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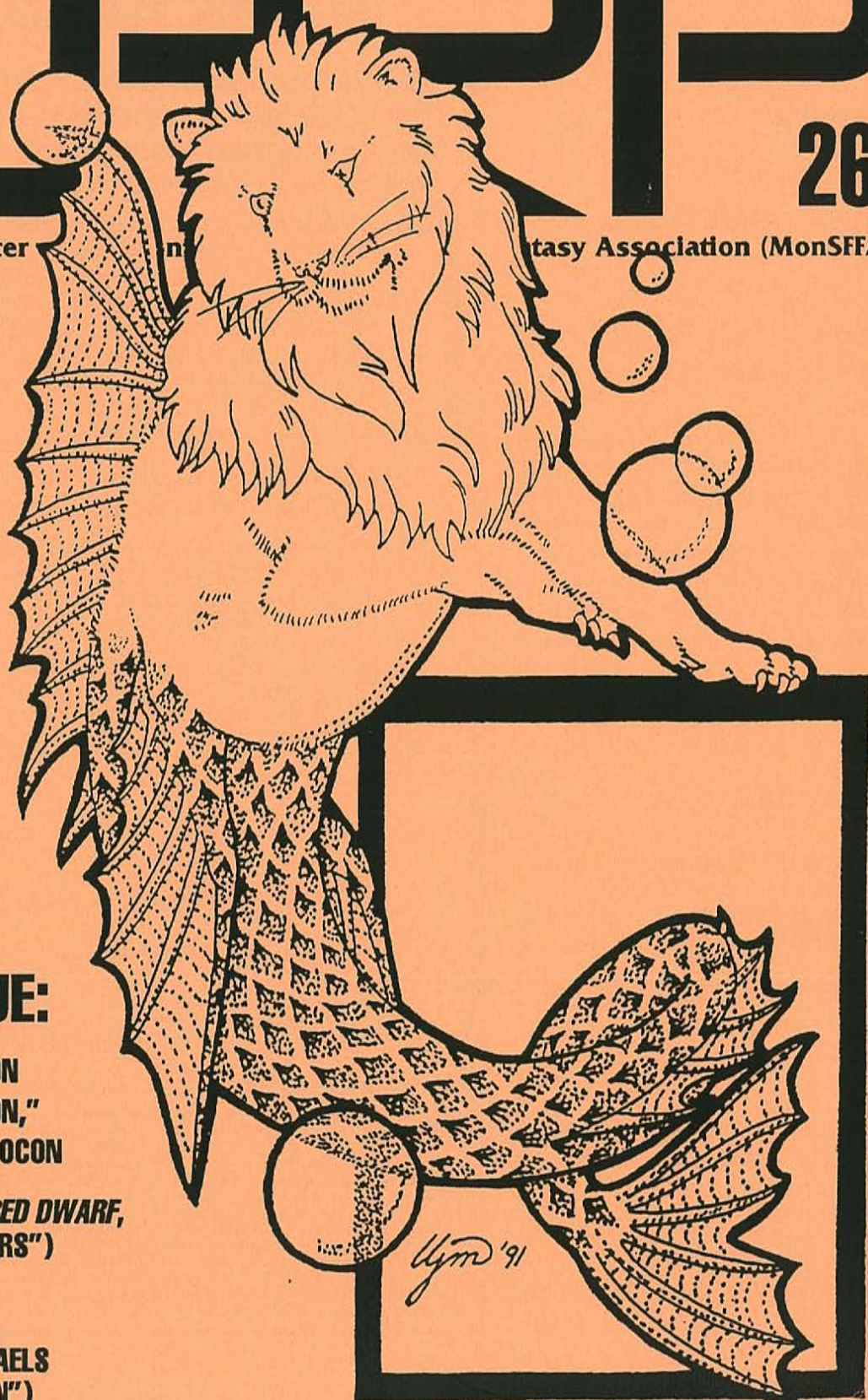
WFF

26

The Official Newsletter

of the

Fantasy Association (MonSFFA)



IN THIS ISSUE:

CONVENTION REPORTS ON
CREATION'S "FRAKES-CON,"
CON•CEPT '93, AND WHOCON

LATEST INFO ON *TREK*, *RED DWARF*,
AND MORE (SEE "SENSORS")

MOVIE REVIEWS

THE ART OF LINDA MICHAELS
(SEE "MAIN VIEWSCREEN")

Roll Call

MonSFFA's Executive Committee:

Lynda Pelley: President

Bryan Ekers: Vice-President

Sylvain St-Pierre: Treasurer

MonSFFA's Appointed Officers and Advisors:

Keith Braithwaite (Newsletter, Membership, PR); Sylvain St-Pierre (Membership); Colleen Magnussen (Mailings); Trudie Mason (Munchies); Bryan Ekers (Secretary); Michael Masella, David Legault, Zsuzsanna-Lynda Bathory, Andrew Weitzman, Joseph Aspler, Catherine Gervais, Maureen Whitelaw, René Walling (Advisors)

Newsletter Staff:

Keith Braithwaite: Editing, Layout

Michael Masella: Typesetting, Word-Processing, Laser-printing

Lynda Pelley: Word-Processing, Photoscans.

COVER-UP: The art of Niagara Falls, N.Y., artist Linda Michaels graces our cover this issue. Linda was nominated for a 1993 Hugo Award in the fan artist category. We highlight more of her fine work in our "Main Viewscreen" feature (see page 25).

1994 MonSFFA MEETING SCHEDULE

**ALL MEETINGS HELD SUNDAY AFTERNOONS, 1:00PM TO 4:00PM
(SOME MEETINGS INCLUDE MORNING ACTIVITIES, WHICH BEGIN AT
11:00AM) IN THE ARTIMON I ROOM OF THE MARITIME HOTEL, 1155
GUY STREET (CORNER RENÉ LÉVESQUE), DOWNTOWN MONTREAL**

1993 MonSFFA CHRISTMAS/HANUKKAH PARTY
SATURDAY, DECEMBER 11, 7:30PM
PARK PLACE BAR, 1244 MACKAY (BETWEEN
STE-CATHERINE AND RENÉ LÉVESQUE)
Specials on drinks • Munchies • Dancing • Raffle
*Seasonal food basket drive • All members and
friends of MonSFFA welcome*

1994 MEETING PROGRAMMING (JANUARY-JUNE)

Programming subject to rescheduling and/or change

JANUARY 16: 11:00AM meeting of Writers' Special Interest Group; 1:00PM, a look at *Battlestar: Galactica*, including slide-show coverage of *Galactica's* 15th Anniversary Convention, held in L.A., October '93.

FEBRUARY 13: 11:00AM "Trekfast"—Join us for a screening of two of *Trek's* best episodes and some "special" munchies; 1:00PM debate/discussion panel on the merits of *Star Trek* (is it deserving of all the adulation it gets, or is it just a TV show?). MonSFFA invites members of all Montreal SF/F clubs to participate.

MARCH 13: 11:00AM meeting of Writers' Special Interest Group; 1:00PM, guest speaker (details to follow).

APRIL 17: TransWarp '94 (tentative; details to follow).

MAY 15: Guest speaker (details to follow).

JUNE 12: 11:00AM screening of film *When Worlds Collide*; 1:00PM, a look at the Shoemaker-Levy-9 comet's collision with Jupiter, and "planetary collision" stories in SF.

JANUARY
16
FEBRUARY
13
MARCH
13
APRIL
17
MAY
15
JUNE
12
AUGUST
14
SEPTEMBER
18
NOVEMBER
20
DECEMBER
11

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, costumeing, 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. The use of copyrighted material in this newsletter is a no-no, but is not intended to infringe on any of the rights of the copyright holders. Come on, people, lighten up. This is an amateur publication, intended for enjoyment only. "No member of the Corps should ever report for active duty in a ginger toupee."—Space Corps Directive 1743, from the *Red Dwarf* universe

FROM THE CENTER SEAT

Once again *Warp* is going out to you just a little bit later than planned. It's been a busy couple of months.

First of all, I offer my congratulations to Keith Braithwaite and Colleen Magnussen, and to Kevin Holden and Trudie Mason. Both of these couples, who met as a result of joining MonSFFA, recently got married.

In addition to the two weddings, some of us also went down to Plattsburgh to answer the phones for one of WCFF's pledge drives. I'm glad to see that some new people got involved for this one. I would especially like to thank Cathy Palmer-Lister for doing all that driving!

MonSFFA was also involved in the Montreal Hobby Show again this year. The 13 volunteers who provided display items and gave up their time on Thanksgiving weekend to staff the club tables were much appreciated. MonSFFA's display of models and collector's items was as good as ever!

There were also plenty of conventions to attend this fall. Creation was in town with guest Jonathan Frakes; there was Capcon 7.5 in Ottawa, for model builders; and locally, Con•Cept made its fifth appearance. Finally, the

convention season for this year ended (at least for me) with WhoCon.

I personally attended all of these events, except Con•Cept. An opportunity to go to Los Angeles came along which conflicted with that particular weekend. I was fortunate enough to be able to attend the Battlestar: Galactica 15th Anniversary Reunion. Yes, I took lots of photos/slides and the event will be covered at the January meeting, and in a future issue of *Warp*.

The December 12th meeting has been changed to a party which will take place Saturday night, December 11th. Everyone enjoyed last year's Christmas party, so we want to repeat the event this year. You will find the invitation enclosed with this issue. Let me take this opportunity to invite the members of all the Montreal-area SF/F clubs to party with us.

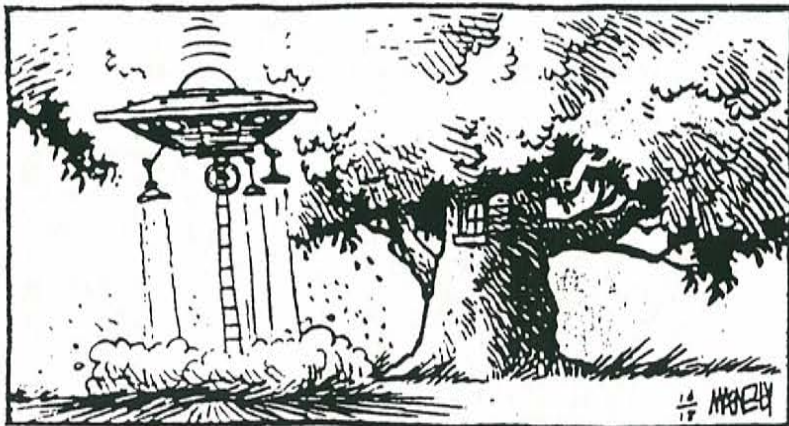
Club elections will be held in January. MonSFFA has three elected positions: President, Vice-President, and Treasurer. There are also appointed positions, such as Newsletter Editor, and as always, MonSFFA will need a Board of Advisors.

I have enjoyed my year as president, and since I don't have burn-out yet, I am willing to run again for this position. I would like to thank Bryan Ekers, Sylvain St-Pierre, Keith Braithwaite, and the 1993 Board of Advisors for all of their help, suggestions and ideas. One person does not run a club; MonSFFA has survived this long because of teamwork. If you would like to be a part of this team, feel free to volunteer. Anyone who wants to be more involved in the club, and is willing to help, is welcome to join the Board of Advisors. Experience is not necessary. MonSFFA is your club and needs your input!

Lynda Pelley

Lynda Pelley
President, MonSFFA

Shoe



By Jeff MacNelly



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 council, who are empowered to appoint officers and advisors to assist them with the operation of the club. Executive council members are elected annually by vote of the general membership; any member in good standing may run for office.

