). Its chief defense was its expandable "egoshell," which it would inflate when threatened, to make itself seem larger than it was. However, the shell was hollow and fragile, and could be easily punctured by a determined predator, who could then get at the tasty and delicate insecurities underneath. Although it was besieged by dangerous carnivores, its greatest pleasure was in fighting with its own kind. So cannibalistic is this species, if zoologists place three of them in the same cage, two will immediately conspire to expel the other.

Toward the end of the '70s, environmentalists began to notice that the numbers of *truefen* were dwindling, dangerously low, and speculated that it was snubbing itself to death. Although it had spawned numerous offshoots, from the *Comicfanus* to the *Klingonus Trekkius*, it refused to acknowledge them, and retreated further into the wilds, where it lived under dark, cool rocks reminiscent of its parents' basements. Today, only a few of them can be found, deep in the forests, where they read their "APAs" and worship their faanish "Ghods." Occasionally, at the edge of the forest, if you listen, you can hear the warbling of the "Filksong," mating call of the lonely *truefan*. With each passing year, there are fewer and fewer replies.



## AD ASTRA 12 REVIEWED

by Sylvain St-Pierre

Another good one, held on June 5 to 7. Moving to the Sheraton East Hotel and Tower was an excellent decision for Toronto's oldest con; those amenities rank high in fan-suitability. I had been afraid that the Scarborough location would be difficult to reach for an out-of-towner, but it turned out that the bus stops at the door and you can easily reach the place from downtown for two dollars. I indulged in a visit of Toronto proper while I was there and, contrary to all the old clichés about the place, I had fun. Try to walk on West Queen Street; you would not believe the number of shops catering to our kind of people in that one short stretch of road!

In the hotel itself, the convention area was kept a bit cooler than I like it, but the layout was convenient enough and the creature comforts provided by the huge atrium won the hearts of many. A few activities were located in rooms some distance away from the main foyer, but this proved to be inconvenient only for the model room—a new item at Ad Astra—which could have used better coverage. The quality of the models was very high, and it is too bad that such items are not often seen outside of their city of origin because they do not travel well.

I thought that the choice of panels lacked a little fizz this year, with the exception of the Cheesecake/Beefcake Lingerie Show—yum! Some other old

favourites of mine, like the Intergalactic Dating Game, were taken off the list altogether, but as I had decided to relax a bit and not bring either art or costume, this gave me a chance to go back to basics and indulge in a fannish activity I had almost forgotten about: conversation. The hotel had a number of nooks and crannies where small groups could chat in peace about things arcane and this proved to be most enjoyable. It is, after all, the participants, at least as much as programming, that makes a con good or bad.

The Video Room had an exhaustive and comprehensive program, and viewing it was all the more pleasant because of the use of a top-of-the-line large-screen projection TV that provided a stunningly good picture.

The Art Show held its usual wide variety, with something I never expected to see at an Ontarian con: frontal nudity, male and female! I guess things *are* changing in the world.

For those who prefer clothes, the Masquerade was the smallest yet I have seen for this con, but fortunately most of the entries were from amongst the best in the field, and the parade turned out to be very entertaining, if short. I have it all on tape, and if enough people show interest, we may show it at a future MonSFFA meeting. A fan-couple celebrating their first wedding anniversary in real life, decided to commemorate the event by recreating a Terran/Klingon bonding oath on stage, and I found that it was a rather romantic and a sweet thing

to do.

For spiciness, I finally got to taste those famous Con Suite Jamaican Patties: very good, but they would be better if heated more evenly by a better microwave oven. Our Con•cept '92 Montreal Smoked Meat and Bagel Party had considerable success, and the room was packed with fans feasting on those rare (for them) delicacies. The hotel also sported five restaurants, all of them somewhat pricy but with very good food for a change. Dinner at the sushi place was a special experience, something akin to *Creature from the Black Lagoon* meets *It Came from the Beneath the Sea*.

Both those movies could be found in the Dealers' Room (alas, for a staggering price) along with a good variety of other merchandise, some of it affordable. I noticed that there seems to be less and less items unique to conventions, and you can often find this kind of stuff in mundane shops. Are we contaminating the outside world? Anyway, I ended up buying less than I had budgeted for, which is a first for me.

The weather was a bit dreary on that weekend, but since we had everything we needed inside (including a wonderfully decadent jacuzzi) hardly anybody minded. I am told that attendance was expected to be somewhat lower than in previous years, but given the current economic situation, this should not be interpreted as a comment on the quality of the con, which I thought to be excellent. Start working on number 13, Lloyd (Penney; he'll be Chairman then). I have already bought my ticket!

## A QUICK REVIEW OF TORONTO TREK VI

by Carlton D. Dorman

Toronto Trek has become *the* major *Trek* con in Eastern Canada, all within a few years. It attracted over 3000 fans again this year, which is up there, and even surpasses, the kinds of numbers we usually hear only in reference to pro-cons like Creation. TT is run by local fans, however, and it shows. This con gives fans the

one, and in my opinion only, thing worth going to a pro-con for: *Trek* stars. And while there's little else of real interest at your average pro-con, TT delivers that which the pro-con does not: far more interesting, varied and just plain fun activities.

This year they featured guests Jimmy Doohan and John de Lancie, and reached outside of the *Trek* universe to also bring in Mark Ryan and Clive Mantle, of *Robin of Sherwood*. (Perhaps TT has plans to expand its scope beyond just *Trek*, and become a mega media con. If so, good for them. I like *Trek* and all, but I wouldn't mind seeing a little variety.) All of the guests were very friendly and approachable.

There was much to see and do at Toronto Trek VI, and much partying, what with the Klingons in town. Klingon fandom is as popular as ever, it would seem, but some of its practitioners are a little over-the-edge at times. A few unfortunate incidents involving some of the Klingons in the main lobby swinging "weapons" around did cause some concern at one point. But everything seemed to work out okay in the end. The Klingons gave good panel, anyways, as did all the panelists, who collectively offered up a good mix of interesting and fun stuff. And, the masquerade was nothing less than top-notch! That Borg couple were just amazing.

Overall, another great con under the hats of the Toronto Trek people. Well done.



## BAIRD ON BOOKS

Readers of my column in *Asimov's* will know that over the years I've been (I hope) a mostly kind reviewer, but rather sparing in my ecstasies. In point of fact, I think I've let myself go on only one or two occasions in the past decade. Once was on the publication of the various volumes of Julian May's "Saga of Pliocene Exile" (okay, four times to be exact); the other was on the

publication of Dan Simmons' *Hyperion* and its second half, *The Fall of Hyperion*. Now we have a volume by each of those master writers to talk about.

First, the May, which must be preceded by a certain amount of space consuming explanation. (I firmly believe that the reviewer should educate as well as judge, another possible reason for reading reviews despite opinions voiced to the contrary.) May's magnificent "Saga" was published in four volumes from 1981 to 1984. In 1987 came (in hard cover) *Intervention*, described by May as a "root tale of the (forthcoming) Galactic Milieu and a vinculum between it and the Saga..." ("Vinculum" is described as a bond or a tie.) *Intervention* was published in paperback as two volumes, *The Surveillance*, and *The Metaconcert*. (You are following this? There will be a test later.)

Now we have at hand the first volume of the "Galactic Milieu" trilogy, *Jack the Bodiless* (available in hard cover recently, from Knopf; paperback soonish I'd guess). It more or less continues from *Intervention*, which I'd strongly advise reading before starting this one. There are very faint connections to the "Saga" so far at least; I think the linkage will grow stronger later, since people and events planted in the tetralogy might become important to the trilogy. In any case, where the "Saga" took place in the Pliocene and had to do with the interaction between a group of human time travellers and exiled aliens, the more recent books take place in the near future, where Earth and humanity have been accepted into the Galactic Milieu, a federation of powerful alien races who believe that humanity may become the most powerful yet. In particular, they concern a French-Canadian family resident in New England, the Remilliards, who have the strongest metaphysic powers in all humanity. (These human psychic powers have been loosed by the aliens.)

Now I'd like to say that May has done it again, but I just don't think so. She's still a powerful teller of intricate tales, but where the "Saga" was downright awe-inspiring in its background scope and powerful characters, blithely mixing

outrageous science fiction concepts with mythic fantasy references, the new book seems to go out of its way to play down its ingredients. Many of the aliens are downright clownish, or so folksily friendly you can't imagine these beings as the cream of the universe. As for the Remilliards, there seem to be hundreds of them, and they carry on more than that crowd on *Dallas* used to. Seems that one of the uncles was evil incarnate (see *Intervention*), and even when dying, managed to seed some of the younger generations with portions of his unspeakable personality, which is out to destroy humanity's participation in the Galactic Milieu.

Oh, be sure I'll read the rest of the series. May is too good a story teller not to have hooked me. But the old May ware ain't what it used to be, I'm afraid.

