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# WARP

## 27

The Official Newsletter of the Montreal Science Fiction & Fantasy Association (MonSFFA)

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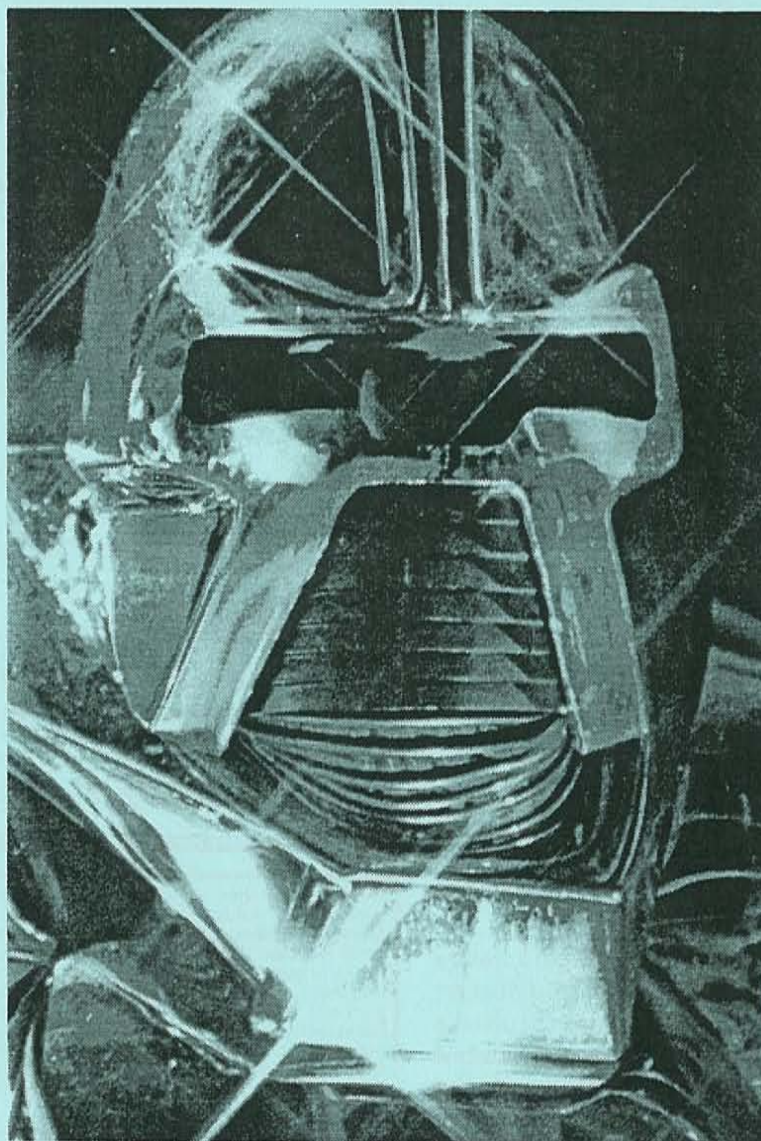
A LOOK AT *BATTLESTAR:  
GALACTICA*, INCLUDING  
COVERAGE OF THE 15TH  
ANNIVERSARY CON IN  
L.A.

LATEST *TREK* NEWS  
(SEE "SENSORS")

REVIEWS OF *BABYLON 5*,  
*TEKWAR*

BOOK REVIEWS

AND MORE...





# Roll Call

## MonSFFA's Executive Committee:

Lynda Pelley: President

Cathy Palmer-Lister: 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, Dominique Durocher, Yolande Rufiange, Bill Stropole (Advisors)

## Newsletter Staff:

Keith Braithwaite: Editing, Layout

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

Lynda Pelley: Word-Processing, Photoscans.

**COVER-UP:** This issue's cover reflects our look at *Battlestar: Galactica*. A Universal Studio's publicity still shows a dreaded Cylon warrior, nemesis of the Galacticans.

# 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**

1994 MEETING PROGRAMMING (FEBRUARY-AUGUST)

Programming subject to rescheduling and/or change

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: Programming to be announced

MAY 15: TransWarp '94 (tentative; 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.

AUGUST 14: Programming to be announced

JANUARY  
18  
FEBRUARY  
13  
MARCH  
13  
APRIL  
17  
MAY  
15  
JUNE  
12  
AUGUST  
14  
SEPTEMBER  
18  
NOVEMBER  
20  
DECEMBER  
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*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. 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. Originally is the art of concealing your sources.—source unknown



# FROM THE CENTER SEAT

Welcome to 1994! I see we're starting off the year with another typical Montreal winter. For those who didn't venture out of hibernation to attend the January 16th meeting, it's sort of like living on Hoth or Rura Penthe. Well, at least I tried to compensate with a slide-show that featured sunny California (pre-earthquake).

Club elections were held at the January meeting, and as usual, no voting was necessary. All positions were won by acclamation. I am returning for a second term as President and Sylvain St-Pierre will return again as Treasurer. New this year to MonSFFA's Executive Committee is Cathy Palmer-Lister as Vice-President. I welcome Cathy's input into MonSFFA. She has quite a bit of experience within Montreal fandom and I'm sure she will do well as part of the MonSFFA team.

*Warp* will continue to be in good hands, as Keith Braithwaite returns to the post of Newsletter Editor. Mike Masella and I will continue to help as part of the newsletter staff, as well as provide computer support. As of this writing, the Board of Advisors is still being assembled. Those signed up so far include Kevin Holden, Andrew Weitzman, David Legault, Yolande Rufiange, Dominique Durocher, and Bill Strople. Anyone else who wants to be on this planning and organizing committee, just let me know. We welcome your help and ideas.

One of the ideas that was discussed last year began being implemented at the January meeting—the "sign-in" book. This will help us keep a more accurate head count of who attends meetings regularly. Members and guests are asked to sign the book when they arrive, and if they like, may include short comments or suggestions.