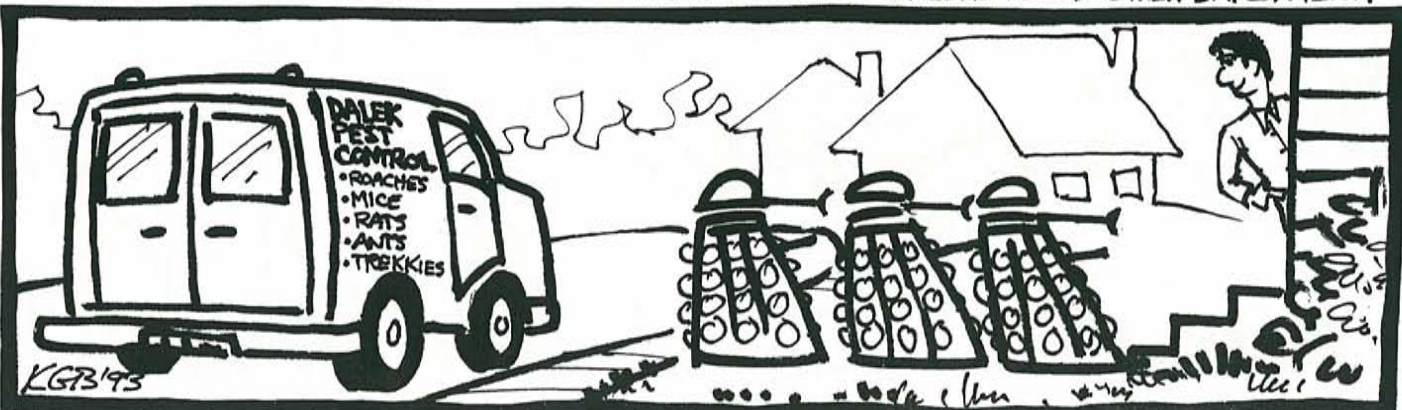
The fee for a one-year membership in MonSFFA is currently \$20.00.

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.)

FOLLOWING THE CANCELANON OF THEIR SERIES, THE DOCTOR, THE MASTER, THE CYBERMEN, AND THE REST WENT ON THE DOLE. ONLY THE RESOURCEFUL DALEKS FOUND OTHER EMPLOYMENT.



WARP

MonSFFA Discount Program

1,000,000

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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.

Dear MonSFFA,

I want to thank you so very much for your extremely generous contribution to the Baird Searles Award. I know Bay would be honoured, and I am deeply touched. An obituary and appreciation appeared in the October issue of *Isaac Asimov's Science Fiction Magazine* along with information regarding the award.

Believe me, my appreciation is great.

Cordially,

Martin Last
Montreal, Quebec

MonSFFA made a donation of \$100 to the Baird Searles Award Fund, set up by Martin and Asimov's following Baird's death this past March. Martin, it was the least we could do for our fellow club member and good friend.—Ed

Dear MonSFFA,

Hey guys, thanks for the issue (*Warp* 25). Keep up the colour covers. Mucho groovo!

James Fenik
Toronto, Ontario

Dear Keith and MonSFFAns,

I got issue 25 of *Warp* not long ago. Interesting that Con•Cept was considering an actor guest. Toronto Trek and the Montreal Science Fiction Festival will confirm that they are a major cash drain while not providing the best in programming. I've met some *Trek* actors, and other actors, too, and for the most part they're nice folks, but they go to a con often wondering what the hell they're going to do once they're there, and they are often forced to improvise.

On my letter (published in *Warp* 25): Yes, I've (now) seen the paperback edition of *Imzadi*, and Ottawa fandom's *Relapse* has been moved to sometime in 1994.

Given the friction between René Walling and Berny Reischl (both have talked to me about it), I think some harsh words were spoken in haste, combined with the desire for an improved con. Those of us who are involved in con running know how difficult it is to put all the ingredients of a con together to create an event that as many fans as possible will like. So Berny, if there's something about the committee's operations you don't like, joining the committee will allow you to give your ideas reality, and strengthen the committee at the same time.

I'm glad *Ad Astra* 13 was fun for our attendees. Some of the events Sylvain said were missing (in his review of AA13) depend on a particular person to run it; the Balloon Room was the specialty of Ron Sharp, who didn't want to do it, and the David Letterfan Show (was) run by Jim Rea, who wasn't able to attend. We've got some silly stuff in mind for programming (at AA14), plus lots of other goodies.

Georges Dodds' column ("F & SF Before the Double Helix") is a joy to read. Many of these books were unknown to me, and only a few of them sit on my shelves. I now have some real treasures to look for. I suspect most of these books are out of print, probably never to see light again, unless some publishing company has some extra money, which isn't likely.

Two dinosaur novels I read that you didn't mention, Keith, in your dinosaur article ("Literaturaptors

and Cinemasaurus") were *Day of the Dragonstar* and *Night of the Dragonstar*, by David Bischoff and Thomas Monteleone. Not the best of novels, but they detail a large, cylindrical starship that contains a Cretaceous forest full of saurians, with some intelligent ones to communicate with. A little bloody, but still a good fix for the dinofan.

The scheduling for the two *Trek* series in Toronto has been set terribly askew by the local station and the Buffalo Fox affiliate. I've now got the times, but have to check if I've missed any episodes. The *Trek* club in Boston used to print season episode lists; does anyone know if they still do this?

Well, that's it for now. Another good issue.

Lloyd Penney
Brampton, Ontario

*Good to hear from you, Lloyd, as it always is. Glad you enjoyed the issue. You'll be interested to know that Georges Dodds has submitted a second article, this one on lost race novels, which we will be running in an upcoming issue. Do keep us up to speed on *Ad Astra* 14, and Toronto fandom in general, and I'll give those *Dragonstar* books a try.—Ed*

Bonjour,

Après avoir vu votre adresse dans *Info-Fan*, sous la rubrique club science-fiction, je me demandais si cela était possible d'en savoir plus long sur votre organisation? S.V.P. répondre.

J. F. Heran
Lanoraie, Quebec

Merci de ton intérêt pour notre club; nous allons te faire parvenir l'information demandée immédiatement.—Ed

MonSFFA Androm

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

ELECTION

The club's election of its 1994 executive will take place at the January 16 meeting. MonSFFA elects, yearly, a president, vice-president, and treasurer, entrusting them with the leadership of the club. The executive appoint persons to assist them in the running of MonSFFA. Any club member in good standing may run for office. Nominations are accepted up until the day of the vote.

All MonSFFA members in good standing are eligible to vote. Members *must be present* at the club meeting at which the vote is to take place in order to exercise their right to vote—no proxy voting is permitted. Members unable to attend the vote may make special arrangements to have their vote recorded in advance with the club's returning officer, Keith Braithwaite. Contact Keith at (514) 363-1768, evenings.

As of this writing, President Lynda Pelley and Treasurer Sylvain St-Pierre have stated their intention to run again for their respective offices.

1994 CHRISTMAS/HANUKKAH PARTY

MonSFFA will be holding a party in celebration of the festive season on Saturday evening, December 11, at the Park Place Bar, 1244 Mackay Street (between Ste-Catherine and René Lévesque; same spot as last year's Christmas/Hanukkah party). Partying starts at about 7:30PM.

The bar features specials on some drinks, MonSFFA will provide munchies, and we'll be holding a raffle. Also, we'll be collecting non-perishable food items for contribution to a local food bank and ask that everyone coming to the party bring along a couple such items for the cause.

MonSFFA invites all of its

members and friends to join us in celebrating the season. Our best wishes of the season, and our best wishes for a happy New Year, go out to everybody.

(Note: The MonSFFA meeting scheduled for Sunday, December 12, has been canceled in lieu of this party.)

AUGUST, SEPTEMBER, NOVEMBER MonSFFA MEETINGS

Over these past few MonSFFA meetings, MonSFFAns have enjoyed presentations on, and discussions of, "alternate history" stories, *Doctor Who*, and the '93 SeaTrek cruise, as well as participating in the club's annual fund-raising auction. A special interest group (SIG) for writers was also begun, and a discussion panel and workshop on the subject of fanzines took place during one of our morning sessions.

About a dozen interested parties attended the inaugural meeting of MonSFFA's special interest group for

writers, held the morning of August's regular club meeting. *Warp* editor Keith Braithwaite chaired.

The SIG discussed ways in which their common interest in writing might be explored; each talked about what they believed to be their strengths and weaknesses as writers, and what kind of writing they enjoyed. Keith expressed the hope that the group generate genre fiction for this newsletter.

The group resolved to meet regularly—both in conjunction with regular MonSFFA meetings and outside of that schedule—to discuss and critique each other's writing projects, and to work on group projects. They've decided on an initial project: writing a short story set within the *Star Trek* universe. Resulting stories will be read and commented on at the next writers' SIG meeting, set for the morning (11:00AM) of the January 16, '94, MonSFFA meeting.

Following the writers' group meeting, the regular club meeting,



MonSFFA's fund-raising auction, September meeting

August 22, began, at about 1:00PM. (The meeting had been moved to the 22nd from August 15 to avoid conflicting with the Creation convention which came to town, with guest Jonathan Frakes, the 14th and 15th.) Members Joe Aspler and Graham Darling gave a talk on alternate history stories. Sitting behind a table stacked high with books about alternate history adventures, Joe and Graham extensively covered this popular SF theme, which speculates on what things might have been like had history taken a different course.

What might have happened had the atomic bomb been developed in Victorian England (see *Queen Victoria's Bomb*; 1967, Ronald W. Clark)? Or had the South won the American Civil War (see *Bring The Jubilee*; 1953, Ward Moore)? Or had John F. Kennedy become an actor rather than a politician and ended up playing the captain of a certain starship in a popular SF TV series (see "The Kennedy Enterprise"; 1992, David Gerrold)? Or had Hitler won the second World War (many stories have been written around this, the most popular alternate history scenario going)?

Joe and Graham outlined these and other AH scenarios, and listed some of the genre authors who've written good AH, including L. Sprague de Camp and Philip K. Dick.

Also discussed was the AH story's close cousin, the time travel story. A lot of fun are the kinds of stories which pit various alternate histories, or worlds, against each other, with time-traveling commandos battling back and forth through time, each defending their own particular history. Jack Williamson and Keith Laumer are noted for such stories.

Our panelists pointed out that many AH stories reveal a Western-World slant vis-à-vis history. Our history—that is, history as interpreted by Western civilization—is often down as the "true" or "correct" history, which must be defended or restored. AH stories such as Gordon Eklund's *Serving in Time* (1975), in which our history is the evil perversion which threatens the peaceful alternate history, are not as common.

Also discussed were some of the alternate histories explored in such SF TV series as *Star Trek* and *Quantum Leap*.

The second half of the meeting was to have featured a slide-show on SeaTrek '93, a week-long *Trek* convention aboard a cruise ship, but a logistics mix-up left us without a slide projector. The SeaTrek slide-show was rescheduled for November's meeting.

Club vice-president Bryan Ekers stepped in to fill this unexpected gap in programming by asking for comments on a *Trek* story he'd been working on based upon an idea by Keith Braithwaite. The *DS9* story involves a threat to the station, and Bajor, created when a fleet of Ferengi cargo vessels, transporting anti-matter, blows up (a systems failure aboard one of the ill-maintained ships sets off an explosion), releasing a huge cloud of the anti-matter and setting it on a course straight for *DS9*. The story is analogous to the tanker oil spills that make headlines every couple of years.

Bryan outlined the story, and solicited opinion on which of the regular characters should be highlighted, sub-plots, how the story's environmental message should be handled, and resolution. The most important thing Bryan need consider, offered Keith tongue-in-cheek, is whose idea it was when the time comes to credit the story!

Keith hosted a panel/workshop on fanzines the morning of our September 12 meeting. He brought in a sampling of the 'zines which MonSFFA receives in trade for *Warp*. He explained how different fanzines are produced, from the typewritten, cut-and-paste jobs to the desktop-published examples, like *Warp*. Upon perusing the sample 'zines, members were surprised to discover that some (so called) SF/F 'zines don't cover SF/F all that much, but act more as a soap box for the publishers/contributors to pontificate on whatever strikes their fancy—politics, religion, pets, travel experiences, etc. Keith ended off by laying out guidelines for members interested in contributing to *Warp* (the newsletter accepts any and all contributions, in good taste, which in some manner deal with one or more aspects of the SF/F genre, or which

NOTE:

***December 12, '93,
MonSFFA meeting
canceled;
Christmas/Hanukkah
party instead,
Saturday evening,
December 11, '93.
See item, "1994
Christmas/Hanukkah
Party." Donations of
non-perishable
foodstuffs for local
food bank will be
collected.***

***Election of 1994
MonSFFA Executive
Committee will take
place at January 16,
'94, club meeting.
See item, "Election."***

***Next meeting of
Writers' SIG
scheduled for
11:00AM, January 16,
'94; group members
working on Trek short
story project asked to
bring in their stories.
See item, "Next
Meeting of Writers'
Group."***

***MonSFFA extends its
best wishes of the
season to all of its
members and friends,
and also wishes
everyone a happy
New Year.***

have to do with SF/F fandom or specifically with MonSFFA itself).