Since *The Fall of Hyperion*, Dan Simmons has been turning them out like a house afire—"When you're hot, you're hot," obviously, but there's still a danger of glibness. They've been mostly science/horror novels, and I must admit that I was tempted to say, but did not, that I wish he'd stop working à la King and give us some good dense sf. Lucky I didn't, since the latest, *The Hollow Man*, is so dense that I almost didn't make it through.

Our principals are a telepathic couple in the present, who discover one another at a conveniently marriageable age, blend not only bodies and souls, but minds in a blissful union. Now taking all of this as a given is a lot to ask, but of course Simmons brings it off. The story really begins when Gail dies of inoperable cancer, and Jerry takes off on an odyssey of demented grief. His adventures include burning his house down, escaping a Mafia killer in Disney World disguised in a Goofy suit, spending months as a wino in Denver, and working for a female rancher who turns out to have a special pair of dentures with razor blades instead of teeth, which she does *not* use for tough steaks.

These peculiar adventures are alternated with first person chapters by a mysterious entity (alien? spirit? mutant?) who seems to have shared the couple's telepathic union, and this is where things get dense, since it is in these chapters that we're

given Jerry's work. He is a mathematician, and as he explains his work to Gail (in flashback), we get sentences such as "Jeremy does Poincaré sections of probability waves crashing and collapsing, and the Cray machines—moving through fractaled regions that Jeremy never hopes to understand—return hard data by the bale..." (me and Jeremy both) and "Vague Attractors of Kolmogorov winding around resonance islands of quasi-periodic sanity amid foaming layers of chaos." A little bit of that goes a long way with me and there's more than a little bit here. With it, of course, Jeremy not only solves the mystery of his and Gail's power, but the riddle of human personality and the secret of the universe, the latter of which seems to depend on the former, so far as I understand it, which is not very.

As to who the mysterious entity is, telling would be giving away the show. I doubt that Simmons could write a bad or boring story, and this is, chapter by chapter, pretty involving, if you can just wade your way through the crashing probability waves and the foaming layers of chaos. (Fashion note: in his two latest books, Simmons has a character refer to male ponytails as "dork-knobs." I tend to agree, but that's pushing it a bit.)

Here are some other books I've come across recently that are worth checking out:

Orson Scott Card's *The Memory of Earth* (Tor hard-cover) is (sigh) the first of yet another five book series (i.e. it's "Homecoming," Vol. 1). At least this starter novel is a complete one, as opposed to his last series ("Alvin Maker") which began with what was essentially a fragment. As a matter of fact, this one gets off to a good start.

Basilica, a city with a near-Eastern flavour, worships something called The Oversoul and is a sort of matriarchy, in a complicated way. The Oversoul is generally referred to as She, and She has forbidden the use of wheels on anything but toys and gears.

However, it is obvious that Things Are Not What They Seem when we find databases for sale in

the marketplace, advertised in holographic displays. It's not giving too much away to say that the Oversoul is a computer that has protected humanity on Basilica's planet after the destruction of Earth for *forty million years* and it's running out of steam. Crisis time, and the Oversoul's solution will, if this one is any indication, keep you going through four more books.

Lynn S. Hightower's *Alien Blues* (Ace paper) is a variation on what might be called the "odd couple" cop movie (disparate cops have to work together, male/female, gay/straight, human/canine). Here it is of course, human/alien, and it's both a good murder mystery and an amusing book, since the human cop (who tells the story) is a pretty funny guy (he calls his alien partner Gumby, for reasons that become clear from the interior description and the cover, the artist of which got something right for a change).

Don't expect an easy read from Melissa Scott's *Dreamships* (Tor hard-cover), which is set in a complex future, for which the author doesn't give you much exposition and to the workings of which you don't have many clues. But persist, because it eventually falls into place (if you haven't thrown it across the room yet). It's a wired-up future where there are "virtuals" (artificial total sensory environments), as well as AIs with personalities and "Spelvins" which I can't begin to explain. The leading characters are a trio of pilots, hired by a mysterious wealthy woman to find her brother in this stew of the real and the artificial. As you might expect, nobody's exactly straightforward when it comes to sexual orientation.

Tolkien fans who missed the neat little *Atlas of Middle-Earth* (Houghton Mifflin paper) by Karen Wynn Fonstad have another chance since it's been reprinted. This is not an icky fan thing, but a well thought out guide to the various places and travels of Tolkien's world.

For the Arthurians who thought that that lode had been mined to death, Robert Rice's *The Last Pendragon*, a new novel that picks up where most of the others leave off—at the death of Arthur and particularly in his charge to Bedwyr to cast the sword into the lake. Here

Bedwyr does not, survives to become a soldier of fortune and returns eleven years later to help the surviving Celts against the invading Saxons. The co-hero is, surprisingly, Irion, the son of Mordred (here Medraut). The milieu is not a fairy tale Arthurland, but a close to historical sixth century. And the story echoes the tragedy of the Arthurian epic.

As I noted earlier, one wishes Dan Simmons would slow down a little and give us something as brilliant as the two *Hyperion* books. However, if one must make do, one of his several latest *Children of the Night* (Putman hard-cover), is a cracking good rationalized vampire story (i.e. the vampires are given a scientific/medical rationale rather than being supernatural creatures) as you might gather from the title (oh, come on, that's the line everybody remembers from the movie). It takes place in post-Communist Rumania, and the vampires are limited to a fairly small family, which passes on a mutant virus which gives them long life, regenerative powers, and the need for blood. A small family, but a powerful one, due to the longevity factor; they have been the shadow government of Rumania for years, as well as holding power in many other places. Vlad, the Impaler, is still alive, but dying, and returns to dear old Transylvania. At the same time, a female American doctor who has volunteered her services to help the terrible need of that country, becomes fond of and adopts a foundling there and brings him back with her. Aha. He is one of the family, temporarily misplaced, an *important* member of the family. And she discovers the virus can be a cure for AIDS, among other things. The chase is on! It's a tossup as to whether the *strigoi* (the vampires) or Simmons' brilliant depiction of the horrors of life in the "new" Rumania is the more frightening.

These books should be currently available at your favourite specialty shop, always taking into account the vagaries of British/American copyrights. (*MonSFFA member Baird Searles reviews books for Isaac Asimov's Science Fiction Magazine.—Ed*)

# More Book Reviews

*Star Wars: Heir to the Empire*  
*Star Wars: Dark Force Rising*

The announcement that George Lucas had no intentions of continuing the *Star Wars* saga anytime soon, and that if he did that it would be a prequel story, left the fate of Luke Skywalker et al in limbo. Since there is still lots of money to be made from it, Lucas granted permission for a whole new series of adventures to be licensed using the original characters. A comic book series and a new line of books by Hugo Award-winning author Timothy Zahn are on the stands. These are entirely different from the earlier series of *Han Solo* and *Lando Calrissian* books by Brian Daley, which were available during the movies' runs.

The new series of books are considerably better written than their predecessors, with a more fluid prose and reasonably linear plotlines. The story, centering around the attempt by an Imperial warlord to rebuild the shattered Empire, is the big drawback. It is simply not big enough in scale to even come close to the original. We have an evil villain out to rebuild the Empire, lure Luke and Leia (who is pregnant with twins—Han didn't wait long!) into a trap to get them to join the dark side, etc. etc.—all a retread of what has already been done. What is the point? Since the villains are never able to get organized as effectively as the original Empire, and are now considerably weaker than the new Republic, they are nowhere near as menacing, and in fact, come across like the underdogs. Further, the heroic characters we grew to admire come off like burned-out bureaucrats

as opposed to swashbucklers. Still, these books will probably satisfy the *Star Wars* fans who are patiently waiting for the next film. And they're imaginative enough to be interesting, if not epic.—reviewed by Kevin Holden

## Probe

Once again the people at Pocket Books bring us a *Trek* novel obviously too good to be contained in a mere paperback. Right! Or could it be that they know that the fans will throw away 25 bucks for anything with *Star Trek* on the cover. Take my advice: this time, go for the paperback.

*Probe* takes place after *Star Trek IV* and is supposed to answer all the nagging questions we were left with. What nagging questions? I don't know, I just presumed that at the end of the movie the probe simply went off to scare up a basketball game

with some of those super-intelligent life forms that flit about the galaxy.

The good news is that the novel is 80% about a peace conference (does this sound familiar?) between the Federation and the Romulans, and not about the blasted probe. The peace conference take place on a planet in the neutral zone. Along for the ride are archeologists and musicians (?) and for fun, the usual crowd of war-mongers and spies.

The parts I enjoyed the most were the appearance of Kevin Riley as an ambassador, the well written secondary characters and a very subtle tie-in to the *Next Generation*. On the whole, though, *Probe* falls short of what a *Trek* hardcover should be.—reviewed by Colleen Magnussen

## Sci-Fi Crossword—Here are the answers to the puzzle we ran in *Warp 2* (February '92)

# SENSORS

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

Information for this article was gathered primarily from Starlog Magazine, Star Trek: The Official Fan Club Magazine, Paramount Pictures, The Montreal Gazette, ConTRACT, BCSFAzine, Neology, The Disruptor!, Warp Factor, Lloyd Penney, Brett L. McDonald, and fandom's grapevine, both spoken and electronic.