Its rare that I attend a club meeting where I don't overhear somebody debating the merits of

the previous night's *Star Trek* episode. It seems that almost everybody watches the show whether they like it or not! Its the show that we worship or its the show that we love to hate, or perhaps both. At the next meeting, MonSFFA hosts "The Great Star Trek Debate" and asks if *Star Trek* is really worthy of the phenomenon status that it has enjoyed over the years. I'm sure that everyone who watches *Star Trek* has an opinion about this. So show up at the February 13th meeting, express yourself, and most importantly, have a good time! Since the questioning of *Star Trek's* merit is not unique to MonSFFA, the members of Montreal fandom's other clubs, KAG/Kanada's Quemar Squadron and KIDC, Warp 9, and The High Council of Gallifrey, are all invited to join us. Two of *Star Trek's* best episodes (one classic and one *Next Generation*) will be screened at 11:00 AM and everyone is invited to join us for "Trekfast." Colleen, Trudie, and Yolande will be making some special *Trek*-universe munchies. Yes, MonSFFA intends to have good munchies this year.

The other big upcoming event for MonSFFA members is Conv-iction on the February 19-20 weekend. This science and science fiction convention has expanded to two days after last year's success. MonSFFA has purchased two tables in the display room for \$80. Included in this package is *free* entry to the convention for all MonSFFA members. (Regular entry fee would otherwise be \$10.) There will be a list of the current MonSFFA members at the convention's registration site. Be prepared to show your MonSFFA ID card. If your membership expires around this time of year, please renew on time so that your name will be on the list. I encourage everyone to attend this event, especially since MonSFFA has arranged for you to get in *free*. How often do you get free entry to a convention without having to work as a gofer/security volunteer? (A little help with the club tables, however, would be appreciated.) Conv-iction was quite good last year. Don't miss out on it this year!

As you can see, MonSFFA's team of organizers is already at work preparing your club activities. We'd like to arrange for a guest speaker or two sometime during the year, and it looks like Transwarp III will be happening in May. You *will* see MonSFFA T-shirts this year! Keep reading your *Warp* and keep attending the meetings; details of these and other events will follow. We intend 1994 to be a good year for MonSFFA.



Lynda Pelley  
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 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 this and 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.)

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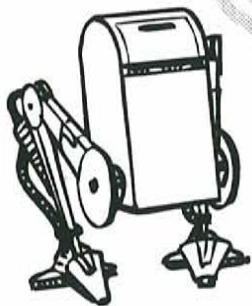
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MonSFFA thanks all of its members and friends for the good wishes sent our way over the holiday period. We hope everyone had a great Christmas, and may 1994 bring you all happiness and prosperity.—Ed

Dear MonSFFolk,

Just wanted to thank you all for your participation in our recent (November '93) convention, WhoCon Montreal '93. We hope that all of you, even those who are (still!?) not *Doctor Who* fans, enjoyed our event, and our ultra-fan-friendly guests, Sarah Sutton and Frazer Hines.

For your info, we had a total "attendance" of 130 people, including, oddly enough, 20 people who pre-registered but never actually showed up! We did not quite break even, with a \$489 loss, but since we were a bit more than that over budget, we still consider it to have been a success. And the feedback from our attendees so far has been quite positive. Most importantly, we raised \$311 for the Quebec Society for Disabled Children, and collected a good-sized box full of canned food to be donated to Share The Warmth.

Since WhoCon was intended as a celebration of the 30th anniversary of

*Doctor Who*, we have no plans for a WhoCon '94. But who knows? With all the fun we had with this show, we may yet see a WhoCon '95!

We look forward to working with you again in upcoming events, including, of course, TransWarp III.

Andrew Gurudata  
President, High Council of Gallifrey  
LaSalle, Quebec

*Congratulations on a job well done with WhoCon '93. The feedback we've been hearing on the con has been positive as well. One of the great strengths of Montreal fandom, we think, is the spirit of co-operation that exists amongst the various fannish organizations around town; MonSFFA has always supported that spirit, and so we were pleased to participate in WhoCon, and will do so again, should you decide to mount the con in '95. We look forward, also, to working with the High Council of Gallifrey, and the other clubs, on TransWarp '94, or TransWarp III, if you prefer. At this time, we're looking at May 15 as a date (what do you think?), and are prepared, as in previous years, to offer MonSFFA's meeting space as the locale. Keep in touch.—Ed*

Dear MonSFFA,

Thank you for sending me my newsletter (issue 26).

*Star Trek: The Official Fan Club* says that the first ST:TNG movie (*Trek VII*) will be released in November of 1994, featuring the *Next Generation* and original crews. They also said that there might be some set and costuming changes made. I enjoy reading *Warp* and like to hear all the *Star Trek* news and gossip. I realized, however, that everything tends to be centered on the television shows and that there is very little talk of the ST or ST:TNG books. These books are well written and deserve to be brought to your readers' attention. I am including reviews of two of the latest ST:TNG novels that I enjoyed. For anyone who's interested, I suggest you check out your local library or bookstore, although the paperbacks will cost you \$6.99, plus tax (then again, you could always use your MonSFFA discount).

One more thing that I must add

is that I completely disagree with Bryan Ekers and Kevin Holden's review of the movie *Army of Darkness* (see "It Came From The Video Store," *Warp* 26). I recently saw this film and could think of only one adjective that would adequately describe it: Stupid. Though it has a few funny moments, it is not worth the torture of sitting through the entire movie.

Keep up the good work on *Warp*.

Tifanie Valade  
Dorval, Quebec

*Glad you enjoyed your newsletter, Tifanie. Thanks for the Trek VII info; we're hearing much the same from our various sources. Indeed, most of the Trek talk centers on the TV series, although the movies get their fair share of attention, too, especially leading up to the release of one of 'em. The books, alas, are not as popular with fans. Such is the state of contemporary fandom: for better or worse, people are into TV (and movies) moreso than they are books. Thus, the gossip grapevines almost always talk about the Trek we see on the screen. We're very pleased to have received your TNG book reviews (which we've run in this issue) and hope you'll see fit to contribute others in future. Perhaps, as a result, a Trek viewer may give the books a try and come to enjoy them as much as you, clearly, do.—Ed*

Dear Keith and All Other MonSFFen,

Greetings! I'm hacking out a quick letter to comment on issue 26 of *Warp*. My congrats to you, Keith, and Colleen, and Kevin and Trudie, too. Four more members of The League of Great, Silly Fools! Take it from me, getting married is a move none of you will ever regret.

I hope there are plans afoot to get Con•Cept '94 (or '95) going. Ottawa fandom has Concinnity 1 on the go, rising phoenix-like (they hope) from the ashes of Maplecon. No matter who's been fighting, I hope all sides can put 1993 behind them, and stage another good con.