September's MonSFFA meeting began at about the usual time with a game of SF/F Win, Lose, or Draw, hosted by Dave Legault. Players figured out the title of a genre book, movie, or TV show from clues drawn on a blackboard by a teammate.

The rest of the meeting was given over to MonSFFA's annual fund-raising auction. A little over \$230 was raised. The club thanks all of the members who donated books, magazines, posters, and collectibles to the auction, as well as all of the members who participated. Every penny raised at such events goes to help offset the costs of running this club.

With the Con•Cept SF/F convention running in mid-October, we did not schedule an October MonSFFA meeting.

Our November meeting was moved from the 21st to the 14th so as not to conflict with WhoCon, a convention created to celebrate the 30th anniversary of the British SF TV series *Doctor Who*. MonSFFA welcomed guest speaker Andrew Gurudata (president of Montreal's *Who* fan club, The High Council of Gallifrey, and a co-chair of WhoCon) to our November gathering.

Andrew gave a most informative and entertaining presentation on *Doctor Who*, complete with representative video clips from the show's 26 seasons. His "Introduction to *Doctor Who*" covered the entire history of the show—the longest-running SF TV series of all time—and followed the *Who* story line through all seven "Doctors" (the lead character, known not as Doctor Who, but simply as The Doctor, was played by seven actors over the course of the series, the change in actors explained by The Doctor's ability to regenerate himself whenever he was "dying") and their many companions.

Andrew paid tribute to the man who created *Doctor Who*, a Canadian named Sydney Newman, who worked as a producer at the National Film Board of Canada, then for the CBC before hopping across the Atlantic, where he ended up at the BBC.

Over the years, *Doctor Who* changed not only its lead actors, but

its focus. Andrew explained how the time-traveling Doctor's adventures alternated between "historical stories" (visits to different periods in history) and "outer space stories" (encountering villains such as the Daleks, the Cybermen, etc.); then moved to exclusively outer space stories; later embracing the popular 1960s secret-agent trend (during which The Doctor worked for U.N.I.T., the United Nations Intelligence Taskforce); followed with a touch of the humorous (under the guidance of script editor Douglas Adams); then played up youthful heroics and action (in hopes of appealing to the American TV market); then featured an arrogant, abrasive (and very unpopular) Doctor; staved off cancelation (briefly) and went for a combination of action, heroics, mystery, and humour until The Doctor's last adventure in 1989.

Andrew also covered the two *Doctor Who* movies, and gave everyone a primer on The Doctor's time machine, the TARDIS (which stands for Time and Relative Dimensions in Space). The TARDIS looks, on the outside, like a police call box (a common fixture in 1960s London). The machine is designed to blend in, upon landing, to its surroundings by means of a "chameleon circuit," but said circuit is stuck on The Doctor's TARDIS, and so it remains in the form of a call box. The inside of the TARDIS is much larger than one would expect; it exists, in fact, in a dimension other than that of its outer shell.

A screening of the *Doctor Who* adventure "The Five Doctors" preceded Andrew's presentation.

MonSFFA president Lynda Pelley followed Andrew with her SeaTrek '93 slide-show. Lynda shared her experiences as a SeaTrekker with the meeting, and spoke of the fun of being able to combine a Caribbean vacation with a *Trek* con, of meeting new friends, and of spending time with the many *Trek* stars present, who are quite a bit more approachable under such circumstances than they are at your average convention.

MonSFFA thanks Joe Aspler, Graham Darling, Bryan Ekers, Dave Legault, Andrew Gurudata, Lynda Pelley, and Keith Braithwaite for the

programming provided these three meetings. Thanks also to everybody who attended.

NEXT MEETING OF WRITERS' GROUP

The next meeting of the special interest group for writers will take place at 11:00AM, January 16, 1994 (the day of the regular MonSFFA meeting), in the club's meeting room. SIG members working on the *Star Trek* short story project set out at the group's opening meeting (see previous item, fourth paragraph) are asked to bring in their stories, whether complete or not. A critique of the stories is planned.

MonSFFING AROUND!

MonSFFA members saw a lot of activity outside of club meetings in recent months.

Three genre conventions took place locally and brought members out to enjoy a little SF/F. These were the Creation convention—guest: Jonathan Frakes—in mid-August, Con•Cept '93 in mid-October, and WhoCon, towards the end of November.

The Creation con went as one might expect. It was a big event, and very commercial. Both Con•Cept and WhoCon were small cons (Con•Cept not by design). MonSFFA had promo tables at the two latter cons, but with attendance light, business was pretty quiet. We sold a few fanzines and a couple memberships, and talked up the merits of the club to interested folk. We were not officially represented at the Creation show.

Thanks to those members who set up and/or staffed our tables.

Many thousands of people attended the Montreal Hobby Show, held over the Thanksgiving weekend, and the club mounted a fine display of sci-fi and fantasy stuff at our booth there. Thanks go out to the members who worked the Hobby Show.

A team of MonSFFen did an evening stint on the phones during an August pledge drive at PBS station WCFE, down Plattsburgh, N.Y., way.

And, MonSFFAns were among the many SF/F enthusiasts who



"MonSFFandom" photos courtesy
Daniel P. Kenney



dropped by two local genre stores to meet a couple of visiting authors. Some 300 people lined up to see cyberpunk superstar William Gibson, brought in by Nebula Books (a participant in MonSFFA's discount program), in mid-September. The Capitaine Québec store (Décarie location) hosted an October appearance by Roger Stern, author of *The Death and Life of Superman*. Stern was joined by *Superman* artist Denis Rodier.

RENEWING YOUR MonSFFA MEMBERSHIP

The month/year on which your membership in MonSFFA expires is indicated on your membership card. When it is time for you to renew your membership, please fill out the renewal form you will receive by mail, or the membership application included in every issue of *Warp* (inside back cover), and mail it to MonSFFA, along with your cheque or money order, made out to MonSFFA, in the amount of \$20.00. Thank you for renewing your membership.

Page 10: top, MonSFFA members staff the phones at WCFE; middle, Denis Rodier (left) and Roger Stern visited Capitaine Québec in October; bottom, fans line up outside Nebula Books to see William Gibson.

This Page: MonSFFA Berny Reischl gets autograph from William Gibson.

Bulletin Board

Congratulations!

KEITH BRAITHWAITE &
COLLEEN MAGNUSSEN

KEVIN HOLDEN & TRUDIE MASON

BOTH OF THESE "MONSFFA
COUPLES" WERE RECENTLY
MARRIED!

1993 MonSFFA Christmas/ Hanukkah Party

SATURDAY, DECEMBER 11,
7:30PM PARK PLACE BAR, 1244
MACKAY (BETWEEN
STE-CATHERINE AND RENÉ
LÉVESQUE)

Specials on drinks • Munchies • Dancing
Raffle • Seasonal food basket drive • All
members and friends of MonSFFA welcome

Convention Reports:

MONTREAL CREATION CONVENTION (Guest: Jonathan Frakes)

by Lynda Pelley

On the August 14-15 weekend, Creation Entertainment made their third appearance in Montreal, this time at the downtown Bonaventure Hilton hotel.

We all know what a Creation convention is like: a large pro-run event with one dealers' room and one large theatre-style programming room. That's all there is to it. Creation only does conventions for the money. Knowing this, and having previously attended other Creation conventions, I was not

expecting much.

Fans only attend these shows to see the big expensive *Trek* stars who price themselves out of the fan-run convention market. Creation brought Jonathan Frakes to Montreal this time.

Mr. Frakes gave an entertaining performance during his question and answer session, and used his space well on stage. (What a ham!) He was much better than I thought he would be. Frakes was cheerful and friendly with the audience, and even made an effort to speak a few words of French. He graciously accepted a gift from a fan, and invited a child from the audience up on stage and taught him the correct way to fire a phaser. Curiously, a lot of guys wanted to approach the stage and shake Frakes' hand, which he obliged. Fortunately,

everyone was spared the sickening "Oh, can I come up and hug you?" type question usually asked by some over-excited female fan. Frakes seemed more popular with the guys.

Jonathan Frakes doesn't do autographs. This is well known, so no one appeared disappointed that he didn't sign. Unfortunately, the autograph line is often the only chance a fan gets to have any personal interaction with the convention guest. The Q and A session, as entertaining as it was, was

a performance. It lasted exactly one hour, and then Frakes bowed slightly, said "Thank you," and left the stage rather abruptly. It was like he had punched a time clock; he was only paid for one hour of work and that's exactly all he did.

As for the rest of the convention, I sat through three of Richard Arnold's slide shows, watched some of Creation's video material, and attended a rather lame collectibles auction. The rest of the time, and some of my money, was spent in the Dealers' Room. There was more variety this time, but the room lacked atmosphere. It is the presence of Montreal's network of clubs, conspicuously absent at this event, that makes hanging out in the dealers' and/or display room interesting. The Dealers' Room was very crowded, but it wasn't our crowd.

The only club attending this convention officially was the High Council of Gallifrey (MonSFFA, KAG Canada, and Warp 9 all boycotted the event). The High Council has no love for Creation either, but this convention provided a valuable opportunity to advertise WhoCon.

As fan volunteers, the members of the High Council got to see just how disorganized and badly run Creation is behind the scenes. The team Creation sent to Montreal consisted of Richard Arnold, plus one of Creation's dealers, and one other person, who mostly acted as an audio/visual technician. I later found out that no one had arranged for Frakes to be picked up at the airport. He had checked into the airport Hilton on his own, and had to phone around to find out which Hilton hotel he was supposed to be speaking at, and at what time!

Ironically, good media SF conventions with well-meaning organizers have been losing money in Montreal all year. But not Creation! Their show tickets sold out on Saturday (attendance had to be capped at 1500), and I heard that they did almost as well on Sunday.

Somehow, it just doesn't seem fair.



Jonathan Frakes at Montreal Creation convention (photo, Lynda Pelley)



Riker instructs a future Starfleet officer on the proper use of a phaser (Photo, Lynda Pelley)

CON•CEPT '93

by Keith Braithwaite

The fifth Con•Cept SF/F convention took place over the weekend of October 15-17 at the downtown Holiday Inn Crowne Plaza Metro Centre. The guest list featured headliner Robert Sheckley (author of, among others, *Immortality, Inc.*, the basis for the film *Freejack*), Brian Daley and James Luceno (who write together as Jack McKinney), comics artist Gabriel Morrissette, and comics writer Elaine Lee. Larry "The Doctor" Stewart was again Master of Ceremonies. For the first time, Con•Cept's schedule included Friday evening programming. And, the con played host to the "soirée Boréal," the annual literary awards ceremony and book-launching event staged by Quebec's French-language SF/F writers.

Things did not go well for Con•Cept '93. Attendance was disastrously low (less than 300) and the con ended up running (by my estimate; final figures are not yet in) some \$5000 to \$6000 short of needed revenue. An accumulated profit of \$2800, built up over the con's previous four years, will help to

offset that debt, but that still leaves the '93 con-com out \$2000 or more, certainly a difficult and demoralizing position to be in.

What Went Wrong?

The drop in attendees was a reversal of fortunes for a con that had consistently increased its membership since its inception in 1989. Why the dramatic turnaround? A number of reasons can be cited, but the two biggest contributing factors, I think, had to do with poor judgement on the part of the con-com and a planning-and-organizing machine that got way behind schedule.

The con-com, and in particular the leadership of the con-com (whose wisdom one has to wonder about, despite their experience with Con•Cepts past), completely misread and/or took for granted the con's primary market, the local fans who've supported Con•Cept over the years, most of whom are media-SF/F fans. The con-com chose to build a con that offered very little to the people they should have been targeting vigorously. These people are Con•Cept's bread and butter. The chosen guests were hardly recognized by local media fans, and so it's hardly surprising that those guests (fine folk though they are)

were not exactly a big draw with the locals. Further, the con was rather thin on media-oriented programming. Many long-time patrons of Con•Cept, used to having their interest in SF/F TV shows and movies fairly reflected at the con, felt that those interests were cast aside this year, that they'd been almost totally ignored. It seemed to more than a few observers that the con-com were spending a disproportionate amount of time on several as yet untapped out-of-town markets, which they wanted to draw to Con•Cept. (Attracting newcomers to the con was an entirely laudable goal, and Con•Cept '93 did succeed in doubling its out-of-towners—thus generating bedroom rentals for the hotel and a sizable discount on function space for the con—but the same attention, if not more, should have been paid the local market.)