### CANFANDOM

Since we took a stab at reporting on the goings-on in Canadian fandom with our overview in "Sensors" (*Warp* 2, February '92),

we've received a number of comments and updates from our readers across the land (thanks for taking the time to write/call). Those, along with news we've culled from the various Canadian newsletters we regularly receive, allow for another run at what's up in Canfandom these days.

As with the last time, let's begin with the Winnipeg WorldCon. Memberships currently number about 2500; they'll need another 500 or so to make their break-even point. They anticipate an attendance of

around 4000. Ottawa fan Paul Valcour, chair of this year's Canadian Science Fiction and Fantasy Awards (the Auroras), has accepted the job of handling the Hugo Awards at the Winnipeg WorldCon. Snap up your '94 WorldCon memberships now; they're going for \$85.00, but prices increase as of January 1, 1993. For more info, write: Canadian "A" (The 1994 WorldCon), P.O. Box 2430, Winnipeg, Manitoba, R3C 4A7. For dealers' info, write: G. Ketter, 1309 4th Street E., Minneapolis, Minnesota, U.S.A., 55414. Masquerade info: B. Schofield, P.O.



The latest incarnation of *Star Trek* is scheduled to premiere in about three months. *Deep Space Nine* will kick-off with a two hour special entitled "Emissary," featuring a guest appearance by Captain Picard and the promise of interesting revelations concerning his Borg experience.

Some of the rumours we've reported on previously involve *TNG* characters permanently skipping over to *DS9*; Ro and O'Brien are most often mentioned. Some rumours had Ro confirmed as a regular on the new show. Michelle Forbes, who plays Ro, was apparently asked to play the *DS9* station's first officer, but wanted to pursue a movie career and

and Forbes has now decided to stick with the known quantity, *TNG*. Colm Meaney (O'Brien) will be making the move over to *DS9*, along with his *TNG* family. That will happen about half way through the *TNG* season, with O'Brien bumping up in rank to officer and becoming Chief of Operations aboard *DS9*.

We've reported that *TNG* and *DS9* characters and story lines will occasionally cross. For example, Lwaxana Troi will fall for the alien shape-shifter, whose natural state is somewhat jello-like. The alien, whose name is Odo, tries to put her off, in one scene, by explaining that at night he becomes a puddle of liquid. "I can swim," retorts Lwaxana.

wasn't prepared to commit to episodic television. Producers mentioned the name Denise Crosby to her

*DS9*'s scenario brings us a lot of political conflict, with the Bajorans in the system finally achieving independence after the Cardassians abandon the area. To complicate matters, a Ferengi named Quark runs a number of entertainment concessions aboard the *DS9* station (including a holo-brothel) and, as already reported, a stable wormhole is discovered nearby, allowing travel to and from a distant, unexplored part of the galaxy. Further, the Bajoran first officer of the station, Major Kira Nerys (created when Forbes balked at Ro's joining the *DS9* cast), a former member of the underground Bajoran resistance who loathes the Cardassians, resents the Federation presence in her system—the Federation are acting as a United Nations-like peace keeping mission, overseeing the transition of governments and generally keeping the lid on a

still potentially explosive situation. Nerys, who herself used terrorist tactics against the Cardassians, is faced with tracking down a Bajoran terrorist cell that continues to operate (presumably in violation of treaty). She is considered a turncoat by some of her people. She has little faith (at first) in the Federation commander of *DS9* and is often at odds with him.

The commander's name is Benjamin Sisko. He is a 40ish single father raising a 12-year old son, Jake. Sisko was First Officer aboard the *Saratoga* during the Borg war, and his wife was killed when the ship came under attack. He blames Picard (Borged at the time) for her death. He is reluctant to accept the *DS9* assignment at first, but an encounter with an alien entity causes him to re-evaluate his life (oh, please!). His son befriends Quark's nephew, Nog, and the two of them get



Box 784, Adelaide Street Post Office, Toronto, Ontario, M5C 2K1.

Winnipeg's regular convention, KeyCon, "suffered from a drop in attendance" this year. The con, held back in mid-May, was further plagued by a "ticket problem" that prevented two of its guests from attending. The rest of the guest list entertained attendees with much verve, and the con's party rooms proved quite popular, making for a good con overall. No word on how the drop in attendance may have affected things from a dollar perspective. Next year's KeyCon, the tenth, will feature Roger Zelazny as Guest of Honour—Zelazny is GoH at this year's Con•cept here in Montreal. (For more info on KeyCon, write: KeyCon 10, P.O. Box 3178, Winnipeg, Manitoba, R3C 4E6.)

MonSFFA member Lloyd Penney has an update for us regarding the

very brief mention, in our February '92 Canfandom piece, of a revival of fan activity in Saskatchewan. He writes that he's also heard that fandom there is on the upswing, and reports that there are two *Trek* clubs operating out of Saskatoon: U.S.S. Legend (write to: Fleet Captain Brian Graham, 92 Davidson Crescent, Saskatoon, Saskatchewan, S7L 4A1) and a UFP club (write to: 21-3510 8th Street E., Saskatoon, Saskatchewan, S7H 5P1).

As we mentioned last time, we hear very little from Atlantic-Canadian fandom—anyone out east, write us and clue us in—but we can bring you the following little bit of news we've come across regarding this year's WolfCon. WolfCon V, held back in March in Wolfville, Nova Scotia, appears to have gone well. Guests included Guy Gavriel Kay, Chris Claremont, N.S. horror

writer Steve Vernon, N.B. sf writer Anne Bramstrup, and muppeteer Terry Angus. The pan-galactic gargle blasters ("made with real dry ice") whipped up by the staff of the Old Orchard Inn, site of the con, were a hit with everyone. Looks like WolfCon VI will be a go, about the same time next year and at the Old Orchard again.

Ottawa fans took another run at putting on a con devoted to the Canadian sf/f lit scene (Pinecone, which folded after two years back in the late '80s, is often cited as their first attempt at a Canlit con). CanCon, billed as a "conference on Canadian content in speculative literature," was held May 22 through 24 and by all accounts was very much enjoyed by those in attendance. Problem was, that constituted only some 50 or 60 people. The con lost about \$1000,

into all kinds of trouble.

Odo, the shape-shifter, handles security aboard the station, as he did when the Cardassians were in charge. He was found in a strange spacecraft about 50 years prior and has no idea where he comes from. He resents having to take on human form, never getting it quite right, and is always commenting cynically on human foibles.

Dr. Julian Bashir (originally Julian Amoros) is cocky but naive, fresh out of Starfleet Medical Academy. He is in his mid-20s and anxious for adventure. Sisko has to cool the young doctor's jets every so often.

Jadzia Dax is a Trill (one of those parasitic buggers from the *TNG* episode "The Host") currently inhabiting the body of a humanoid babe in her late 20s. Sisko knew Dax when "she" was inhabiting the body of an old man and calls her "the old man," much to the confusion of

everyone aboard. A sexual tension will build between Sisko and Dax. She is Science Officer on the station.

Secondary characters include the Spiritual Leader of the Bajoran people, Kai Opaka (Kai being her title), and a Cardassian captain who will show up periodically to hassle Sisko and the *DS9* crew.

*DS9's* principle set, the operations area, will combine the bridge, engineering section and an observation deck, and much of the civilian portion of the station will be located in the main "midway," a sort of promenade. The station's exterior will be "absolutely mind-boggling," says the show's co-producer, Rick Berman. Also, new "runabout class" space ships, capable of carrying about 25 people, are being designed.

We can dispell some of the recent rumours that have been flying around concerning the casting of

the new series. *McGyver* star Richard Dean Anderson will not star as Sisko. One rumour had him all but confirmed as *DS9's* commander, but he was never in the running at all. Another rumour suggested that producers wanted to cast a black actor in the lead—James Earl Jones, who provided Darth Vader's voice in the *Star Wars* movies, was the name being bandied about on that one. Turns out a black actor will play Sisko, but he is Avery Brooks, not Jones. Brooks co-starred with Robert Urich in *Spenser: For Hire*. Nana Visitor (guest-starred in *thirtysomething*, *L.A. Law*, and *Murder, She Wrote*) will play Kira Nerys and Tony Award-winning actor Rene Auberjonois will sit for a couple hours of make-up every morning as he becomes Odo. Terry Farrell (*Hellraiser III*) is Dax, Armin Shimerman (*Beauty and the Beast*) is Quark and London-based actor Siddig El Fadil plays Dr. Bashir. And making

his TV acting debut is Cirroc Lofton as Jake Sisko.