The comments about fanzines on page 8 ("MonSFFandom," coverage of fanzine panel/workshop morning of club's September 12, '93, meeting) are amusing to read. Science fiction fanzines are perhaps one of the least understood activities of fandom.



Fanzines like *Lan's Lantern*, *Mimosa*, *Trapdoor*, *Mainstream*, *Astromancer Quarterly*, *The Frozen Frog*, and others are produced by individual fans, rather than clubs, and those fans have the right to put whatever they like between the covers of their 'zines. The contents are about science fiction, fandom, topics of interest to fandom, or even just topics of interest to the editor and readership. From the sound of what's written, a science fiction fanzine *has* to discuss SF/F to be considered a fanzine, and that isn't so. To parallel a definition of SF itself, an SF fanzine is a publication to which the editor points at and says, "This is an SF fanzine."

In talking with local Whofen (regarding Andrew Gurudata's presentation on *Doctor Who*), Sydney Newman has been approached to attend *Who* cons in the past, seeing as he lives in Toronto. However, he has no attachment to *Doctor Who* at all, barely acknowledges the fact that he did create the show for the BBC, and will not have anything to do with *Who* clubs, cons or fans. It's not as a result of the Whofans' behavior or anything like that; he just doesn't want to get into the idea of adoring fans.

I had a short chat with Robert Sheckley at Con•Cept '93, and he seemed to be enjoying himself, but whenever I saw him—which was fairly frequently—he was either alone or with a fellow author. I rarely saw him with the fans, and to the best of my knowledge, I was the only fan who approached him with a handful of books and asked for his autograph. I rarely do that, but I have always enjoyed Sheckley's work and I did want to meet him.

I hear various rumours about various SF shows, and one of the juiciest I've heard is that Steven Spielberg will be getting his hands on *Doctor Who* and will be producing episodes of *DW* for an international market. Also, *Star Trek: Voyager* may have actors from *TNG* and/or *DS9* as guest stars.

The economy must be hurting Canadian fandom in a big way. With the deaths of Maplecon and V-Con, and the postponement of Relapse and RhinoCon, money must be tight. Perhaps fans are losing their drive to organize, since money is a big part of

having spare time to devote to such projects. However, Concinnity is starting up in Ottawa, and Edmonton is getting back into fanac (fannish activity) with a con called Terracon, so perhaps things aren't as bad as they seem.

I am not associated with The Northern Exchange in Toronto. (We asked, in *Warp* 26, if Lloyd was involved with TNE, a new, multi-interest SF/F club starting up in Toronto; Lloyd has recently been advocating the formation of such a club in T.O.) I have written a letter to them asking for more information. I have my suspicions, though. A couple of years ago, I saw pamphlets at Ad Astra advertising a new club called the Astral Alliance, a science fiction club. My first response was that a literary club had formed, but once I looked inside, I found the club was devoted to all SF TV shows outside of *Star Trek*. I suspect that The Northern Exchange is much the same thing, but I shall see for sure once they answer my letter.

End of fanzine, end of letter. I hope everyone's holidays were a blast, and I wish us all better luck (money, jobs, love, etc.) in 1994. Take care and see you next issue.

Lloyd Penney  
Brampton, Ontario

Plans are indeed afoot to get Con•Cept going; we're hearing that the con-com (under new leadership) are shooting for the con's traditional mid-October spot, '94, but should that not pan out, are prepared to move to Spring of '95. Many local fans were disappointed (some very disappointed) with Con•Cept '93, feeling that much of what they liked at Con•Cepts past had been left out of the formula. Others found the con-com frustratingly indifferent to advice offered. You spoke of Robert Sheckley not exactly being surrounded by fans. This was because he's virtually unknown in this market. The con-com had received poor feedback from local fandom when Sheckley was announced as the main guest, and they ignored subsequent advice to find someone better suited to our market, opting to forge ahead with Sheckley. A few of us, experienced with running previous Con•Cepts, saw the looming disaster that the con-com were building for themselves. The con-com, of course,

didn't see things that way (a difference of opinion; fair ball) and felt that personal conflicts (between Con•Cept '93's leadership and some prominent local fans) were working their way into the arena, where they didn't belong. Well, it's all water under the bridge, now, and in the aftermath of '93, Con•Cept is trying to be more receptive to the wants of its principle market, local fandom. I think they'll get the support they need from the locals if they are sure to attach the appropriate importance to the interests of the local market.

Certainly the editor of a fanzine, particularly a perzine, has the right to publish whatever he/she wants. No argument. We simply reported that the people in attendance at our fanzine session found it peculiar that fanzines which deal with just about everything but SF/F call themselves SF/F fanzines. Surely, an SF/F 'zine should cover things SF/F! You state that "a science fiction fanzine has to discuss SF/F to be considered a fanzine." Insert "SF/F" between "considered" and "a fanzine" and we're in agreement. You can point to a cow and say, "This is a horse," but everyone knows it's a cow.

No doubt the poor economy is having an adverse effect on fandom, as it is on everything. Fans have less money to play with, so they go to fewer cons, join fewer clubs. The jobless spend their time looking for work, not pursuing their hobbies. But I think you also have to consider that the death of cons, and clubs, has as much to do with the burn-out, or the growing-away-from, of the folks running fandom. There's a natural ebb and flow to fannish activities; old, tired fans leave, new people come in, with new visions of how things should be, visions sometimes very different from what went before. And so, things change. Cons disappear, only to come back in a different form. Clubs fade away, but other clubs spring up to fill the vacuum and feed the demand of the day.

We've heard the same *Who* and *Trek* rumours as you have; they're dutifully reported on in "Sensors" this issue. Let us know what TNE has to say.—Ed



# A Brief Word From The Editor

About this time last year, I assumed the full-time editorship of this newsletter. I came to the job with the experience of having edited many of the issues of *Warp* over the previous couple of years, and with the determination to fix what ailed *Warp*.

I strongly felt that what ailed *Warp* was that it had no full-time editor (hadn't for two years or more; the job was shared amongst a small group of us), and with no real "boss," no consistent direction, the newsletter was rudderless. This, coupled with a number of untimely technical difficulties, contributed to making 1992 perhaps *Warp's* roughest year yet—we put out only half of the issues in '92 that we were supposed to.