The con-com had received plenty of advice from some of Montreal's prominent fans—people with their fingers on the pulse of local fandom—on what would likely fly and what would not with local fans, but that advice seemed to fall on deaf ears. It's fair to say that the poor judgement exercised by Con•Cept '93 put the con very much out of step with Montreal fandom, and that cost the con dearly.

Throughout the spring and summer, information on Con•Cept '93 was incomplete and advertising and promotion spotty. The con was having trouble firming up a roster of principle guests and this put them behind schedule. By the time the guest list was finalized, the con was a mere three months away! That was hardly enough time to put everything in place and properly promote the con. Talk at the time was that the con-com just didn't have their act together. Many concluded that the con was in too disorganized a state to be viable, and wrote it off. Montreal's fans had lost confidence in Con•Cept '93.

In those closing three months, the con-com scrambled to put out publicity, book dealers, sign up pre-regging members, put the con's programming together, and so on. With so little time in which to do all of this, and mostly inexperienced people (the majority of Con•Cept '93's con-com were new to con-

running) to do it, the results were, predictably, poor (advertising, for example, was lacklustre).

I should say, here, for the record, that I was initially a member of the Con•Cept '93 con-com. I often found myself at odds with prevailing opinion, and by mid-summer, I had concluded that Con•Cept '93, as it was shaping up, wasn't going to work. I decided to resign from the con-com (in part, too, because I was soon to be married and, with a wedding to prepare for, wouldn't have the free time to devote to the con). As I resigned, I strongly urged that Con•Cept '93 be canceled, or at the very least, postponed. This, I felt, would give the con-com the time it needed to get it together properly, but they believed that they'd be able to pull it off and that everything would turn out okay. My suggestion was rejected, I wished the con-com well, and my nearly five year involvement with Con•Cept came to an end.

It would be easy for me, now, to say "I told you so," but I haven't and won't. In talking to the con-com following the con, I've offered what I feel to be constructive criticism and passed on whatever feedback about Con•Cept '93 that I've come across. (Whatever input I can make to Con•Cept, I want to be for the sake of improving things, not to "rub it in.") The volunteers who make events like Con•Cept possible are people, and people make mistakes. If we can learn from our mistakes, we'll be better able to succeed in our endeavors the next time. My impression is that Con•Cept '93's con-com have learned from their mistakes and want to fix things up for the next Con•Cept.

Feedback

So what of the con itself? It received mixed reviews.

Most attendees enjoyed themselves, although many were disappointed to find the con a shadow of its former self. Business was slow in the Dealers' Room, and several of the dealers, understandably, were less than thrilled about that. Programming offered Con•Cept's usual good mix of topics, but with the already mentioned near lack of media panels

casting a bad light on the proceedings. The Masquerade looked like it wasn't going to happen for a while, there, but the dozen or so entrants who ultimately got up onto the stage put on a pretty good show. The soiree Boréal went well, the con-suite ran smoothly and offered a comfortable place to sit and talk with friends, and quite a few room parties ran Saturday night, providing much in the way of socializing.

The con was spread over four floors, and the hotel's elevators were not up to the task of transporting people quickly from floor to floor. These slow elevators received a lot of complaints.

The average comment seemed to be along the lines of "The con was okay, but there wasn't as much to it as last year."

Future?

Talk of a Con•Cept '94 is rather speculative at this point. Fundraising plans are, apparently, afoot, and if successful enough, the con *might* be back in Fall '94. But a Spring or Fall '95 Con•Cept is more likely, in my view.

A REVIEW OF WHOCON

by Keith Braithwaite

WhoCon took place on Saturday, November 20, at the downtown Auberge Ramada Centreville, just across the street from the Maritime Hotel, MonSFFA's regular meeting locale. WhoCon was designed as a one-shot celebration of the 30th anniversary of the long-running British SF TV series *Doctor Who*. It was put on by Montreal's *Doctor Who* fan club, The High Council of Gallifrey, with an assist from the Warp 9 SF club and one of Toronto's *Who* fan clubs, The Faceless Ones. Guests were Frazer "Jamie" Hines, Sarah "Nyssa" Sutton, and Larry "The Doctor" Stewart.

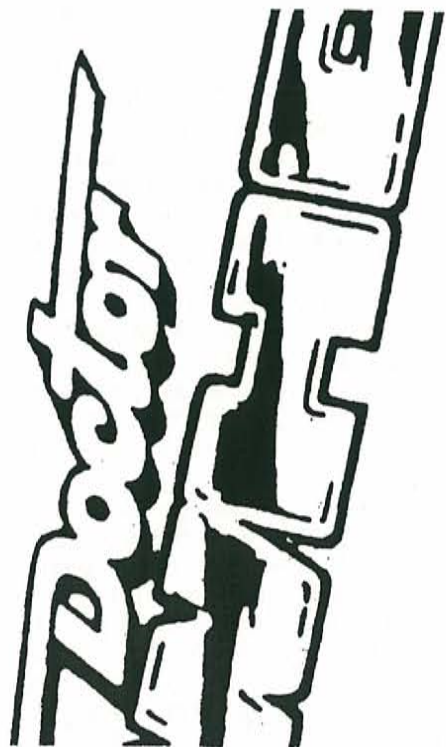
The con was set up as a small-scale event and attendance about matched expectations: some 80 to 100 Whovians. As such, most activities were rather lightly

attended; some of the panels were held for, literally, an audience of one or two. The Dealers' Room was quiet and the "fandom" room (in which were located the display tables of several local SF/F clubs, including, of course, MonSFFA) was a virtual dead zone. The con was really too small for such rooms to function as they should. But, the few people who did wander through seemed to appreciate it all.

The guests were most friendly and the smallness of the event allowed much in the way of one-on-one conversation with them. The con had a bunch-of-friends-getting-together-for-a-fun-time atmosphere about it, which I rather enjoyed.

The video programming included a screening of several sixth season episodes of the popular British SF comedy, *Red Dwarf*, fresh off the boat from England. A smeggin' good time that was!

Some of the money taken in at WhoCon, as I understand it, is slated for the Quebec Disabled Children's Foundation, a most worthy cause. I've heard, from some sources, that the con broke even, and from others, that it came up about \$500 short. If WhoCon lost money, it'll be in good company; all but one of the four conventions staged by local fans in Montreal this year ended up in the red.





Warp's Bryan Ekers and Kevin Holden take a look at some of the sci-fi on video that's out there. Their rating system is as follows:

★★★★

A classic that should have gotten more notice. See this or turn in your decoder ring.

★★★

Mediocre overall but good bits make it worth watching on fast-forward.

★★

Embarrassing. Okay to watch as long as your friends don't catch you.

★

Total excrement! Not even the most die-hard fan could likely sit through this.

●*

Bomb! Hard to believe that something could rate worse than the above "total excrement," but here it is. Blank tape is more entertaining.

Alien Invader ★★

Tracy Scoggins, currently

playing an office tramp in *Lois and Clark: The New Adventures of Superman*, plays an alien space tramp in this clunker which also features Billy Dee Williams (*Empire Strikes Back*, *Jedi*). Virtual reality sequences interesting but go on way too long. Otherwise lacking in originality.

Army of Darkness ★★★★★

Long-delayed installment in *Evil Dead* trilogy insult to purists but great fun otherwise. Bruce Campbell is cool and frantic at the same time as the time-displaced Ash, from Housewares. Must save medieval castle from evil stop-motion army of dead. Lots of laughs and some of the best quotable lines you're likely to hear for a while. Good effects and hot babe make this a must-see.

Bad Channels ●*

Bad video.

Blade Runner: Director's Cut ★★

The amount of time you spend reading this review is only slightly greater than the amount of extra

footage they've thrown in. (Kev says the director's next cut should be across his femoral artery.)

Blood of Heroes ★★★★★

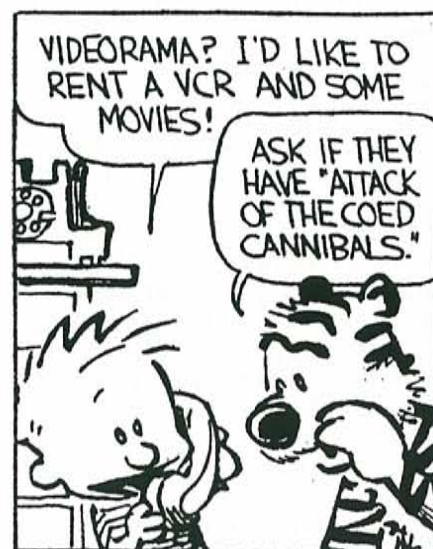
Post-apocalyptic sports movie about "juggers" and the fans who love them. Rutger Hauer is cool as captain of jug team whose purpose is to break bones, split skulls, draw blood and party after the game. Joan Chen (*Twin Peaks*) works well as jugger wanna-be. Production values excellent, acting decent, Australian accents abound.

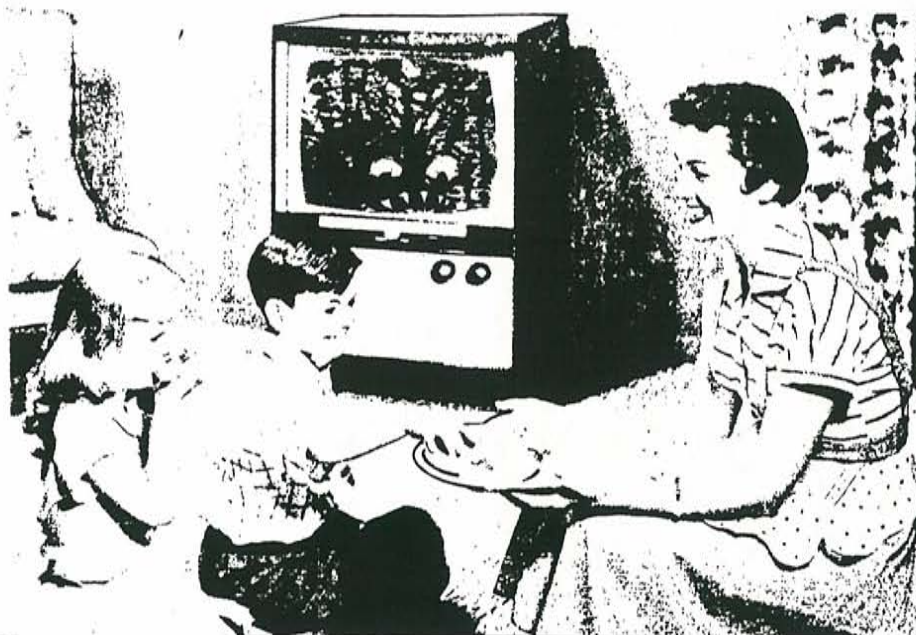
Cast a Deadly Spell ★★

Sells itself as an occult version of *Who Framed Roger Rabbit?* 1940s Hollywood has sold its soul in exchange for supernatural powers (cops solve crimes through seances, mob puts curses on people, etc.). One detective prefers the old-fashioned way and finds himself up against an ancient demonic force. Cross between *Chinatown* and *Exorcist* not worthy to shine either's shoes. Idea deserves less serious treatment and bigger budget. Production values are mediocre.

Creature ★★

Rival corporations square off over an alien artifact which in reality is (surprise, surprise) a hibernation pod. All hell breaks loose and the audience is left to wonder how a huge alien creature who makes the walls shake with its massive footfalls





keeps managing to sneak up on the crew. Check out the tall, powerful, dangerous security goon who happens to fill out her negligee rather well.

Dr. Mordred ★

Full Moon Productions. Super-cheapie with big hopes about New York professor who's really from another dimension and who has to battle an evil wizard to save the world. Boasts big special effects and claymation demons, all of which are on screen for about 15 seconds. The rest of the film is so pedestrian and clichéd that you can just skip to the end for the claymation dinosaurs (but don't skip so fast you miss the occult groupie chick with the big pentagrams).

Guyver ★

Based on the Japanese cartoon (excuuuuuse me! *Anime*), this shamefully racist and infantile flick boasts grown men in garish rubber masks judo-chopping each other and singing rap music. Mark Hamill appears just long enough to pick up his cheque. Big impressive sets, bad effects, good violence, lousy acting, forget about babes.