Perhaps most interesting is word that *TNG* may be cancelled in December, leaving *DS9* to pick up and carry forward the *Trek* torch. This contradicts the current party line—that the two shows will run in parallel and occasionally mix characters and story lines—but comes from someone most would consider a pretty reliable source: Brent Spiner. His talk of cancellation came out during an interview he recently gave. Other sources we talked to, however, say that the cancellation buzz is all a pile of horse dip.

*DS9's* pilot is apparently written, but repeated changes to the script have delayed the start of shooting, which was supposed to have begun August 18. Paramount is looking at premiering *Deep Space Nine* in the first week of January.

but planners are encouraged by the good reviews they've received (including a favourable piece in *The Ottawa Citizen*) and are already at work on next year's CanCon. Dwayne Bruce, who pinch-hit for Chair James Botte when Botte moved to France shortly before the con, says that CanCon hopes to recoup this year's losses and firmly establish a sercon on Canadian sf/f literature in the nation's capital. CanCon '93 goes May 14 through 16; guests are Karen Wehrstein, Shirley Meier, Robert Sawyer, and Bink, one of the pioneers of Ottawa fandom. (For more info, write: CanCon, P.O. Box 105, 220 Woodridge Crescent, Nepean, Ontario, K2B 8G1. Include a self-addressed, stamped envelope with your inquiry.)

Maplecon 13, meanwhile, seems to be proceeding smoothly with the singular exception that its Author Guest of Honour has not, as of the end of August-beginning of September, been confirmed. The con will run over the Halloween weekend. MonSFFen will note that our president is Maplecon 13's Fan Guest. (For more info, write: Maplecon 13, P.O. Box 20225, 790 Rideau Street E., Ottawa, Ontario, K1N 9P4. Include a self-addressed, stamped envelope.)

Lloyd Penney also writes that the Brent Spiner Creation Con (Montreal and Toronto, March 21-22) left as much of a bad taste in the mouths of fans in Toronto as it did here in Montreal (see Lloyd's letter, "MonSFFA Mailbag," page 6; see also Keith Braithwaite's review of the con in our previous issue, *Warp 20*, May '92). Also, Lloyd's wife, Yvonne, and Louise Hypher organized and managed a nine-day sf exhibit at the Ontario Science Center the same month which attracted 60,000 people. Now there's one hell of a "con," eh! There's a new Canadian national *Trek* fan club starting up in Toronto. The Official Star Trek Fan Club of Canada has the backing, apparently, of Paramount's Canadian licensee, *Marquee Magazine*. (For more info, write: The Official Star Trek Fan Club of Canada, P.O. Box 440, Station C, Toronto, Ontario, M6J 3P5.) Fans will no doubt be cautious after the organizational and financial fiasco of

the last national *Trek* club, the defunct Star Trek Canada (see our coverage of the whole STC affair in *Warp 20*.)

Ad Astra 12 was held in the eastern end of Toronto this year and featured AA's usual wide variety of things to see and do, including a pretty decent first try at the kind of model exhibit recently popularized by Con•cept. The Saturday night party featured no less than *four* WorldCon bid parties and several of the usual room parties (including Con•cept's very popular Montreal Smoked Meat and Bagel Bash). Attendance, at 660, was down in comparison to previous years and it looks like AA 12 may have lost a few bucks. Next year's Ad Astra goes June 4-6 with guests Anne McCaffrey, Dave Duncan and Robin Wood. (For more info, write: Ad Astra 13, P.O. Box 7276, Station A, Toronto, Ontario, M5W 1X9.)

Correction: In our February Canfandom coverage, we stated that the Star Trek Toronto club founded the Toronto Trek convention. Not so. Yvonne Penney founded the con and chaired the first two under the slightly different name Toronto Trek Celebration. TTC 1 was a one-day party that drew about 75 fans back in 1986; TTC 2, in '88, ran for a full weekend and brought in about 600. Star Trek Toronto became directly involved with the con in its third incarnation.

We've heard, from various sources, that our estimate of Toronto Trek V's profit—we figured \$16,000—is somewhat conservative and that we should add on another \$10,000. We won't quibble with the numbers here; suffice it to say that the thing made a pirate's treasure. Toronto Trek VI drew about the same number of people this year as last, roughly 3200 (some estimates put the number of attendees at about 2800, a drop, but still mega-con numbers by any definition). By all accounts, it was a great con. Certain incidents involving overzealous Klingon fans brandishing "weapons" at TT6 have prompted K.A.G. Kanada's top brass to implement a "no weapons" policy at upcoming cons at which K.A.G. will be present. Too bad a few irresponsible kretins had to ruin everyone else's fun.

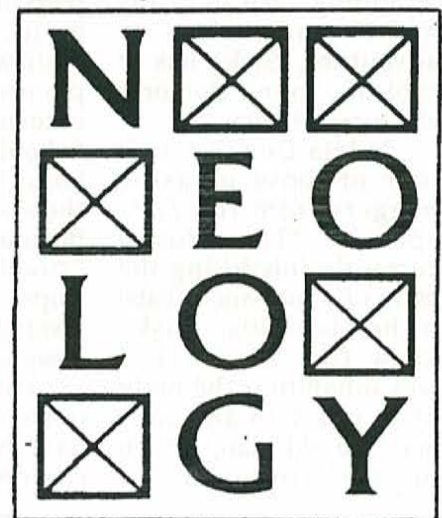
Rhinocon 2, in London, Ontario,

featured a superb guest line-up, headed by Robert Block and Fritz Leiber. Reports are that the con suffered from *more* than its share of organizational troubles, however, and ended up losing money to the tune of \$3000.

"ESFACAS is going dormant and *Neology* will be following it," writes *Neology* editor Catherine Girczyc in her issue number 74 editorial. The interest level within the Edmonton Science Fiction and Comic Arts Society, it seems, is virtually nil, and so the club is shutting down. The club's president, Cath Jackal, "won't say ESFACAS is dead," preferring the term "dormant," but despite its intention to maintain a post office box and even take memberships (!), ESFACAS is, for all intents and purposes, an ex-parrot. "We don't have critical mass, we have terminal apathy," says Cath, explaining that she's burned out and that recent planning meetings just haven't gotten beyond "vague statements of 'we really ought to do such and such.'" Catherine concurs. "The young just aren't into this club," she writes. "There's lots of sf activity in Edmonton, just not in ESFACAS."

MonSFFA member Brett L. McDonald, who lives near Edmonton, comments on Alberta fandom in his letter this issue (see "MonSFFA Mailbag") and makes the point that contemporary fandom is splintering into small, special-interest groups and big, all-encompassing organizations, like ESFACAS (and MonSFFA?), are fast becoming the clubs of yesteryear.

And so, with the passing of ESFACAS, goes its fanzine, *Neology*,



one of Canada's finest.

Brett passes on the following information of interest to *Trek* fans. Calgary boasts five *Trek* clubs: U.S.S. Equulus, U.S.S. Astra (formerly an Equulus shuttle), the Calgary Klingon Corps, S.T.A.R.S., and U.S.S. Dinonycus. They can all be reached via Nightfall Books, 225 17th Avenue S.E., Calgary, Alberta, T2G 1H5.

This year's ST Con (run by Equulus) had a drop in membership of about 200 or so, but still managed to turn a profit and, thanks in large part to a well supported charity auction, was able to raise \$2700 for the burn unit of a local hospital. Next year's ST Con goes March 12-14. (For more info, write: ST Con '93, 44 Senic Road N.W., Calgary, Alberta, T3L 1B9.)

Calcon 7 (gaming, Calgary) attracted some 450 players and was well received by all. The con made more money this year than last. Next year, it'll move to a new location and run in parallel with a comics convention. ConFusion, up in Edmonton, attracted about 500 people; there are currently no plans to run it again next year. And, after unsatisfactory attendance numbers at one of its shows in Calgary earlier this year, Creation have no plans to return to that city "this year, probably never." They fared better in Edmonton and may return there in October. Much of the convention news we receive comes courtesy *ConTRACT*, Canada's convention newsletter, and that publication is reporting that con attendance figures across the country are down. No doubt this recession and the job situation are taking their toll. (Interested parties take note, *ConTRACT* has a new address: 321 Portage Avenue, Winnipeg, Manitoba, R3B 2B9; Fax: (204) 944-1998.)



Good news comes out of Vancouver. *BCSFazine* reports that the substantial debt incurred by V-Con19/Westercon 44 back in July

last year has been settled. Some \$13,000 was owed, most of it to the University of British Columbia (site of the con), and UBC was offered and has accepted roughly half of that as payment and closed the book on the matter. Pending legal action against the Chair of Westercon by the Alma Mater Society of UBC has been dropped as part of the arrangement reached. "We're in the clear," writes *BCSFazine* editor R. Graeme Cameron in his issue number 229 editorial. "The debt to UBC is kaput!" Still outstanding is some \$2500, owed to various individuals, and fundraising will proceed anew to clear up that money as soon as possible.