Over the course of 1993, we put out five issues, one short of what we're committed to. Our Summer '93 issue (the one with the dinosaurs on the cover, in colour) was a *giant* issue, our biggest yet, and was very well received. '93 saw us overcome the technical troubles we'd been having, expand the newsletter's dedicated staff, and expand our base of contributors. The photocopier we'd been using for many years (at dirt cheap rates) gave up the ghost last year, necessitating a move to a commercial printer—production costs jumped quite a bit with this move, but the print quality and speed of production improved dramatically. Our release schedule is not quite up to par at this time, but is a lot better than it was, and improving.

So, as you can see, *Warp* has weathered the storm, and while there are still improvements to be made, the newsletter is, pretty much, back on track. I trust (I hope!) that you, dear MonSFFA member, are more satisfied with *Warp* today than you were a year ago. (If you are, or if you are *not*, do let me know; drop me a line through the MonSFFA post office box.)

I'm pleased to have been able to contribute to the production of this newsletter, which (if I may say) is a damn fine little fanzine. Volunteer organizations like MonSFFA can count themselves lucky to benefit from the enthusiasm and talent of the kind of people who create things like *Warp*. I'd like to thank a few of our people here: Mike Masella, who handles most of the technical stuff, contributes greatly to achieving the professional "look" of our newsletter, and regularly comes up with some really cool Mac-generated graphics (Mike has worked on *every* issue of *Warp* ever published!); MonSFFA president Lynda Pelley, who has pitched in as both a contributor of articles and on the technical side of things (she prepares most of the visuals that we use, and has very much streamlined the process of inputting the pages and pages of text that we get with each issue); and our stable of regular contributors—Kevin Holden, Bryan Ekers, Sylvain St-Pierre, Joe Aspler, Georges Dodds, photographer Daniel P. Kenney, to name a few—whose contributions ensure *Warp* top-notch content, and without whose efforts the newsletter would be just so many blank pages. You've all done a great job of it, and made my job a lot easier.



Keith Braithwaite  
Editor, *Warp*



# MonSFFA Androm

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

### MonSFFA'S 1994 EXECUTIVE

The slate of Lynda Pelley (President), Cathy Palmer-Lister (Vice President), and Sylvain St-Pierre (Treasurer) ran unopposed and was acclaimed to office as MonSFFA's 1994 Executive Committee at this year's club election, which took place at our January 16 meeting.

Lynda and Sylvain are returning execs, Cathy is the rookie of the committee.

MonSFFA congratulates its new executive and wishes them well on the task before them. Thanks go out to '93 V-P Bryan Ekers (who did not run for a second term) for his service to the club as second-in-charge last year.

### CHRISTMAS/HANUKKAH PARTY '93!

MonSFFA hosted a party in celebration of the festive season on Saturday evening, December 11, '93 (the party was mistakenly pegged as a '94 event in a few spots last issue), at the Park Place Bar, downtown. Some 40 or so MonSFFA members and friends partied 'til the wee hours!

As with last year's bash, the pool table in the back room proved very popular. MonSFFA provided the tunes to keep everyone bopping, and the snacks to keep everyone nibbling. The bar offered specials on shooters to keep everyone toasting (and toasted!)—glasses were raised in salute of everything from Montreal fandom to the new year, the late Frank Zappa to Duane Dibley, Shatner's toupee to Troi's spandex jumpsuit! A large box of non-perishable foodstuffs was collected for donation to Sun Youth (thanks to all who gave). The bar was kind enough to allow us to take over their giant-screen TV for the evening; we hooked up a VCR and ran the extended-footage version of

T2 and the complete *Red Dwarf VI* as background eye candy. (A few folks couldn't resist the chance to catch season six of *Dwarf* and turned up the volume on a small, secondary TV, running in tandem with the big set, while shooting stick in the back room.) A raffle was held about mid-evening; prizes included a much

coveted video copy of *Red Dwarf VI* and a copy of the *Next Gen Tech Manual* (thanks to everyone who took part in the raffle).

MonSFFA thanks Kevin Holden for making all the arrangements for the party, as well as those members who helped to run it. Thanks also to the management and staff of the



Above and top left: MonSFFA members and friends party on at 1993 Christmas/Hanukkah bash.

Top right: MonSFFA president Lynda Pelley enjoys a drink at the party. (Photos this page, Daniel P. Kenney)



Park Place Bar, to those members who donated munchies, and to those who donated raffle prizes.

And thanks to everybody who came to the party; a good time was had by all, and we'll be doing it again next Christmas.

## JANUARY 16 MonSFFA MEETING

Despite the record-breaking cold snap which descended on Montreal the weekend of our January meeting (no doubt keeping a lot of people at home), over 25 MonSFFen braved the bitter cold to attend the meeting, which featured a look at *Battlestar: Galactica*. Five members were out early to take part in the morning writers' workshop, which ran from 11:00AM to 12:45PM.

President Lynda Pelley opened proceedings shortly after 1:00PM by welcoming everyone back from the holidays and wishing all a happy 1994. She brought members up to speed on recent club business and outlined some of the plans in the pipeline for the coming year. Treasurer Sylvain St-Pierre reported that the club's finances are fairly healthy, at about \$1400 currently.

MonSFFA's returning officer, Keith Braithwaite, then took the floor to carry out the scheduled election of the club's 1994 executive. He first led the membership in a round of applause for the '93 exec, thanking them for a job well done, then confirmed that incumbents Lynda and Sylvain were again running for their respective posts.

'93 Vice President Bryan Ekers was unable to attend the meeting due to job commitments. He had indicated, earlier, that his job of late is taking up much of his time, and that consequently, he didn't think he'd be able to serve effectively as club V-P for another term.

Cathy Palmer-Lister accepted a nomination as a candidate for the V-P's spot, '94.

With a full slate running, and no other candidates contesting them, Keith acclaimed Lynda, Cathy, and Sylvain to office as MonSFFA's 1994 Executive Committee. A round of applause welcomed them to the job.

Lynda took a moment to encourage members to get involved with planning and running club activities through MonSFFA's Board

of Advisors (BOA). Also, it was stressed that, while the club's bank account is, as mentioned, fairly healthy, in order that we remain financially sound, members must be sure to renew their memberships *on time*, so that MonSFFA continues to receive a steady flow of income from which to fund day-to-week-to-month operations. And (of course!) the recruitment of new members must continue (tell a friend you think might be interested about MonSFFA). Lynda then handed the floor back over to Keith, who began our look at *Battlestar: Galactica*.