Highway to Hell ★★★★★

Charismatic teen is running to Las Vegas with his babe 'cause it's

the only way she'll come across. Encounters the Hellcop, a talent agent for Lucifer who kidnaps the babe and whisks her off to Hades to become Mrs. Lucifer. Kid pursues her in souped-up hot rod across the barren wasteland of hell. Encounters neat opponents and clever cultural twists along way (Andy Warhol litters the Highway with Campbell's Soup cans, Highway paved by Good Intentions Paving Company, etc.). Lots of fun and good effects.

Invader ★

Ultra-cheesy backyard movie about reporter who discovers UFOs have taken over Air Force base. It's not that the idea is so bad, but the only people who will buy the cheap effects also believe Barney is a real dinosaur. Really clichéd handling of old body-snatchers concept.

Mindwarp ★★

Virtual reality taken to its natural extreme in subterranean society where transgression means expulsion. Anyone who's been threatened with the cutting off of their favourite soaps will identify with this. Reasonably attractive babe gets the boot and ends up facing the cannibal mutants who live on the surface (kind of a *CHUD* in reverse). Extremely gory and violent but would have rated three stars if lame-o "twist" ending had been left on the

cutting room floor.

Mom & Dad Save the World ★★★

Unbelievably expensive clunker that managed to bring together great comedic talents (Terri Garr, Jon Lovitz, Eric Idle) to serve as models for the costumes, sets and props (which are really impressive). Remarkably unfunny except in rare moments where it managed to let the actors, well, *act*. The threat comes from Spengo, Planet of Idiots. The film comes from Hollywood, City of Idiots.

Mutant on the Bounty ★

Very few laughs. Very little story. Really bad sets. No babes. No direction. No effects. No editing. Cool title.

Nemesis ★★

Unimaginably violent rip-off of *Terminator*, *RoboCop* and *Blade Runner*. Androids are taking over and supercop tries to stop them. More bullets per minute than Vietnam War. Lots of (nude) babes, chintzy effects, a few interesting ideas, a couple of laughs. Rent only at two-for-one special price and make other film a Disney to act as antidote.

Robot Wars ★★

Remember *Robotjox*? Same thing, with fewer robots and worse acting. Unbelievably bad actor takes robot tank through desert to look for giant plastic robot to battle bad guys. Effects not too bad. Director didn't show up so his dad directed it.

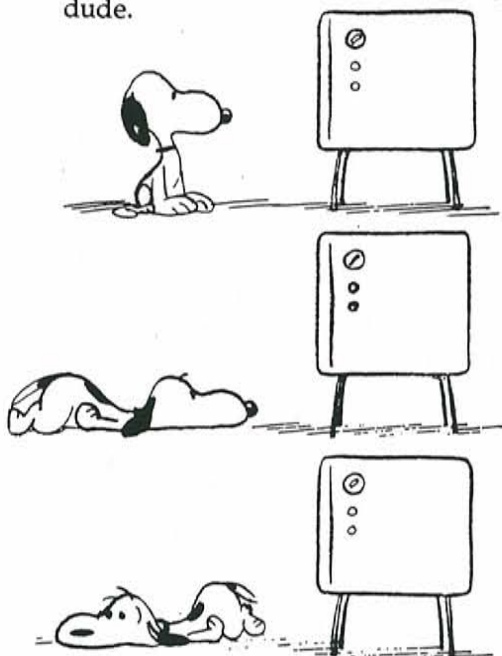
Solar Crisis ★★★★★

Really spectacular special effects and production values almost make up for the convoluted plot and hackneyed performances. Japanese/American co-production starring Charlton Heston. Solar flare threatens Earth and spaceship is sent to sun to prevent catastrophe. Evil corporate-type tries to sabotage mission by reprogramming genetic babe while she's in shower. Based on Japanese novel, tries to pack too much story into two hours. Might

have worked as TV limited series. Occasional good drama.

There's Nothing Out There ★★

Dopey but funny alien slasher spoof could have used better acting, dude.



Timerunner ★

What the hell did Mark Hamill do with all that *Star Wars* money? Really clichéd story about accidental time traveler who comes back to warn Earth of impending invasion. Brion James (*Blade Runner*) reasonably cool as heavy. Some violence, no real babes (Rae Dawn Chong, but dressed, so it doesn't count), dopey ending. Effects not too bad, production values cost a few bucks and were worth it. Writing cost a few bucks and wasn't.

Timescape ★★★★★

Also known as *The Grand Tour* and *Disaster in Time*, this HBO movie based on novel by C. L. Moore manages to thoroughly entertain on merit of story alone. Lonely innkeeper plays host to weirdoes who turn out to be time-travelers. He discovers they have journeyed to his town and time to witness spectacular disaster. Using their time-traveling gizmo, the innkeeper races against the weirdoes, impending doom, his family and time itself to save his town and daughter. His only ally: himself.

Production values competent, editing tight, and acting credible. Fun.

Until the End of the World ★★★★★

This flick is already being studied in pretentious English classes around the world. The 21st century is the locale for this exciting cross-country chase. William Hurt stumbles upon high-tech VR gadget and embarks on global sight-seeing tour pursued by villainous Eurotrash. Highly stylized realization with keen effects, neat computers, cool cars and hot babes. Last third of film could have been cut but this is the part that eggheads love to analyze. Almost three hours long, it tries your patience but is ultimately worthwhile. Warning: May make you think.

THIS IS WHAT ENTERTAINMENT IS ALL ABOUT.



QUICKIE MOVIE REVIEWS

The Nightmare Before Christmas

Tim Burton's much-touted stop-motion musical, about a Christmas made twisted by Jack Skellington (The Pumpkin King of "Halloweentown") and his ghoulish cohorts, is over-rated. The visuals are certainly striking, as we've come to expect from Burton, but his offbeat-misunderstood-outsider schtick is becoming a little shopworn. And as a musical, *Nightmare* is a very good piece of animation.

The 3-D animation is the most talked about element of this film, and it is quite well done. Stop-motion animation buffs will find it somewhat reminiscent of the kind of thing George Pal was doing with his "Puppetoons" in the 1930s and '40s.—Carl Philips

Demolition Man

Not a bad SF/action flick, well executed and carried mostly by a sense of humour, and by Wesley Snipes as the bad guy. The title character is played by Sylvester Stallone, and to give him a fair shake, he's better than he usually is and seems to be having a good time with this film.—Carl Philips

RoboCop 3

Because this film sat on a shelf at Orion for over two years, the level of anticipation about it grew quite high. Now it has finally been released to the inevitable comparisons with its two predecessors. It should have stayed on the shelf.

Bad special effects, totally insipid, unbelievable action and stunts, horrible melodrama and inferior performances leave little to praise in this film. It contains almost none of the "charm" and wit of the first two films, and seems so badly edited that I'm sure major scenes were cut to ribbons and left in tatters. Worst of all, we are expected to accept new villains in the form of super ninja androids, more advanced than *Star Trek's* Data.

There's a lot more I could criticize, but why bother?—Kevin Holden

Last issue, Kevin Holden interviewed Douglas Adams, author of the Hitchhiker's Guide books. In this issue, as promised, Kevin reviews the most recent Guide book, Mostly Harmless.

BOOK REVIEW: MOSTLY HARMLESS

by Douglas Adams

(reviewed by Kevin Holden)

"YOU!" SAID FORD PREFECT.
"YOU!" SAID ARTHUR DENT.
FORD GROANED AGAIN.
"WHAT DO YOU NEED TO HAVE EXPLAINED THIS TIME?" HE SAID, AND CLOSED HIS EYES IN SOME KIND OF DESPAIR.

Despair is the key word in Mostly Harmless, "the fifth book in the increasingly inaccurately named Hitchhiker's Guide to the Galaxy trilogy." This is a dark, gloomy and pessimistic book that derives most of its humour from the cruel and pointless practical jokes the universe plays on our helpless heroes. Reflecting Adams' own cynicism regarding humanity's future, MH departs from the earlier Guides with a sharp turn downwards in both mood and message. So dark is this vision, one would think it written by Marvin the Paranoid Android, the manic-depressive (mostly depressive) robot from the original book.

The story chronicles the fate of Arthur Dent, one of the last survivors of the human race, as he seeks meaning and happiness across an increasingly chaotic and indifferent galaxy, which is coming apart at the seams—it's riddled with time paradoxes, misshapen probability fields and alternate universes, rendering everything meaningless. Through this anarchy Arthur stumbles, looking for his old home, or a reasonable facsimile thereof. At each turn, just when it seems that he's finally settled in somewhere, something happens to dislodge him and send him careening toward the destiny he is trying to avoid.

ARTHUR LOOKED UP AT THE SKY, WHICH WAS SULLEN STREAKED AND LIVID, AND REFLECTED THAT IT WAS THE SORT OF SKY THAT THE FOUR HORSEMEN OF THE APOCALYPSE WOULDN'T FEEL LIKE A BUNCH OF COMPLETE IDIOTS RIDING OUT OF.

Along the way, Arthur is joined by Trillian, the last Earthwoman, their mutual daughter, and Ford Prefect, who is

assisted by Colin, a robot programmed to be happy even in the face of horrible death.

Lest you think that all this doom and gloom prevents the book from being funny, not to worry. Douglas Adams is funnier on a bad day than most comedians are at their peak. MH is funny. Very funny, and in places, uproariously hilarious. But for almost every laugh there is a price to pay in emotional manipulation. So cruel are the ironic twists in the story, so black the humour, so shocking and unexpected the ending, that you may wonder if reading the book was worth the emotional price.

WHAT IS THE POINT? WE ASSUME THAT EVERY TIME WE DO ANYTHING WE KNOW WHAT THE CONSEQUENCES WILL BE, I.E., MORE OR LESS WHAT WE INTEND THEM TO BE. THIS IS NOT ONLY NOT CORRECT, IT IS WILDLY, CRAZILY, STUPIDLY, CROSS-EYED BLITHERING-INSECTLY WRONG!

WHICH IS EXACTLY MY POINT.

Still, not to say that you can't have a great laugh while you hurtle uncontrollably to oblivion. That, Adams seems to be saying, is what life is all about.

Some of the best lines Adams has ever come up with are in this book. (I can see myself pulling some of them out of my sleeve for several years to come, mainly at parties full of people who have never heard of the book.) It just did not have to be so damn negative.

One just can't help feel that Adams is taking out his bad mood on us. Maybe he is feeling glum, or even vengeful, because his previous book, Last Chance To See, bombed big time. Or maybe he genuinely wanted to take this direction as a philosophical statement.

Either way, be warned that this is not the fun romp through the galaxy that we've become accustomed to.

Mostly Harmless is worth a read if only because so much else on the bookshelves is not. And after all, you've already invested so much time and attention to the series, might as well see it off with a bang.

#####

SENSORS

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

Information for this article was culled, primarily, from The Montreal Gazette, USA Today, the Red Dwarf Smegazine, Starlog Magazine, The OSFS Statement, Trekletter News, BCSFAzine, and fandom's grapevine, both spoken and electronic.

RED DWARF VI

The sixth season of the popular British SF comedy show *Red Dwarf* has completed its run in England; we should be seeing the boys from the *Dwarf* this side of the pond sometime in March or April, locally on PBS station WCFE TV, Channel 57, Plattsburgh, New York. *Red Dwarf VI* finds Lister and company aboard *Starbug* in pursuit of the *Red Dwarf*, which has been stolen by "persons ... or life forms unknown." As Hattie Hayridge—Holly—does not appear in *Red Dwarf VI*, we know that our heroes do not manage to

catch up to the *Dwarf* by season's end.

Psirens

A fair chunk of the show's FX budget this year was spent realizing the insectoid Psirens of the first episode's title. These are telepathic creatures that can plant images in the minds of hapless space travelers, thus altering their perceptions of reality and allowing the Psirens to lure them to their doom.

The *Starbug* has been following the vapour trail left by the stolen *Red Dwarf* for over 200 years. Kryten ascertains that, because the *Dwarf* must navigate around an upcoming asteroid belt and the smaller *Starbug* will be able to short-cut through the belt, they'll have a shot at catching up to their pilfered ship. He revives the others (Lister and—presumably—Cat have been in "Deep Sleep"; Rimmer's "light bee" has been stored in the fridge) and explains the situation. The asteroid belt turns out to be the domain of the Psirens and the boys soon discover that these monsters use mind tricks to draw passing ships into the belt, wreck them on the rocks, strip the wreckages of anything of value, and suck the brains out of the crew members. "They shouldn't bother us, then," says Rimmer upon hearing this, "There's barely a snack on board." Despite the danger, the boys decide to forge ahead, so as not to miss their chance at catching up to the *Dwarf*.