Because of the V-Con 19/Westercon 44 albatross, it was decided that V-Con 20 would be bumped to '93 and a small, frugally budgeted relaxicon would run in '92 instead. It was dubbed V-Con 19.5 and took place May 22-24. The con-com figured they needed 50 people to break even—160 showed! Locals were augmented with fans from Edmonton, Calgary, Portland and Seattle. There was much partying and tomfoolery, and everyone had, according to Graeme, "a lot of fun." With substantially more people than needed to meet expenses, and even after an 11th-hour budget increase to provide "more goodies" for the "surge of members," the con turned a profit in the neighborhood of \$880.00. It'll go towards paying off the remaining Westercon debts. During the course of the festivities, 40 memberships to V-Con 20 were sold. V-Con 20 is scheduled for May 28-30, 1993. (For more info, write: V-Con 20, P.O. Box 48478, Bentall Centre, Vancouver, B.C., V7X 1A2.)

Harlan Ellison was in town for a talk, guest of the Vancouver Comic Book Club, on Sunday evening, the 24th, just as V-Con 19.5 was wrapping up. For about three hours, Ellison spoke on the writing process, read two unpublished stories and fielded questions. He then sat down to sign autographs for the 150 or so fans in attendance. He was under the impression that BCSFA, and more specifically *BCSFazine* editor Graeme, had encouraged a boycott of his talk. Apparently, in typically Ellisonsque language, the ballistic author launched into an attack on

BCSFA, calling them "the local club of sci-fi geeks." Graeme, who states that he admires Ellison's "shit-disturber fire-brand" reputation, denies having organized a boycott. He admits that he failed to sufficiently highlight the talk in the pages of *BCSFazine*, an unintentional oversight which he thinks led to a big misunderstanding about the whole thing. To smooth over any ruffled feathers, Graeme makes a point of apologizing in print to the organizers of the talk, and to Ellison himself, for anything *BCSFazine* may have neglected to do that caused the Ellison event grief. Regular *BCSFazine* contributor Stan Hyde details the whole matter and concludes that, possibly because of a stormy past between the talk's principle organizer, Leonard Wong, and BCSFA, misunderstandings (fueled by nasty rumours) and a lack of communication between the two sides prevented the potential dovetailing of the relaxicon with the Ellison talk, which could have benefited everyone. Says Stan: "I think 80% of this was misinformation and 20% of this was both sides being prepared to believe misinformation because of a long history of misunderstanding." He quite sensibly urges his fellow Vancouver fans to get together for the common good in future: "We should talk. I hope we will from now on."

Stan, who we mentioned in our February Canfandom as being into modelling big time, has, with that "loosely organized model fandom" in Vancouver, formed a garage kit company which produces limited-edition kits. Monsters from *The Day of The Triffids*, *The Giant Gila Monster*, and *The Giant Claw* are currently available, with *The Slime People* and the critters from *Horror of Party Beach* on the way. Contact the guys through *BCSFazine* (P.O. Box 35577, Station E, Vancouver, B.C., V6M 4G9).



Here in Montreal, MonSFFA, along with the Warp Nine club, The High Council of Gallifrey, the local K.A.G. chapter, and the Animation club, successfully held the TransWarp Mega-Meeting in April. The co-operative effort resulted in a full day of fun for the approximately 125 fans in attendance. Enthusiasm for the event was tremendous, with fans urging the clubs to do it again next year. Besides being a blast for the fans, TransWarp was a showcase and fundraiser for each of the clubs, and generated a donation of \$146.53 to the local Sun Youth charity. Perhaps most importantly, TransWarp provided a vehicle for inter-club co-operation, and all of the club-runners were very pleased with the way it went, and with the good relations engendered amongst their organizations.

Con•cept '92 planning continues, with programming occupying much of the con-com's time these days. In our last issue (*Warp 20*), we reported that Con•cept was hoping to get Berni Wrightson up as Artist Guest. Unfortunately, he can't make it. Art Show director Sylvain St-Pierre has suggested that Ottawa fan artist Sandi Marie McLaughlin, formerly president of the Ottawa Science Fiction Society, might fill the bill nicely, and the con-com have agreed. Sandi, whose penchant is astronomical art, has accepted the invitation. *Trek* and modelling fans take note: pro model-maker Michael Cuneo, who has worked on *TNG* and is currently building models for *DS9*, is an 11th-hour addition to the guest list. Special programming events planned include a slide-show tour of a Klingon D-7 battlecruiser, a look at this summer's *Star Trek* exhibit at the Smithsonian Institution, and a retrospective of the career of stop-motion wizard Ray Harryhausen, whose talents have been featured in such fantasy film classics as *The Seventh Voyage of Sinbad* and *Jason and the Argonauts*. (For more info on Con•cept, write: Con•cept '92, P.O. Box 405, Station H, Montreal, Quebec, H3G 2L1.)

Kagster Alan Bowbrick, kommander of the IKV Harfang, and his crew organized a music concert in the Eastern Townships to raise money for the Children's Wish

Foundation. The Odd Fellows/K.A.G. Kanada Jam '92 took place in Knowlton on May 16 and attracted close to 200 folk. Through the sale of raffle tickets, T-shirts, pins, etc., "well over \$1300" was raised. K.A.G. Kanada's head cheese, John Gannon, has awarded killstripes (guess that's Klingon for merit badges) to the Harfang crew for their outstanding effort in support of a worthy cause.

The Rassemblement des Amateurs de Science et Fiction du Quebec (R.A.S.F.Q.), who organize the Conv-iction mini-con, are approaching Montreal-area clubs and asking them to become members of a sort of club of clubs that the R.A.S.F.Q. want to set up. They plan to publish a bi-annual directory of fannish activity in Quebec, in addition to running Conv-iction as a showcase for sf/f, and science-oriented, organizations. Clubs would pay an annual fee, which would get them into the directory and get them free table space at Conv-iction. Also, members of the member-clubs would get in to Conv-iction gratis. The proposal sounds interesting and MonSFFA is examining the idea, as are, presumably, the other clubs who've been approached.

This year's Canadian National Science Fiction Convention, Convention, was hosted by Wilfcon VIII in Waterloo, Ontario, late in June. The con went very well, according to all reports, but unfortunately lost about \$300. At its business meeting, Convention was unable to decide on its site for next year. Dennis Mullin was appointed to head up a sub-committee to select a site for Convention '93. The Wolfcon people out in Nova Scotia are said to be interested in bringing the con to their town, as are the Rhinocon (London, Ontario) crew. Montreal, through Con•cept, was asked to consider entering a bid but declined, feeling that Con•cept isn't yet ready or firmly enough established to host the national convention.

The Auroras were handed out at Wilfcon VIII/Convention XII. Following are the winners.

**Best Long-Form Work, English:** *Golden Fleece* (Robert Sawyer)

**Meilleur livre en francais:** *Ailleurs et au Japon* (Elisabeth Vonarburg)

**Best Short-Form Work, English:** "Breaking Ball" (Michael Skeet), "A Niche" (Peter Watts)

**Meilleur nouvelle en francais:** "L'Enfant des mondes assoupiés" (Yves Menard)

**Best Work in English, Other:** *Prisoners of Gravity* (TV Ontario)

**Meilleur ouvrage en francais (autre):** *Solaris* (Luc Pomerleau, editor)

**Artistic Achievement/ Accomplissement artistique:** Martin Springett (for book covers, paintings)

**Fan Achievement (Organizational)/ Accomplissement fanique (organisation):** John Mansfield (for Winnipeg in '94 WorldCon bid)

**Fan Achievement (Fanzine)/ Accomplissement fanique (fanzine):** *Sol Rising* (Larry Hancock, editor)

**Fan Achievement (Other)/ Accomplissement fanique (autre):** David W. New (for editing *Horizons SF*)

*Warp* was nominated in the Fan Achievement (Fanzine) category. Voting out of English Montreal fandom was reported to be very light. Apathy and an unfamiliarity with the Auroras are among the reasons (excuses?) given for the low vote numbers.

Lastly, *Warp* has received a number of favourable reviews in recent months from various fanzines across the land, much to the satisfaction of those of us who put this newsletter together. Based on *Warp 12* (December '91) and *Warp 2* (February '92), we are given good marks by *Neology* (Edmonton), in its final issue: "Incredibly interesting; probably Canada's best clubzine, it has made a huge leap in quality in the past year." The *OSFS Statement* (Ottawa) called our May '92 effort a "slick 'zine" and liked the "snazzy colour cover" we featured with that issue. Says *Samizdat* (Montreal) of the same issue: "Un intéressant newsletter, bien monté, et riche en information." They also liked the

**samizdat** science fiction

colour cover, describing it as "superbe." *BCSEAZine* (Vancouver) called our February '92 *Warp* "a fun club 'zine." They liked the many reviews of *Trek VI* that we ran in that issue: "Multiple reviews of the same movie is an excellent idea. Really gives a club the chance to let its members speak!" Of our May '92 issue, they commented: "Quite a slick 'zine, with a colour cover and numerous photos reproduced throughout." They describe *Warp* overall as "an excellent clubzine" and say that "MonSFFA seems to be steadily improving their 'zine product," adding, "this ish (May '92) looks semi-pro...good stuff." *CONTRACT* (Winnipeg) calls *Warp* "Montreal's excellent club 'zine." *Warp Factor* (Montreal) liked May's "great colour cover," going on to say "the somewhat new interior design is really nice." They add: "Warp has really improved dramatically this year. Not to say it wasn't already good." We've received similar "well done"s from 'zines in the States that we trade with, and from as far away as South Africa and Australia.