Keith gave a production history of the short-lived series and spoke of some of the popular genres that contributed to the tone of the show. He entertained comments and fielded questions as he went along. Lynda followed Keith with a slideshow of her recent trip to L.A., where she attended the *Battlestar: Galactica* 15th Anniversary Convention. Kevin Holden finished up our look at *Galactica* with a capsulization of a script that he'd come across, years ago, supposed to have been the finale of *B:G*, but never used. (See Keith and Kevin's articles on *B:G*, page 20, and Lynda's written account of her *Galactica* con experience, page 23.)

MonSFFA's usual raffle featured, this time, several *Galactica* souvenir items (in keeping with the theme), donated by Lynda, including an Anniversary Convention T-shirt.

The club thanks Keith, Lynda, and Kevin for their interesting and entertaining presentations, as well as everyone who attended our January meeting.

## MonSFFA VISITS WCFE

On the evening of December 4, several MonSFFen trucked down to PBS station WCFE, Channel 57, to do one of our regular stints on the phones. A few friends from the Klingon Imperial Diplomatic Corps (KIDC) joined us in taking pledges for the station. Thanks to the members who gave of their time.

## HOBBY WORLD JOINS MonSFFA DISCOUNT PROGRAM

The Hobby World hobby shop, located at 5450 Sherbrooke Street

West (corner Décarie Expressway), has joined MonSFFA's discount program. A dealer in model trains, RC models, doll houses, plastic model kits, gaming supplies, and such, Hobby World is expanding its selection of SF/F model kits and will be offering MonSFFA members 10% off (5% if paying by credit card) on models and role-playing games, \$10.00 minimum purchase. We welcome Hobby World to the MonSFFA Discount Program and encourage members to drop in and check out this newest participant in the club's discount program.

## BOA LOOKING AT NEW MEMBERSHIP CATEGORIES

The club's Board of Advisors (BOA) is looking at introducing a couple of new membership categories in '94. We may soon see family memberships and two-year memberships available. Proposals are being studied; stay tuned for more details.

## MEMBERSHIP RENEWALS

Have you enjoyed the regular MonSFFA meetings and other club events? Have you enjoyed reading your issues of *Warp*? Have you benefitted from the savings offered through the MonSFFA Discount Program? Do you like the comraderie of SF/F fandom? If so, then be sure to renew your membership in MonSFFA *on time* when your time to renew comes along! This club—like any club—needs the regular flow of income generated by your membership fees in order to operate smoothly. So when it's time for you to renew, please do so *promptly*. It's important to the continued success of *your* club.

To renew, fill out the form you'll receive in the mail, or the membership application included in every issue of *Warp* (inside-back cover), and mail it in to us, along with your cheque of money order in the amount of \$20.00, *made out to MonSFFA*.

Thank you for renewing.





# MONTREAL'S 1993 SF/F CONVENTIONS

Montreal in 1993 was just packed with fannish activity! Local SF/F clubs were very active, running their meetings, and parties and special events. A half-dozen plus cons and mini-cons took place in this city last year (double or more the number only a few years ago); MonSFFA took part in five of them.

WARP brings you this photo-overview of (some of) Montreal's 1993 SF/F conventions. (All photos by Daniel P. Kenney, unless otherwise noted.)



The largely French-language Conv-iction (February) moved from its original Laval church-basement locale to downtown Montreal last year, resulting in a very successful one-day event that attracted between 400 and 500 people. Here, a costumed fan poses upon a throne that was part of an impressive display of fantasy/medieval costumes and props.



The pro-run K&L media SF show was in town (March) with guests Mark "Sarek" Lenard, David "Darth Vader" Prowse, and seventh Doctor Sylvester McCoy. Poor location kept attendance numbers down; those who were there had fun, including MonSFFAn Catherine Gervais, here with Lenard.





Sylvester McCoy at the K&L show (photo by Chris Chartier).

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#### HOW MUCH?

Prices given are at-the-door admission charges for the entire event. Single-day rates were available at the 2-day cons. All but TransWarp offered discounts for advance-registering. Conv-iction offered a flat rate charge of \$60 to clubs, which allowed all of the clubs' members to attend "free." Members of the TransWarp-sponsoring clubs got in free.

Conv-iction (1-day)	\$5
K&L (2-days)	\$40
TransWarp (1-day)	\$5
Festival (2-days)	\$45
Creation (2-days)	\$40
Con-Cept (2-days, + Friday night)	\$28
WhoCon (1-day)	\$18

\*\*\*\*\*

The TransWarp Mega-Meeting (May), a mini-con, was put on by MonSFFA, the Warp 9 media SF/F fan club, The High Council of Gallifrey (Doctor Who fan club), and KAG/Kanada's Quemar Squadron (Klingon fan club). This co-operative event has become a sort of relaxicon for Montreal fandom. Here, folks check out the MonSFFA display table.



Seated at the front of the room, representatives of the sponsoring clubs, along with Friend-of-Montreal-Fandom Larry "The Doctor" Stewart (who guested at five of the seven events we've covered, here), open proceedings at TransWarp '93.







The Warp 9 people took a stab at con-running with their Montreal Science Fiction Festival (July). Headlining guest Robin "Saavik" Curtis was very fan-friendly and popular—here, she embraces several fans.

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#### TYPE OF PROGRAMMING OFFERED

Conv-iction: SF/F, science  
 K&L: Media SF  
 Transwarp: Omnibus interests  
 Festival: Media SF, slant towards TV SF  
 Creation: Star Trek  
 Con-Cept: Omnibus interests, slant towards literary literary SF/F  
 WhoCon: Doctor Who

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#### APPROXIMATE ATTENDANCE; > OR </'92

Conv-iction	450-500, >
K&L	550-600, N/A
TransWarp	100-120, <
Festival	300-350, N/A
Creation	2000-2500, <
Con-Cept	250-300, <
WhoCon	90-120, N/A

\*\*\*\*\*



Those who attended the MSFF, like these costumers, had nothing but praise for the event, but alas, attendance was considerably less than expected and the con lost a sizable amount of money.