They dodge attempts by the Psirens to fool them with false images of, variously, a flaming asteroid; a couple of space vixens; Kryten's creator, Professor Mamet (played by Jenny "Logan's Run" Agutter); Lister's old flame, Kristine Kochanski (who tells Lister that he's the father of her two sons, Jim and Bexley!); and a soft drink machine. The encounter with the Psirens comes to a climax when one of the



Duane Dibley is back in season six!

creatures creates the illusion that it is Lister, and Kryten, Cat and Rimmer must determine which Lister is the real one!

Legion

The second episode of the season is a mystery which takes place aboard a space station inhabited by a character named Legion. At first, Legion seems the perfect host to the boys, but they soon discover that he needs them to exist and doesn't intend to let them go. This episode sees Rimmer upgraded (by Legion) from soft to hard light form, enabling



"Psirens": Jenny Agutter guests as Kryten's creator

the hologram to touch things and rendering him practically invincible.

Emohawk: Polymorph II

The Polymorph is back in this sequel to end all sequels. After being chased by space police, the *Starbug* crash-lands on a GELF (Genetically Engineered Life Form) planet, where the boys must trade with the GELFs for the parts they need to fix the *Starbug*. Here, they meet the Emohawk, a type of Polymorph being kept as a pet by the GELFs. This episode features the return of that man from U.N.C.O.O.L., Duane Dibley, and Ace Rimmer

(smoke him a kipper, he'll be back for breakfast).

Gunmen of the Apocalypse

Apparently pegged by series creators Rob Grant and Doug Naylor as the sixth season's best episode, "Gunmen" promises some top-notch special effects, a superb villain—the Rogue Simulant Captain—and some great cowboy music.

Rimmer World

The boys find themselves on a world populated entirely by Rimmers!



Top: Meet the "Gunmen of the Apocalypse"

Above: Cat and Rimmer in "Out of Time"

Out of Time

The season finale promises two shocking revelations (!), as well as a "clash" between Lister and Kryten. And, the boys confront their future selves, facing up to the despicable people they're destined to become. The episode (and the season) ends in a cliff-hanger.

DOCTOR WHO

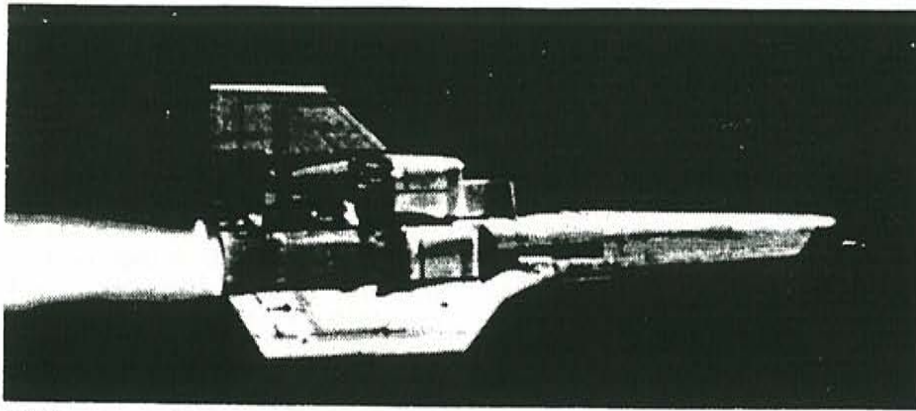
Fans of the Doctor were disappointed to hear that the BBC scrapped plans for a 90-minute TV special that would have aired at the end of November, coinciding with 30th anniversary *Doctor Who* celebrations. *Doctor Who: The Dark Dimension* would have centered on the fourth Doctor (Tom Baker), and featured appearances by all four of the other surviving Doctors. Also included would have been Brigadier Lethbridge-Stewart (Nicholas Courtney) and the seventh Doctor's last companion, Ace (Sophie Aldred). There is a remote (and we stress *remote*) possibility that the project might be revived at some future date.

THUNDERBIRDS MIGHT BE GO AGAIN!

There is talk of bringing the popular Supermarionation series back! The title *Thunderbirds: A New Generation* has been bandied about, but the Gerry Anderson people are not firing up the band saw, getting the chisels out, and plugging in the old belt sander quite yet. It's all pure speculation at this point, say insiders.

UNIVERSAL ACTION NETWORK: TEKFILMS; ARE QUANTUM LEAP, BATTLESTAR: GALACTICA COMING BACK?

Like the old *NBC Mystery Movie* series, which revived the defunct police dramas *Columbo*, *McCloud*, and *McMillan & Wife* in the form of TV movies, aired on a rotating basis, the new Universal Action Network (cable TV?) plans to do the same with several canceled action/adventure series. The Network's roster of six series will include some original projects, as well. Each of the



Will Battlestar: Galactica return, courtesy the Universal Action Network?

six will get four movies, for a total of 24.

We know that one of the original projects is based on William Shatner's novel, *Tekwar*, and its sequels. Shatner is executive producer on the *Tek* films; he'll direct the first one.

Production has already begun on *McGuyver* movies, and *Quantum Leap* is said to be in strong contention for a spot on the UAN sked. We've been hearing that plans are afoot to bring *Battlestar: Galactica* back as a movie special. As *Galactica* is a Universal property, might it also end up as a part of the UAN?

The Universal Action Network kicks off in January '94.

MORE OLD STUFF THAT'S NEW AGAIN

The list of old—in particular 1960s—TV shows and movies that are currently being considered as potential fodder for remaking, or are being remade, grows longer every day. Here are a few of the SF/F properties we'll likely see soon, either on TV or in the movie theatres: *Lost In Space*, *Land of the Giants*, *The Outer Limits*, *Planet of the Apes* (a big-budget feature film to be directed by Oliver Stone, no less), *The Invaders*, *Quatermass Xperiment*, *Forbidden Planet*, *20,000 Leagues Under the Sea*, *Bewitched*, and *My Favorite Martian*.

JURASSIC PARK TOP GROSSING FILM OF ALL TIME

Last month *Jurassic Park* surpassed the \$701 million mark in worldwide box office receipts, edging past *E.T.* and taking over the

top spot as the biggest money-making movie of all time. Its current gross stands at over \$710 million.

The movie is a monster hit in England, and particularly in Japan, but has stirred debate in France. *JP* recently opened at some 450 screens across France amid a political outcry over perceived threats to French culture from America.

DINASAURIUM

Seems we were a tad premature with our report, in the last issue's "Sensors," of an animatronics dinosaur display supposed to open soon in the former Quebec pavilion on the old Expo '67 site. The people behind this venture, who originally were looking at opening their attraction back in May, have been awaiting the approval of the City of Montreal to proceed with the project. The city wanted to be sure that the "Dinasauium" had secured the necessary financial backing before signing a lease for not only the old Quebec pavilion, but also the former Canadian pavilion, which will house an IMAX movie theatre.

Opposition councillors warned that such a tourist attraction was a risky investment and expressed concern over a number of unpaid bills run up by the Dinasauium's promoter, Barry Sendel. Sendel admits that his company is experiencing cash flow problems but plans to pay his bills as soon as he can.

Despite the opposition, the city decided to approve the project and signed a lease with Dinasauium Productions, Inc. They defended their decision by citing the 277 jobs the project will create, and the

\$500,000 in tax revenue it will generate.

We can expect the Dinasauium to open, perhaps, in the summer of '94.

COMET ON COLLISION COURSE WITH JUPITER

A comet, dubbed Shoemaker-Levy 9 (named after its discoverers, amateur astronomers Carolyn and Gene Shoemaker, and David Levy) is on a collision course with Jupiter and is expected to hit the planet sometime in June '94. The spectacular collision, an event never before witnessed by astronomers, will be "the largest impact in our solar system during the entire history of astronomy."

Scientists will be training every available telescope on the event, including the *Hubble Space Telescope*. But because the impact will occur on the far side of Jupiter, a direct view won't be possible from Earth-based observatories. Astronomers will be watching Jupiter's moons to see if any of them reflect any light at the moment of impact.

Scientists running the *Galileo* mission hope to be able to videotape the collision with their probe, and one of the 20-year-old *Voyager* spacecrafts will swing into action to measure how bright Jupiter gets.

The Jupiter-shattering kaboom is expected to blast holes in the Jovian atmosphere as big as Scotland!

CANFANDOM

Con•Cept

Montreal's multi-interest SF/F convention, Con•Cept (held over the weekend of October 15-17 this year), for the first time in its five-year history, suffered substantial financial losses and a big drop in attendance. It joins the ranks of the numerous cons this city has hosted in '93 which have fallen well short of projected—and needed—attendance, and therefore revenue, levels. Con•Cept, which began the '93 season with about \$2800 in accumulated profits over the con's previous four years, now finds itself posting a '93 loss of some \$5000 to \$6000! Attendance, which had grown steadily since the first

Con•Cept, in 1989, dropped dramatically to around 275-300 people, comparable to attendance at that first Con•Cept, a one-day con.

The organization of Con•Cept '93 was running behind schedule for most of the year, and a lot of local fans (some of them ex-Con•Cept con-commers) voiced concerns about the direction the con seemed to be taking (away from the interests of local fans, the con's principle market), the drawing power of the con's guests, and the wisdom of the con's leadership. Many found information about the con sparse,

and noted that it was inadequately promoted. It is reasonable to say that very few of these concerns were seriously addressed by the '93 con-com, and an argument can be made that, in sizable part, the con's failures were the result. For the most part ignored was the sound advice offered Con•Cept '93 by some of the people most closely connected to local fandom, persons who, better than anyone, are tuned in to what Montreal's fans want out of their conventions.

In the aftermath of the con, the con-com, largely new to con-

running, recognized that mistakes were made and poor judgement exercised in some areas. They intend to fix things for the next time around. We are given to understand that the con's leadership will probably change. Of course, they've got a difficult job ahead of them just in terms of getting things back on line financially, and the very real possibility exists that Con•Cept won't fly in '94 (there's been talk of skipping a year, or of moving the con to a weekend in March or April; either way, we're looking at a '95 con, here).

STAR TREK

Trek VII

A script has been written—by *TNG* staffers Brannon Braga and Ron Moore—but is, as yet, untitled. Quashing talk of *Trek VII*'s story line revolving around a meeting of the original and *Next Gen* crews, Rick Berman (Executive Producer, *TNG*, *DS9*) firmly states that that isn't the focus of the film. "Make no mistake about it, this is a movie about *The Next Generation*."

However, he adds: "Some of the original characters will be in the film, and there will be some interaction between both crews, in a believable fashion, considering they are 90 years apart." We're hearing that it's a good bet that George Takei, as *Excelsior* captain Sulu, will pop up, but unlikely that Shatner or Nimoy will appear as their salary demands are beyond what producers are willing to pay. All of the *TNG* regulars are cast.

Shooting is scheduled to begin the

day after *TNG* wraps on its final TV episode, sometime in March '94. Look for *Star Trek VII* in theatres around Christmas '94. (Fans attending the '94 WorldCon in Winnipeg—September 1 through 5—may be treated to a pre-release screening of *Trek VII*; the WorldCon people are working on getting Paramount to show the movie to what will, no doubt, be an enthusiastic test audience.)

TNG

We await the return of Spock. As previously reported in this column, Leonard Nimoy is again supposed to play everyone's favourite Vulcan in a *TNG* episode, later this season. We'll see Spock's wife, too.

Meanwhile, the following have, apparently, expressed an interest in guesting on *TNG*: Robin Williams, Dana Carvey, Jason Alexander (*Seinfeld*), Christopher Lloyd, and country singer Lyle Lovett (!).

The final episode of *TNG* will be a two-hour farewell for the crew. It will not be, as previously rumoured, a set-up for

the *TNG* movie, *Trek VII*, but rather include a set-up for the new *Trek* TV series which will replace *TNG*.