It has been pointed out, on more than one occasion, that we spend maybe too much time on *Trek*. Says Dale Speirs in his perzine, *Opuntia* (Calgary): "MonSFFA is nominally a general club, but the emphasis is on media, particularly *ST*." (Dale might find MonSFFA to be far more balanced in terms of our emphasis on this or that aspect of *sf/f* than our newsletter sometimes suggests. We don't consider coverage of things *Trek* to be a bad policy, but as a general interest *sf/f* club, we should perhaps work harder to balance the content of *Warp* in such a way as to reflect our diversity of interests. But then again, *Trek* and its fandom always seem to be newsworthy for some reason or other these days, so it's hard *not* to cover. And, contributors contribute articles on what interests them, and *Trek* is of interest to a lot of today's fans, our MonSFFen being no exception.—Ed)

Overall, our fellow 'zines seem to like what we're doing with *Warp*, and so we can be encouraged to keep at it. (Thanks to all for the kind words.—Ed)

That's all, folks! Again, anyone

who has new information to offer on the goings-on in Canadian fandom, or updates or corrections on what we've covered here, is invited to write us and fill us in. Write to: *Warp* (Canfandom), c/o MonSFFA, P.O. Box 1186, Place du Parc, Montreal, Quebec, H2W 2P4.

#### TNG: SEASON SIX

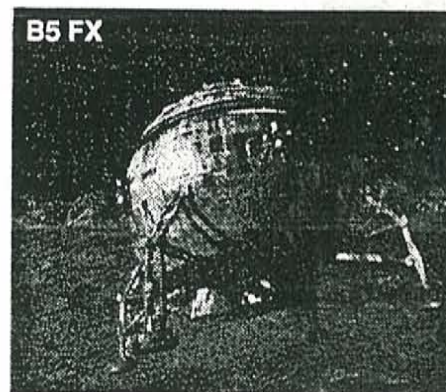
The source who dispells Brent Spiner's *TNG* cancellation rumour goes on to give us a few tid-bits about the sixth season aboard *Enterprise D*. Having run their course, it seems, the Klingons and Romulans will be sparsely seen this season. Producers are planning to inject a little more action into the proceedings; a much nastier Q is said to be returning, and the Borg will also be back in force. James Doohan will cameo as Scotty in one early-season episode. Seems Mr. Scott is flung into the future during a transporter malfunction and finds himself in the *Next Generation* time line. He and Geordi figure out a way to send him back to his own time. And, look for none other than the Terminator himself, Arnold Schwarzenegger, to appear as a Cardassian!

#### MORE TREK STUFF

Gene Roddenberry was honoured posthumously with the George Pal Memorial Award by the Academy of Science Fiction, Fantasy and Horror Films. Noted *sf* writer Arthur C. Clarke is said to be lobbying the International Astronomical Union to name sites on Mars after Roddenberry and author Robert A. Heinlein.

Roddenberry may be gone, but his influence on *Trek* is not finished yet. His final *Trek* work, *The God Thing*, is due out in hardcover this fall. Co-written with a veteran *Trek* writer, the story takes place after the first movie, and concerns the *Enterprise* encountering God, a theme with which Roddenberry was obsessed.

Pocket Books has announced that it will be publishing a series of novels based on the *Deep Space Nine* TV series to run concurrently with the series, and the two separate *Trek* book series' it is currently



publishing. Pocket's Anne Maitland (PR flack) announced that the *Trek* books have become the single most successful series of books in the history of publishing.

#### BABYLON 5 UP AGAINST DS9

Warner Bros. will be giving Paramount a run for their money in the *sf-series-set aboard-a-space-station* sweepstakes. Warner's new *Babylon 5* will premiere in February '93, about a month after Paramount's *Star Trek: Deep Space Nine*. B-5 will be the flagship show of Warner's new TV network (being set up along the lines of the Fox Network). The show has been in development for over four years, under the stewardship of its creator and co-executive producer, J. Michael Straczynski, who has written for such genre shows as the new *Twilight Zone* and *Captain Power*.

Set in the year 2257, ten years after a devastating war between the Earth Alliance (an organization of some 100 human and alien worlds) and the powerful Minbari Federation (a race of highly-advanced, mystical people), B-5 promises TV *sf* fans a refreshingly different universe than the one—*Trek*—we've grown used to. Babylon 5 is a three kilometer-long by one kilometer-wide space station, armed to the hilt and situated at the point in space where the borders of five great space empires touch. The first three Babylon stations were destroyed by saboteurs, the fourth mysteriously vanished a day after it started operations.

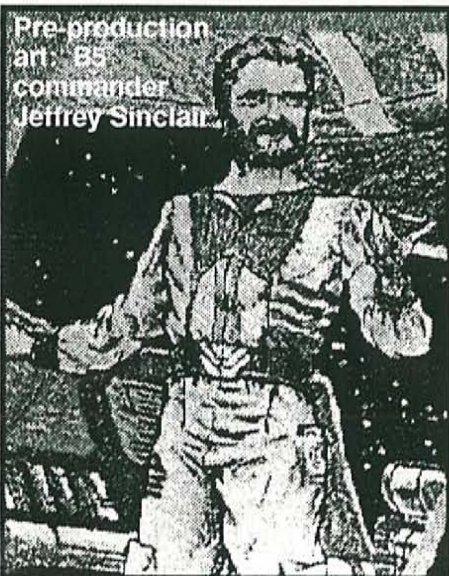
The commander of the B-5 station, Jeffrey Sinclair, is a veteran of the Alliance-Minbari war. With the Minbari clobbering the Alliance all the way back to Earth, Sinclair attempted to ram his fighter into the

Minbari flagship in a last, desperate effort to win the day, but blacked out moments before impact. He awoke 24 hours later to find that the Minbari had, for no decipherable reason, surrendered. Strangely, Sinclair had only 16 hours of air in his craft when he went after the flagship, yet survived the extra eight hours.

That and the disappearance of the fourth Babylon station are just two of the many mysteries woven into the show's story line. "Babylon 5 has a five-year story arc and will essentially be a five-year mini-series," says Straczynski. Like *The Prisoner*, the series has a beginning and end, with everything "built toward that end."

Most of the action will take place aboard B-5 and other characters include the station's Vice-Commander, Laurel Takashima; its Medical Officer, Benjamin Kyle; Security Chief Michael Garibaldi; Minibari Ambassador Delenn; Khosh Naranek of the Vorlon Empire; Londo Mollari of the Centauri Republic; and Jackarr of the Narn Regime. B-5 itself is a huge, slow-spinning tube. It is a city in space, dominated by a giant garden, which generates the oxygen supply. Some parts of the station are set-up with alien atmospheres and gravities to accommodate the non-humans aboard; special breathing gear is needed by the humans when they have to visit these areas. One of the most interesting places aboard will be the multi-species bathroom!

Straczynski describes B-5 as a "spaceborne Casablanca of Intrigue,



smuggling, murder, espionage, mistrust, collusion and spying." The show can't be easily classified, he states, and promises a mix of "humour, eccentricity, and major twists and turns." B-5 will be more akin to *Aliens* in look than to *Trek*, darker and rough around the edges. The show will feature state-of-the-art computer generated special effects which, explains Straczynski, will be faster to produce, cheaper, and will allow more creative flexibility when composing shots. Some of the *Terminator 2* FX team are involved with B-5, as are some of the Henson puppet people. With 20 different alien species running around and the usual technological trappings of a big-budget sf series, they'll be needed.

#### MAN OF STEEL TO DIE

Superman will be killed off in the November issue (number 75) of *Superman Comics*. With the popularity of the Man of Steel sagging these days, along with his sales, DC Comics is out to boost Supe's ratings. Sales soared when Clark Kent and Lois Lane got engaged to be married a couple of years ago, and when Robin was killed off four years back, Batman's sales also rocketed. DC expects similar upswings this time around.

A super-lunatic named Doomsday, freshly escaped from a cosmic insane asylum, will do the deed. Superman will go down protecting the lives of the people of Metropolis, and Earth. Lois Lane will also die, a casualty of this battle of the titans. Depending on how popular he becomes, Doomsday may stick around to get in the faces of other DC superheroes, like Green Lantern and Blue Beetle.

While there is talk that DC will cease to publish the Superman line after issue 75, many industry insiders expect that the Man of Steel will be brought back, somehow—he is too valuable a property, despite the dropping sales, to simply throw away.