Creation Entertainment drew about 2000 to 2500 to their show (August) at Place Bonaventure. Guesting was Jonathan "Riker" Frakes. Most Montreal genre clubs (including MonSFFA) did not officially attend the show, wary after bad experiences with Creation in '92, when Brent "Data" Spinner was in town.



Con-Cept (October) saw attendance drop, and came up rather short of revenue, in '93, reversing a trend developed since the con's inception in 1989. The con wasn't as big an event as it has been in previous years, but most attendees seemed comfortable with the smaller scale. These fans socialize at one of the several room parties that ran Saturday afternoon/evening (photo by Vera Maheu).

The High Council of Gallifrey, with an assist from Warp 9, staged a small, one-day celebration of their favourite TV series' 30th anniversary, which they dubbed WhoCon '93 (November). The main guests were Frazer "Jamie" Hines and Sarah "Nyssa" Sutton, pictured here with WARP photographer Daniel P. Kenney, right (photo by Alain Essiembre).



The WhoCon guests pitched in as auctioneers at the con's charity auction.

\*\*\*\*\*  
 CONS EXPECTED BACK IN '94  
 Conv-iction, TransWarp, Festival,  
 Creation; Con-Cept is questionable  
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# FESTIVAL MEMORIES

by David Legault

The weekend of the first Science Fiction Festival will live forever in my memory.

There are many little things that stand out in my mind (such as an hour of sleep in two days, meeting old and making new friends), but the most cherished memory is that of meeting, getting to know, and spending a large part of the weekend with Robin Curtis.

From the first time I met her on Friday night, I instantly liked her. I have not been involved in fandom for very long, and was told that most of the celebrities are not as outgoing as Robin. I would have to agree, but I did have fun when Mark Leonard was at the K&L show in April. I know that Mark is not like Robin, but what I liked about him was the fact that he took the time to sign autographs. I guess what I'm trying to say is that I do not expect every convention to be the same, but when it comes to picking the best convention for me, the Festival will be the benchmark by which the others will be measured.

Besides meeting Robin, I enjoyed the Festival because I got to know more of the local fans and made some new friends. (I would like to thank Cathy Palmer-Lister for assigning me to help Robin and look forward to working with her again on next year's Festival.)

So now I'll describe my Festival experience. I guess I just happened to be in the right place at the right time on Friday night when Chris Chartier (Festival co-chair) arrived from the airport with Robin, who mentioned she would need a table and somebody's help as she had pictures to sell. Besides watching the table when Robin was not there, I also helped out while she was signing autographs. I found Robin's memory amazing. She remembered a person who was getting an autograph from a con that she had attended in 1990.

I went home late Friday night and was back at ten o'clock the next morning. One of the really nice things that Robin did were her two unscheduled signing sessions during the con. And, she also gave pictures to her two escorts, her gopher and myself.

I really laughed when, after having presented Robin with the Braun mixer in the main programming room, Berny Reischl (local KAG/Kanada commander) then got

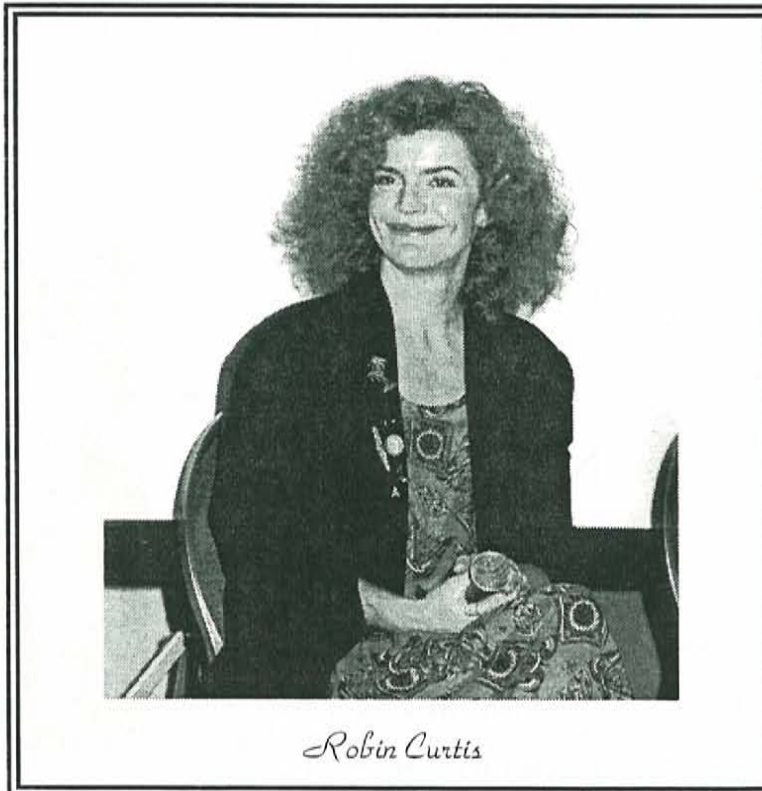
into the autograph line, asked Robin to sign the mixer, and Robin asked him if she could keep it for the night and return it to him in the morning.

Most of the details of what went on Saturday are a blur, so I will get to what happened Saturday night, which was really what made the Festival extraordinary for me. I had volunteered for the overnight shift in the video room and had gotten restless, so I took a stroll. I discovered that Robin and a group of people, including Larry Stewart (Festival MC), were having a drink and talking. At first, as I was going back and forth between the video rooms and the bar, I was content just listening to what they were saying. Then, since there were enough people watching the video rooms, I decided to take a break and went into the bar.

As I entered, one person was talking about how her divorce had effected her son and it struck a cord in me, and perhaps the lack of sleep had lowered my defenses, but whatever the reason, I felt I needed to talk, and I did. I told everyone in that room about my inner most feelings, which I had never discussed with anybody before. In the room there was a short wall which separated me from everyone else, and I was resting my arms on it. As I talked, Robin reached up and took my hand, and it was then I realized that these people cared about me for who I was.

As the convention wound down on Sunday I did not want it to end, as I was still on an emotional high from the night before. I also felt that this was a place where I was accepted, and a part of me did not want to face the real world. Finally, fatigue caught up with me and I had to get home. I left before Robin's final autograph session was over; we hugged, and I remember at the moment when I looked in her eyes, feeling a strength that I had never felt before.