Star Trek: The Next Spinoff

The latest *Trek* spinoff will premiere in January '95 on Paramount's new TV network. Speculation on what this newest *Trek* will be about has been rampant these past few months. We reported, in our last issue, that the often-pitched Starfleet Academy concept surfaced as a possible scenario, as did an idea about the adventures of the *Enterprise-B*. We've also heard that the show will follow the exploits of the *Excelsior*, Sulu commanding, but figure that one to be the wishful thinking of some of the fans. Apparently seriously considered at one point were the adventures of William Riker's "double," Thomas Riker, introduced in the *TNG* episode "Second Chances," and the adventures of the very first crew of the *Enterprise*, under Captain Robert April.

But we can now

report, with virtual certainty, that this new *Trek* series will be called *Star Trek: Voyager*, that it will be set aboard a new class of Starfleet vessel—the *U.S.S. Voyager*—and that it will take place in the 24th century, as do *TNG* and *DS9*. The *Voyager*'s crew will include a middle-aged Vulcan, a female human/Klingon hybrid, a holographic character, and an American Indian who comes from a tribe that left Earth to settle on another planet some 150 years prior. Writers are undecided, at this time, on the gender and ethnic background of the show's leading character, the captain of the *Voyager*.

The show's scenario is as follows: The crew of the *Voyager* are in pursuit of a ship full of renegade ex-Starfleet officers, when both ships come upon a sort of cosmic Bermuda Triangle which flings them to the very edge of our galaxy. Alone and lost in space, the two crews decide to join forces and boldly go where no one has gone before, all the while searching for a way home.

Production begins in August '94.

Con•Cept '93 received mixed reviews from attendees; most enjoyed themselves, but many found the con a lot "smaller" than it's been in recent years. Out-of-town attendance was up quite a bit (no doubt due to the expansion, this year, to include the Friday evening) and the con's hosting of the "soirée Boréal" (award ceremonies, book launchings of Quebec's French-language SF/F writers' society) was well received. The hotel's slow elevators inhibited movement around the con, spread over four floors, and received a lot of complaints.

Montreal Science Fiction Festival

Meanwhile, The Montreal Science Fiction Festival, which premiered in July and also came up short of attendees and dollars, seems to have taken to heart some of the advice they've received on making improvements for their '94 outing. They've moved from their hard-to-get-to West Island location to a downtown spot, and they've moved from the Canada Day holiday weekend to the weekend of September 24, 25 (although this has caused some fans to question the ethics of moving to within a few weeks of Con•Cept's traditional spot—should Con•Cept not mount a '94 con, mind you, it'll all be academic). The Festival's '94 guest line-up is much stronger than it was in '93. Interestingly, their headliner, Majel Barrett, is scheduled to appear in Toronto—at Toronto Trek VIII—a couple of months earlier. Both cons stand to lose some membership, here, in that fans in each city may not travel to the other to catch a guest they'll be able to see at home.

Word is that the Festival's founders want to give their concept (no pun intended) another whirl, but that if '94's Festival doesn't do well, the con will, in all likelihood, fold.

BCSFA Scraps V-Con

From Vancouver comes word that the British Columbia Science Fiction Association (BCSFA) have decided to abandon their convention, V-Con. (For legal reasons pertaining to the registration

of non-profit societies in B.C., BCSFA is now a standing subcommittee of the West Coast Science Fiction Association, WCSFA.) BCSFA is concerned that it has become an entity almost exclusively devoted to running V-Con, and as such is not providing its members with what they're expecting out of their SF/F club. Consequently, monthly-meeting attendance has been scant and membership has declined.

The con has become a financial burden lately, stemming in large part from the huge debt—some of which remains unpaid—incurred a few years ago when V-Con played host to the Westercon, a large regional convention. Also, club members involved with the con are burning out on it, thus robbing the club of needed human resources. V-Con is a "vampire...from BCSFA's perspective, it sucks all the energy and enthusiasm out of the club, leaving it listless, vague and unfocused." The consensus reached by BCSFAns is that their club "has been sacrificed on the altar of V-Con."

And so, BCSFA has moved to reinvigorate itself. They've dumped the idea of V-Con being a full-weekend, annual event and instead intend to "spread V-Con out over the year in order to lessen the burden on the club." Elements of V-Con will be adapted to fit into a more manageable framework. It's hoped that "having a number of interesting events throughout the year would help to build up membership in the club."

What's interesting about this from MonSFFA's viewpoint is that we reached much the same conclusion after four years of involvement with Concept, and came up with much the same solution to the problem. Since MonSFFA has disengaged itself from the organization and running of Concept, effective the beginning of the year, our monthly club meetings have improved greatly, we are seeing more in the way of club projects undertaken, and the people running MonSFFA are finding the sledding a lot easier than it was when Concept demanded so much of our attention.

We hope things go as well for BCSFA.

Multi-Interest SF/F Club Comes to Toronto

Toronto fan Lloyd Penney, who communicates with MonSFFA regularly, has on occasion noted that Toronto, with its large fan community, does not benefit from having a multi-interest SF/F club, along the lines of MonSFFA. Now comes word that such a club is gearing up for a January '94 start under the name The Northern Exchange (TNE). The club plans regular meetings and events, and will publish a bimonthly newsletter. Membership fees have been set at \$20.00 per year.

TNE is, for the moment, using the Star Trek Toronto club's post office box. For info on TNE, or Star Trek Toronto, write: Suite 0116, P.O. Box 208, 65 Front Street West, Toronto, Ontario, M5J 1E6. (Are you involved with TNE, Lloyd?)

Relapse Rescheduled, Rhino Canceled

Ottawa fandom's relaxicon, Relapse, originally scheduled to take place end of October, didn't happen. It has been shifted to the weekend of March 25-27, '94 (info: 26076-72 Robertson Road, Nepean, Ontario, K2H 5Y8).

Con chair Neil Belsky has announced that London Ontario's Rhino 3 (March '94) has been canceled. Should fund-raising efforts prove successful, Rhino may rise again in '95.

1993 HUGO AWARDS

Handed out at a ceremony at this year's WorldCon (ConFrancisco, held in San Francisco, California), here are 1993's Hugo Award winners:

Best Novel: *A Fire Upon the Deep* (Vernor Vinge) and *Doomsday Book* (Connie Willis)—the last time there was a tie in this category was in 1966.

Best Novella: "Barnacle Bill the Spacer" (Lucius Shepard)

Best Novelette: "The Nutcracker Coup" (Janet Kagan)

Best Short Story: "Even the Queen" (Connie Willis)

Best Non-Fiction: "A Wealth of Fable" (Harry Warner Jr.)

Best Professional Editor: Gardner Dozois

Best Professional Artist: Don Maitz

Best Original Artwork: *Dinotopia* (James Gurney)

Best Dramatic Presentation: "The Inner Light" (*ST:TNG* episode)

Best Semi-Prozine: *Science Fiction Chronicle* (Andy Porter, editor)

Best Fanzine: *Mimosa* (Dick and Nicki Lynch, editors)

Best Fan Writer: Dave Langford

Best Fan Artist: Peggy Ranson

The John W. Campbell Award for Best New Writer went to Laura Resnick.

TIDBITS

A *Star Trek* radio talk show, which has been a success for two years, now, in Los Angeles, is poised to open hailing frequencies nationally in the U.S.

Director Stanley Kubrick, who made the landmark SF film 2001: *A Space Odyssey*, is currently working on a movie called *AI* (artificial intelligence), about super-smart robots.

Recently deceased: SF writer and editor Lester del Rey, horror-film actor Vincent Price, actor River Phoenix (unexpectedly, probably of a drug overdose), who played young Indiana Jones in the film *Indiana Jones and the Last Crusade*, and actor/director Bill Bixby (*My Favorite Martian*, *The Incredible Hulk*).

Fans of Ann Rice's vampire Lestat are vocally upset over the choice of Tom Cruise as the lead in the upcoming film *Interview With the Vampire*. Rice herself, apparently, is not terribly thrilled with Cruise as Lestat, either.

A BRIEF LOOK AT NEW SF ON TV

by Keith Braithwaite

seaQuest DSV

I've always enjoyed nautical lore and stories of the sea, and so I looked forward to the seafaring science fiction promised by *seaQuest DSV* (the *DSV* stands for Deep Submergence Vessel). I was pleased, also, to see Steven Spielberg's name associated with the show—a guarantee of top-flight production values.

Well, the production values *are* top-flight, but they're about all that is. The premiere episode was unbelievably bad. The story, the writing, the characters, much of the acting, all really, *really* bad.

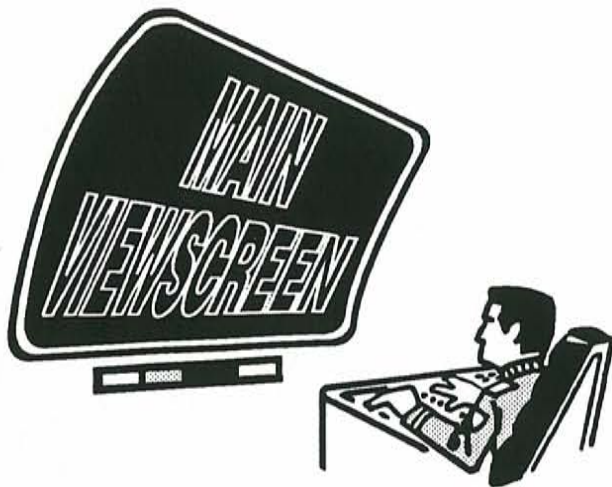
I've heard that Spielberg, who wasn't closely involved with the pilot, has since taken a more active role in the series and we've been told that the episodes, as a result, will be improving in time. The shows subsequent to the premiere *have* been getting better—marginally—and the cast seem to be getting their sea legs, thus the characters are coming across a bit better. But *DSV* has a long way to go before I'd declare it a *good* show.

I'm willing to give it the time it needs, but I doubt that NBC is.

Lois and Clark: The New Adventures of Superman

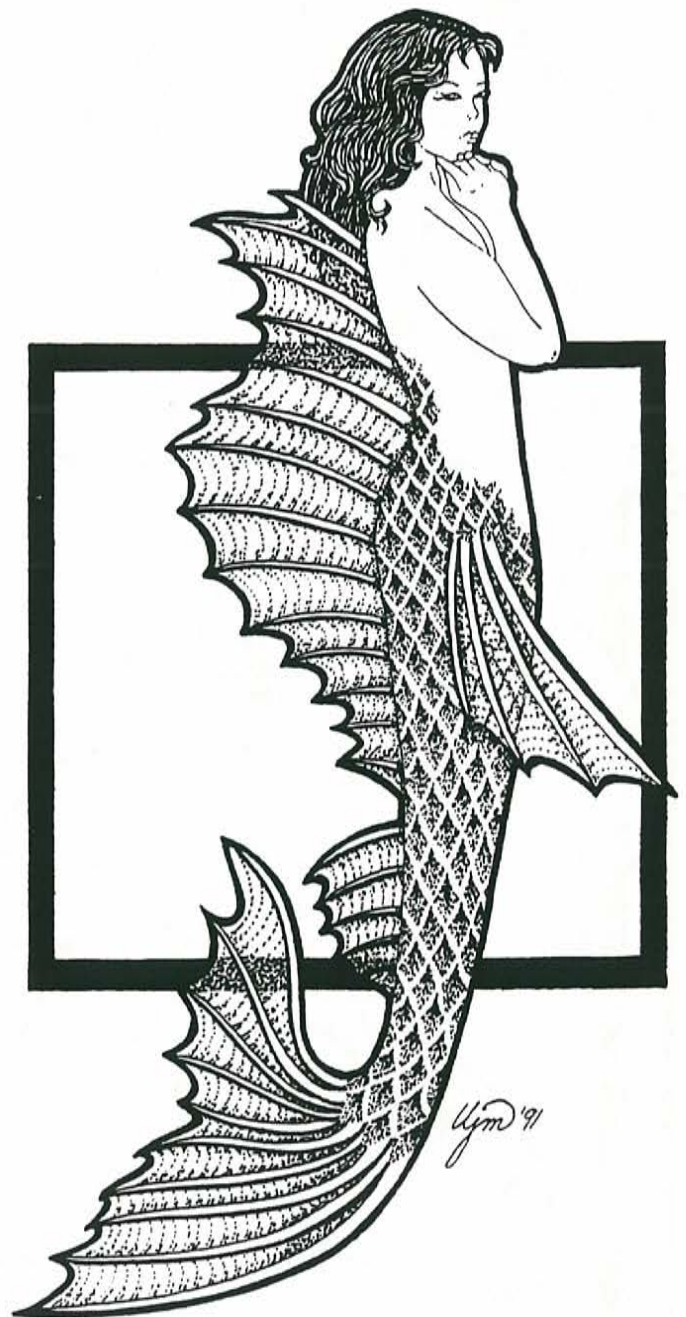
This latest take on the Superman story is fairly good. I didn't have much interest in the show when I first heard about it. The Man of Steel thing has been done to death. Then again, he is an archetypal character and a more interesting superhero than most of the lot we're seeing in comics these days, even if, and perhaps *because*, he's been around for over 50 years.