#### CHICON REFUNDS ATTENDEES

The 49th World Science Fiction Convention, Chicon, reported that it had done so well that it was enjoying

a significant surplus of money. After canvassing members, and presenting them with options for the disposal of the funds, Chicon decided to reimburse members to the tune of \$10.00 each. Now that's financial management!

#### MONTREALER HAS RIGHT STUFF

12th-generation Montrealer Julie Payette is one of Canada's newest astronauts. The 28-year old computer engineer was named to this country's space program in June, along with Captain Chris Hadfield (a pilot from Sarnia, Ontario), Robert Stewart (a geophysicist from Calgary), and Dafydd Williams (a Toronto physician).

Payette is the first native Montrealer, and second native Quebecer, to become an astronaut—Quebec City's Marc Garneau flew aboard the space shuttle *Challenger* as Canada's first astronaut in 1984. Payette holds an electrical engineering degree from McGill University, a masters from the University of Toronto, and is an accomplished musician and singer. She describes herself as a research engineer working on the development of a computer that will be able to understand spoken languages and converse with its human operators. She doesn't think that her research work was the reason she was chosen to be an astronaut, however. "I'm a technician to a certain extent," she says. "I've been working with all kinds of systems and I'm a systems specialist and systems is the name of the game on a shuttle."

In the weeks following the selection of our four newest space farers, one of them, Robert Stewart, had second thoughts. Citing as his reasons personal and professional commitments, Stewart announced that he was backing out of the program. He has been replaced with Captain Michael John McKay, of Kingston, Ontario.

Roberta Bondar, Canada's first woman in space, has recently announced that she'll be leaving the program as well. She doesn't expect to get another chance to fly any time soon, and is not comfortable with her largely administrative tasks in the

Canadian Space Agency these days. She wants to pursue a job in space-related research.

Meanwhile, Garneau and Captain Hadfield have been named mission specialists; they began a rigorous four-year training program in August.

#### JAPAN TESTS REVOLUTIONARY NEW SHIP

The 280-ton *Yamato 1*, a \$50 million prototype vessel developed by Mitsubishi Heavy Industries Ltd., Toshiba Corporation, and Kobe Steel Ltd., was tested a couple of months ago in Kobe Bay in western Japan. The ship, the world's first propelled by superconducting electromagnets, cruised as planned at a speed of six knots (11 km/h) for 30 minutes. The sleek 30-meter-long ship was built for a top speed of eight knots (14 km/h).

The *Yamato 1*'s revolutionary engine, which electrifies and forces sea water through ducts by means of a magnetic field created by its superconducting magnets, makes the propeller a thing of the past. The success of the *Yamato 1* shows that a fleet of high-speed, quiet, fuel-efficient ships could be viable in the near future. The theoretical top speed of such vessels: 100 knots (185 km/h)!

#### JAPAN'S HDTV OBSOLETE

Once the envy of the world, Japan's High Definition TV (HDTV) system now appears on the verge of early obsolescence. The analog-based HDTV system, known as Muse, has been eclipsed by a new, digital-based system developed in the U.S. The Japanese are reluctant to abandon Muse because of all the money they've put into developing it over the years, but they concede that digital technology will one day replace their analog system. Attempts are being made to make HDTV more attractive by introducing lower-priced HDTV sets—current models cost in the tens of thousands of dollars. But with both Europe and the States rejecting HDTV, Japanese ambitions to set Muse up as a world standard are dashed and digital TV seems now to be the wave of the future.

#### TID-BITS

George Lucas has dropped plans to continue his *Star Wars* movie series (if, indeed, he was ever seriously considering such plans) in lieu of concentrating on his *Young Indiana Jones Chronicles* TV series. Young Indy has been given a second chance by ABC after the network pulled his plug a few months back.

*Quantum Leap* leaps to Tuesday nights at eight on NBC's fall sked. Cancelled are *Eerie*, *Indiana* and *Nightmare Cafe*. *Mann and Machine* might be reworked and given another go, but don't hold your breath. NBC's plans to produce an American version of the hit Brit sf comedy, *Red Dwarf*, have been scrapped. A two-hour pilot was shot, however, and will be aired at some point as a movie special.

There's a report going around that Paramount has purchased a share of Creation Entertainment. Not coincidentally, perhaps, Creation recently moved their main offices to la-la land.

The Sci-Fi Channel, recently purchased by the USA Network (which is owed by Paramount and Universal), began broadcasting on September 24 (finally!). SFC has acquired the rights to, among others, *Battlestar: Galactica*, *Buck Rogers*, *The Bionic Woman*, *The Incredible Hulk*, *Kolchak: The Night Stalker*, *Night Gallery*, *Amazing Stories*, *The Invaders*, and the Canadian-made *My Secret Identity*. Also, they promise to produce 12 original made-for-TV sf movies a year. They debuted with a screening of *Star Wars*.

Tom Hanks is cast as Valentine Michael Smith in Paramount's adaptation of the Heinlein classic *Stranger in a Strange Land*, currently in production. Script is by Daniel Waters (*Batman Returns*).

Jack Arnold, who directed three of the best sf movies of the 1950s—*It Came from Outer Space*, *The Incredible Shrinking Man* and *Creature from the Black Lagoon*—has died at age 79, victim of arteriosclerosis. *Trek* fans will note the recent passing of Angelique Pettyjohn, Kirk's drill

thrall, Shalna, in "The Gamsters of Triskelion." She succumbed to cancer. Recently deceased, too, is Anthony Perkins, of complications brought on by AIDS. He was best known for his portrayal of psycho Norman Bates. And, Superman co-creator Joe Shuster has also passed away.

Stephen King will script an ABC mini-series based on his own novel, *The Stand* (complete, uncut version). Look for the TV *Stand* in the '92-'93 season.

Alfred Bester's *The Demolished Man* is being brought to the silver screen; *Batman* co-writer Sam Hamm is currently working on a script. Also, Tri-Star Pictures have purchased the screen rights to Asimov's *Foundation* trilogy and plan to make a single film based on the three books. They have an option on Asimov's later *Foundation* stories. And, Turner Entertainment has given the okay for a remake of the classic '50s sf film, *Forbidden Planet*—there's *already* talk of a sequel to the remake of the classic!

You can now catch the puppet heroes of Gerry Anderson's classic sf adventure series *Thunderbirds* and *Stingray* on YTV, weekends.

#### TIG DIPUTS UOY EFIL A TEG

A while back, during a MonSFFA visit to PBS station WCFE to work the pledge breaks during a *Red Dwarf* marathon, an episode called "Backwards" aired, in which our heroes visited a planet where everything occurred backwards. After one native of this planet delivered a lengthy backwards speech, we hustled the tape into WCFE's editing suite and played it backwards, so that what he was saying came out forwards. The actor was saying something along the lines of: "Although I am pointing to you (Rimmer and Kryten) and gesturing at you, I am not actually addressing you. The person who I am addressing is the one prat in this entire country who had nothing better to do than to take this tape and play it backwards! What a sad, wretched git you must be."

# RÉALITÉ et Fantaisie

par Yolande Rufiange

La fantaisie c'est ce qu'on ne pourra jamais vivre autrement qu'en rêve (éveillé ou non), nos souhaits ou nos espoirs pour l'univers possible mais dans un avenir toujours à venir.

J'ai la conviction qu'on a besoin des deux et surtout qu'on a besoin de discerner très consciemment la réalité de la fantaisie.

Dans la littérature ordinaire, les choses doivent être possible dans la réalité même si elles sont improbable.

Dans la littérature extraordinaire, pardon d'anticipation, de science-fiction ou de fantaisie, les choses doivent être possibles à l'intérieur de l'univers, plus ou moins vaste, plus ou moins structuré du créateur de cet univers (en général l'auteur mais pas nécessairement).

Lorsque David Kingsbury a accepté d'écrire dans l'univers créé par Larry Niven, il en a accepté les règles, les lois et les limitations. C'est un écrivain de profession (il gagne sa vie en publiant ce qu'il écrit) et ce qu'il publie devient du domaine public et sujet aux lois et règlements de la réalité.

Ces romans "officiels" n'excluent pas les excursions dans les univers parallèles (*Star Trek Alternate Universe*) où les contraintes sont relâchées. En général, écrire un roman dans un univers connu comme celui de *Star Trek* limite les options en ce qui concerne les caractères principaux. Bien peu de choses peuvent leur arriver et cela enlève une bonne part des attentes et des surprises. Les mêmes lois s'appliquent-elles au domaine du "fanzine"?

Les écrivains ne sont pas des gens qui publient déjà des romans "officiels," ce n'est pas leur métier ou ce n'est pas leur ambition. Ils ne sont pas payés pour être publiés dans un fanzine même si ils gardent leurs droits d'auteurs, en principe.