I would like to thank the people involved in fandom in Montreal in general who have accepted me into this strange little family, and Chris Chartier in particular, who gave me the chance to prove myself under fire. Because of you, I had an opportunity to be in a situation where I could really grow as a person, which I am pretty sure would not have happened if I had not taken part in the Festival.





*Star Trek: The Next Generation* novels are well written and offer fascinating insights into the characters aboard the starship *Enterprise*. They also allow space for more creative and well-developed stories than you would normally find in a one-hour TV episode, which is sure to please fans of the show and SF readers alike.

## BOOK REVIEWS: ST:TNG NUMBERS 27 AND 28

reviewed by Tifanie Valade

*Guises of the Mind* (ST:TNG #27)  
by Rebecca Neason

The *Enterprise* is en route to Capulon IV to deliver their passengers, a group of women from a religious order called the Little Mothers, who help abandoned and neglected children. With the crowning of their new ruler and the signing of a treaty, Capulon IV will be able to join the Federation. When they beam down, however, Picard, Troi, and Mother Veronica find that all is not as it seems.

In the middle of the night they are drugged and imprisoned, only to discover that the ruler is an imposter. Now they must find a way to stop the coronation and reveal the truth before the King and his accomplices destroy Capulon.

Rebecca Neason has a fluid style of writing that keeps you reading right until the very end. In this book, she delves deeply into Troi's character, but manages to do so without losing the focus of the book. She also creates a very strong character in Mother Veronica, who helps to give the story background and depth. The story line itself is well thought out, although the in-the-nick-of-time ending is somewhat predictable.

This book is recommended to anyone who enjoys watching the show and wants to learn more about Troi's character. Pure sci-fi buffs

might not find it to their taste, though.

Grade: A-

*Here There Be Dragons* (ST:TNG #28)  
by John Peel

When the crew of the *Enterprise* learn that a world populated by dragons and a medieval civilization is reported to exist inside a stellar cloud, they are compelled to investigate. While on the planet, the away team discovers that the society has been infiltrated by a ring of interstellar poachers and soon finds itself in a crisis.

Picard and Lieutenant Miles have been sold as slaves while Ro is being held prisoner in a Duke's castle. They must find a way to escape and prevent the destruction of the *Enterprise* by an ancient weapon, based on the technology of a race known only as "The Preservers."

This book, John Peel's first *Next Generation* novel, combines fantasy and science fiction with an original, suspenseful story line. He makes interesting use of The Preservers, a race seen in only two *Trek* episodes who are purported to "seed" worlds in different galaxies throughout the universe.

The most interesting aspect of this novel is definitely the combination of the fantastical medieval society with SF-style technology. The story itself is adventurous, with several unpredictable twists and turns, including one scene in which Worf ends up dressed as a genie (don't ask—read it for you self!)

Grade: B

## NEW SF ON TV

### BABYLON 5

When *Babylon 5* premiered last year as a two-hour pilot (TV movie), most fans I knew were unimpressed. In fact, the show failed to win any solid base of fan support that I know of due to its very lackluster script, its poor dramatic performances, and its strong resemblance to the *Deep Space*

*Nine* series. So, it was a surprise when *B-5* began its syndicated run as a weekly series this past month. It was an even bigger surprise when it turned out to be pretty damned good!

With most of its original cast intact (Michael O'Hare is station commander Sinclair; Jerry Doyle is the personable security chief, Garibaldi; vivacious Claudia Christian is a newcomer, playing the station's second-in-command), the series embarked on its first episode, "Midnight on the Firing Line," concerning an outbreak of hostilities between two alien races, and the Earth Alliance's precarious position in the middle. The action was plentiful, the dramatic conflict satisfyingly dramatic, and the effects top-notch (with the advent of computer-generated digital FX, I seriously doubt that model FX have much of a future). The performances, so stilted in the movie pilot, here were adequate. (Bear in mind that a series requires a bit of time to get on its feet.) The start-up of *Babylon 5* is fairly promising, then.

Fans I've talked to so far were very impressed with this episodic premiere and all commented that it was a lot more interesting to watch than *Deep Space Nine*. Hopefully, the producers can maintain the quality of the show, the quick pace, pick up the loose ends and develop the characters a little better as they go along. If so, sci-fi buffs will have an alternative to the mind-numbing political correctness of *Star Trek* and the eco-conscious dolphin-hugging



Publicity still shows the principal Babylonians



of *seaQuest*.

*Babylon 5* is open for business. Let's blow things up!—reviewed by Kevin Holden

## TEKWAR

William Shatner directs and appears in this small-screen adaptation of his novel of the same name. (*TekWar* is the first of four two-hour TV movies—running on the syndicated Universal Action Network—based upon Shatner's *Tek* books. A weekly series may follow.) I don't quite know how to rate this one; it didn't really glue me to my seat, but at the same time, it didn't send me screaming from the room, disgusted by yet another failed SF TV project.

The year is 2044. Ex-cop turned private investigator Jake Cardigan, played competently by Greg Evigan (*Deep Star Six*), has been framed for murder. Released from a deep freeze prison, he joins the Cosmos Detective Agency—his boss there is Walter Bascom (Shatner)—and sets out to clear his name. Cardigan maneuvers through the shadowy world of the Teklords, who peddle a mind-altering, virtual reality fix called Tek. Clue by clue, the pieces of the puzzle of who set Cardigan up are revealed.

*TekWar* is *T.J. Hooker* meets *Star Trek* (not surprising considering that Shatner is the creative force, here); that is to say, an amalgam of the cop/private-eye drama with SF. As such, it's, well...kinda okay. That part of it that is the cop/P.I. show is about as good as your average such example of the genre. The SF elements are a little more interesting.

*TekWar*'s vision of the future is not so bleak a one as, say, *Blade Runner*'s, but the streets can be mean enough—appropriate for our gritty, hard-boiled hero. The architecture, the technology, and the fashion are a pot-pouri of styles, the idea being that new things are added on to old, everything is reused, and the designs of the future are flexible enough to be modifiable. A reasonable extrapolation of what our future might be like.

I liked the concept of the cyberjocks. They are the computer hackers of tomorrow, plugging their brains directly into a massive

information network (the information superhighway?) and tracking down restricted data for you, for a fee. Computer nerds finally get some respect, and are portrayed as pretty cool, hip fellows.