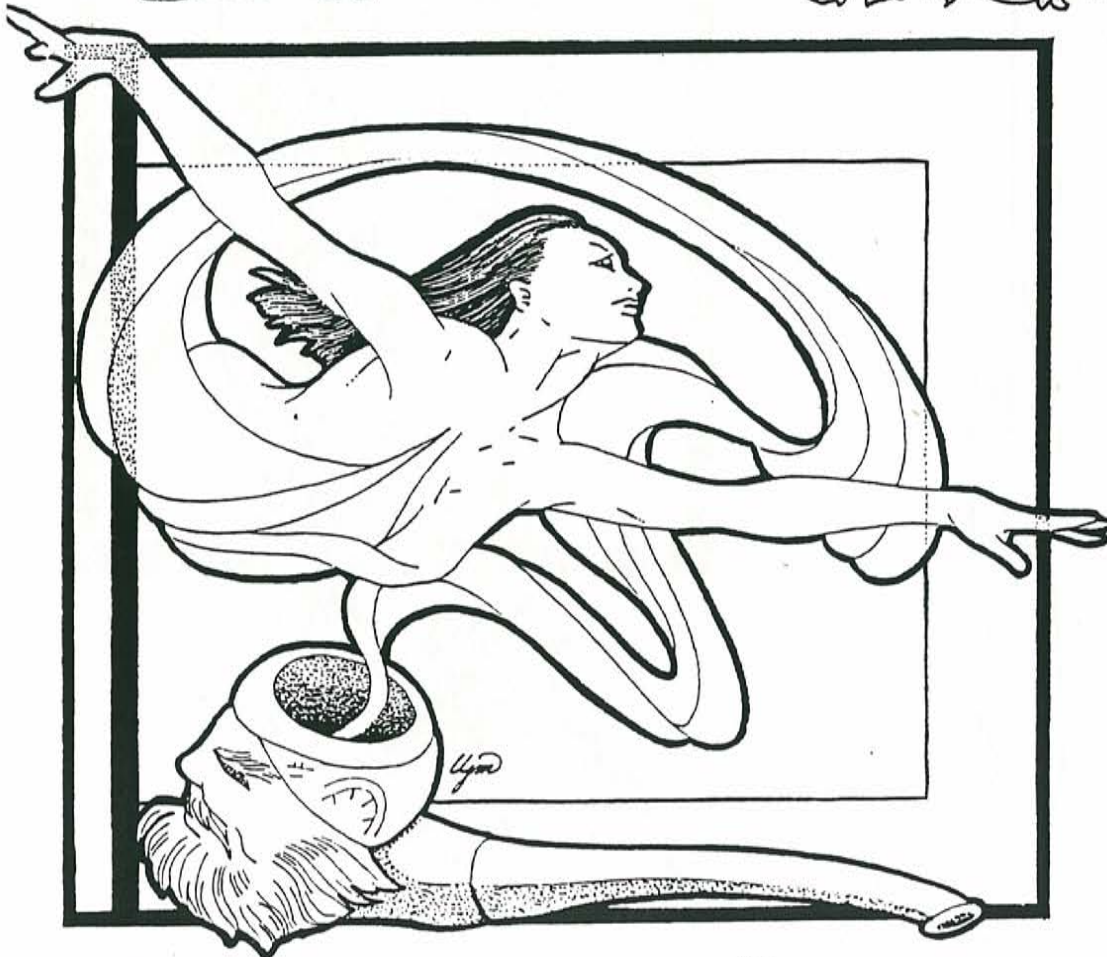
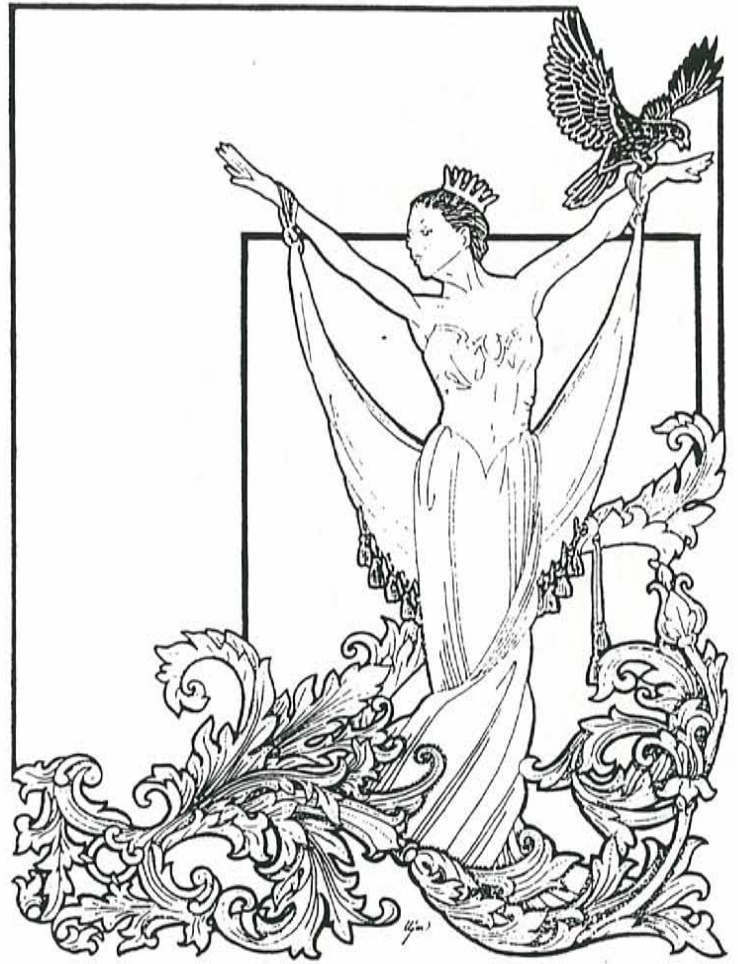
I haven't seen enough of *Lois and Clark* (I've caught only a couple of episodes since the series premiered) to write a definitive review of the show, but what I have seen I've liked. The series takes a humorous, but not too self-parodying, approach which appeals to me, and leads Teri Hatcher and Dean Cain play the title characters with an appropriate sense of fun. The supporting players do a good job of it, too.

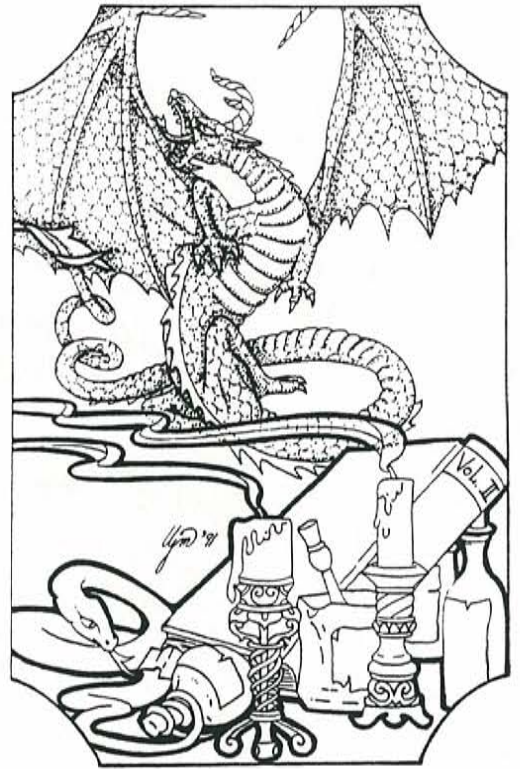
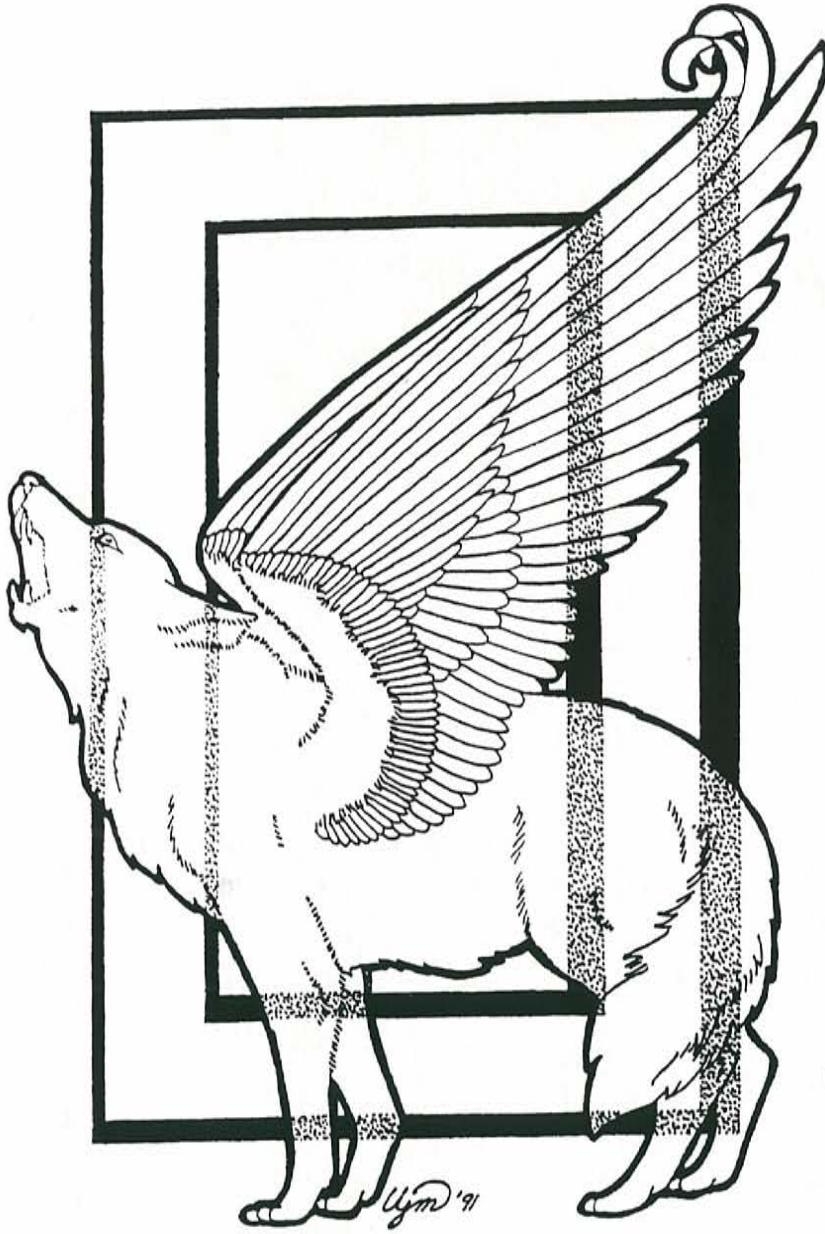


Main Viewscreen is a semi-regular feature of *Warp* which showcases the artwork of MonSFFA members and members of greater fandom.

Hugo-nominated artist Linda Michaels hails from Niagara Falls, New York. She first made contact with MonSFFA about two years ago, when she sent us a portfolio of some of her exquisite artwork, some of which we published in our May 1992 issue. We are pleased, in this issue, to feature some more of that portfolio, inspired by the fantasy genre and rendered in an Art Nouveau line.







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

MonSFFA

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

Si vous voulez vous joindre au club, veuillez remplir le formulaire d'adhésion et nous le faire parvenir à l'adresse ci-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.

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Name _____

Birthdate (optional) _____

Mailing address _____

Apt. _____ City/Town _____

Province/State _____ Postal Code _____

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(work) _____

Interests (optional)

☐ Science Fiction _____

☐ Others _____

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☐ Horror _____

☐ Movies/TV _____

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Others _____

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

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Nom _____

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