Si ils écrivent dans un univers déjà connu et créé, ils doivent maintenir la vraisemblance de l'univers emprunté tout en pouvant s'en tirer assez facilement avec une entourloupette du genre, univers parallèle, Et si... (What if...) où ils peuvent tuer, blesser, marier et faire procréer les héros à leur guise puisque cela ne changera rien à la fin à l'univers accepté et officiel.

L'avantage c'est d'avoir des surprises et des attentes même si on sait qu'à la fin dans le "véritable" univers, rien n'aura changé. Ça laisse un champ très vaste à explorer. Et qui n'a pas au moins dans sa tête, imaginer une fin différente pour Blake 7, une aventure sexuelle

(romantique?) pour le Doctor, marier Kirk à une mégère du style de la femme de Mudd et qu'on en finisse avec ce côté coureur de jupons.

Dans *Star Trek*, Monsieur Spock peut faire "oublier" les traumatismes à ses amis, ça laisse du champ de ce côté.

Avec le Doctor, les univers parallèles ne manquent pas, le champ est déjà très vaste et largement inexploré.

Avec Blake 7, les fans se sont souvent lancés avec fantaisie sur l'avant (avant la rencontre des personnages sur le London) et sur l'après (bien difficile de mourir en science-fiction, surtout des héros qu'on ne veut pas voir mourir, les portes ouvertes et coups de théâtres sont pléthores.

Le désavantage de laisser tant de champ libre est qu'on ne respecte pas toujours le minimum de vraisemblance nécessaire.

"Fruits of the Moontree" de Judith M. Seaman, une histoire semble respecter l'univers de Blake 7, pas de rêves, d'univers parallèle ou de "Et si..." qui avertit le lecteur que tout peut arriver. Mais au 3/4 de l'histoire, Vila meurt. Choc, incrédulité. Je sais déjà que Vila ne mourra, si ils meurt, que sur Gauda Prime. Donc il y a une entourloupette quelque part mais inexpliquée. Un à un tous les héros meurent avant leur temps et Avon reste seul sur le Liberator, pas mécontent de l'être. Cela finit sur la phrase "Rien de tout cela ne serait arriver si Jenna..."

La première colère passée devant l'in vraisemblance de l'histoire et son impossibilité, vient la déception.

Ça aurait pu faire une excellente histoire. Cette auteure n'a respecté les règles minimales du jeu, elle est allée trop loin. Mais le choc de voir Vila mourir des mains de Blake est du genre d'émotions auxquelles je m'attends d'une bonne histoire.

Si rien ne peut arriver jamais à mes héros, ça devient vite lassant. Kirk aura la fille, à la fin de l'histoire elle disparaîtra de façon opportune, et Blake ne mourra ni avant ni après Gauda Prime.

En conclusion, dans le domaine du "fanzine"—un peu de respect pour le lecteur, il peut s'attendre à tout à condition de connaître l'entourloupette choisie—et beaucoup d'imagination s'il vous plaît, surprenez-le de toutes façons.



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

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

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

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

# Membership Application

# Formulaire d'adhésion

NAME: \_\_\_\_\_

NOM : \_\_\_\_\_

ADDRESS:

ADRESSE :

#, STREET, APT.: \_\_\_\_\_

#, RUE, APP. : \_\_\_\_\_

TOWN/CITY: \_\_\_\_\_

VILLE : \_\_\_\_\_

PROVINCE/STATE: \_\_\_\_\_

PROVINCE/ÉTAT: \_\_\_\_\_

POSTAL/ZIP CODE: \_\_\_\_\_

CODE POSTAL : \_\_\_\_\_

TELEPHONE:

TÉLÉPHONE :

HOME: \_\_\_\_\_

RÉSIDENCE: \_\_\_\_\_

OFFICE: \_\_\_\_\_

TRAVAIL: \_\_\_\_\_

INTERESTS: \_\_\_\_\_

INTÉRÊTS: \_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_  
\_\_\_\_\_

MonSFFA has received from

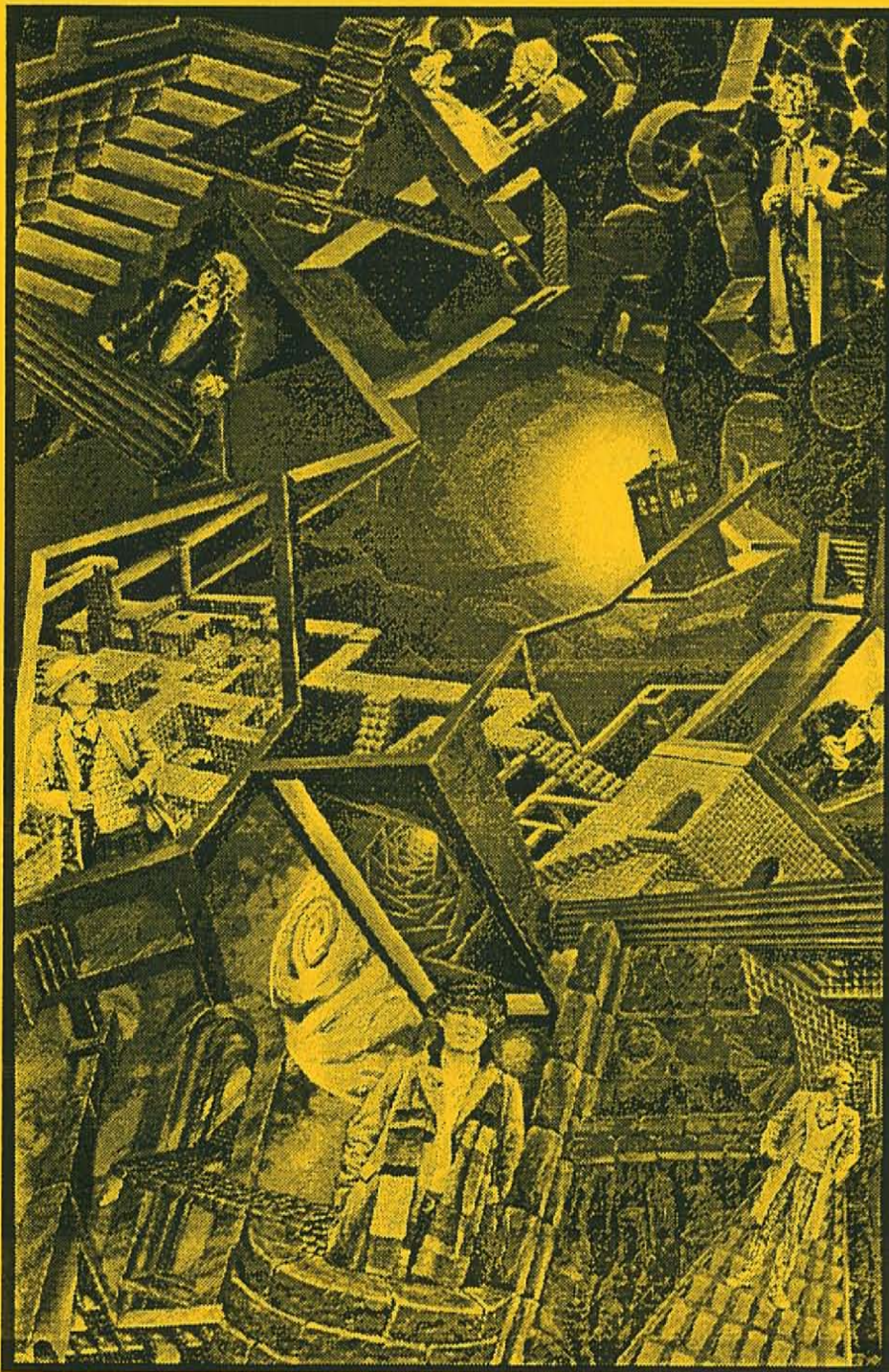
L'AMonSFF à reçu de

the amount of \_\_\_\_\_

le montant de \_\_\_\_\_

MonSFFA Representative

Représentant de l'AMonSFF



To all MonSFFA members interested in artwork, and especially *Dr. Who*: good quality prints of the most amazing *Dr. Who* illustration, (entirely done here), could be available.

However, for this to be, I need your help! Now some of you know me; my name is Stéphane Turgeon. I wish to have 300 prints of this illustration made. It's a limited quantity and I shall sell the numbers 26 to 300 at \$30.00 each, and 1 to 25 at \$50.00 each.

The problem is, I can't afford the printing right now. The solution would be that people interested in getting one of those precious prints would have to pay me before they are made. Fortunately, I don't need too many people. 30 would be sufficient, having the choice of a \$30.00 or a \$50.00 print at your convenience. I would assume that if the response is quick enough, I could get the prints done within a month from the appearance of this ad. Think of it this way: what's the association for if not to unite all our interests in science fiction and to encourage the growth of sci-fi art here in Montreal! I'm counting on you, don't let me down!

Stéphane Turgeon  
36 Boul. St-Elzéar O. app. 1  
Vimont, Laval, Quebec  
H7M 1E2