Tek, the "drug" of the future, also plugs into your mind. Just snap on a little headphone-like thingy and you're off on a magical mystery tour. A well-specified take on how folks in the future might get high.

Filmed in Toronto, *TekWar*'s production values are rather good, considering the no doubt moderate budget. The writing wasn't bad, and included a few good throw away lines and a couple of nicely rendered dramatic scenes. The acting was spotty. A few of these thespians must have won their roles in a lottery; the others did a reasonable job, but nobody really shone.

All in all, *TekWar* was an okay piece of work (even Shatner's directing was decent!), worth watching, if only once. We'll see if the Tek films to come improve upon the first.—reviewed by Keith Braithwaite



*TekWar*: Shatner (left) and series star Greg Evigan

## BOOK REVIEWS

*FATHERLAND* (by Robert Harris)  
reviewed by Joe Aspler

Is this SF? Or is it a mainstream mystery? When I bought *Fatherland* at Nebula Books, the sales clerk at

first refused to give me my 10% MonSFFA member's discount. This was a mystery, I was told, and so was not discountable. Only when I pointed out that the blurb on the back cover referred to Hitler's Berlin of 1964 did I win my point.

The alternate World War II (ending with a German victory) is probably the most common alternate history. To use a word popular with mystery writers, Harris presents the "gritty" side of the victorious Nazi world. Harris' world is realistic and plausible—and not very nice.

According to Churchill, the U-boat was the only weapon that might have won the war for Hitler. In Harris' world, U-boats did just that. Britain was starved into surrender, and by 1964, western Europe had become a collection of puppet Nazi governments. America defeated Japan, but could not liberate Europe. Eastern Europe is the home for German settlers (Hitler's *lebensraum*), while the Russians carry on the war, with American help, beyond the Urals.

In Harris' 1964, the Cold War is going strong, but this is a cold war between America and Nazi Germany. President Kennedy is living in the White House, but this is Joe Kennedy, Sr., father of JFK. And, diplomats are trying to arrange détente between America and Germany. One suspects that the author is also trying to get in a few in-jokes, like the reference to four decadent English musicians from Liverpool. 1964, remember?

Along comes Xavier March to investigate the death of an *alter kämpfer*—one of Hitler's companions in Munich in 1923. What starts out as the investigation of a routine swimming accident turns into March's private search through the past of the Third Reich, including the question that the alternate Germany had never answered: what happened to Europe's Jews.

March is a decent man, a wartime U-boat captain turned policeman, with a dislike for the victorious German empire. Not-so-gentle hints from above to terminate his investigation are ignored, thanks to a probably misplaced sense of duty. And we all know what kind of trouble rocking the Nazi ship of state could get you into!



Taken as a murder mystery alone, *Fatherland* is rather predictable and would only be of so-so distinction. But as an alternate history novel, *Fatherland* is one of the best

#### Postscript: An Alternate History, Quebec Style

What if a Nazi world empire had been established? My guess is Quebec would have seen a collaborationist government, along the lines of the Vichy government in France.

After the collapse of France in 1940, what was left of the French government was taken over by a national hero, Marshal Pétain. By collaborating with France's conquerors, Pétain hoped to return France to its traditional, Catholic roots. Among other things, this meant putting Jews in their place. And Vichy France did just that. The round-up of French Jews was carried out by the French police, not the Gestapo.

Another character of the time was Pierre Laval, a right-wing politician who also jumped to serve the Nazis. After the war, Laval was executed. Pétain, out of consideration for his past services and his age, was sentenced to life in prison.

I have no trouble assigning the role of Marshal Pétain to Father Lionel Groulx, author of some of the most virulent hate literature in North American history. Like Pétain, Groulx made no secret of his hatred towards Jews, and of his dislike for the English and the Americans. Groulx was also an open admirer of the Spanish and Italian styles of fascism.

I also have no problem assigning the role of Pierre Laval to Quebec's Premier Maurice Duplessis: tyrant, bigot, and father of Quebec's "Grand Noirceur" (the Great Darkness).

In this alternate Quebec, I see an ultra-right wing, church-oriented fascism. Marshal Pétain's government passed anti-Semitic laws meant to put French Jews in their proper place, eventually leading to Auschwitz. I could easily see Father Groulx's puppet government enacting similar laws. Such laws would only have put into practice the writings of Groulx (and others) on getting rid of the Jewish "influence" in Quebec.

#### SERIOUS METALLIC DIFFICULTIES: THE FANTASY-MYSTERIES OF GLEN COOK

*Sweet Silver Blues*  
*Bitter Gold Hearts*  
*Cold Copper Tears*  
*Old Tin Sorrows*  
*Dread Brass Shadows*  
*Red Iron Nights*

reviewed by Joe Aspler

What if J.R.R. Tolkien had collaborated with Dashiell Hammett? How about *The Maltese Falcon* combined with *The Lord of the Rings*? Better yet, how about Humphrey Bogart (as Sam Spade) hobnobbing with elf maidens and ogres?

Much as I love *The Lord of the Rings*, I've always been baffled about the workings of that civilization. Tolkien was pretty vague about the details, but someone had to clean the streets and the sewers of the royal city of Gondor.

No sewage system? Just what a fantasy warrior needs: to stumble into an open cesspit.

In the city of TunFaire, in the Kingdom of Karenta, lives a human detective named Garrett: a tough guy, with a heart of (dare I say it?) gold. He has a side-kick named The Dead Man. The Dead Man really is dead. Luckily, death is only a minor physical inconvenience for members of The Dead Man's race. It takes a few centuries for their mental powers to fade away.

Guns, telephones, and electricity are unknown. Transportation is by horse, sailing ship, or foot. In other words, we have a society that is as advanced as ours, but without the technology. The wizardry and magic are there, but are understated and sometimes even unexplained. That helps the stories along. Garrett has to work things out on his own, with occasional help from his dead side-kick, but without wizards providing answers on every other page. Garrett brings the attitude of a 20th century fictional detective to a semi-feudal, semi-modern society.

Garrett is cynical, crude, sexist (with a preference for redheads), and highly politically incorrect. In other words, he represents homage to some of the great fictional detectives of the past. Maybe someone could

come up with a politically correct version of a Bogart character, but I can't imagine how.

#### Capsule Comments on the Individual Books:

##### *Sweet Silver Blues*

Garrett introduces himself as a former marine, veteran of a war that has dragged on for generations. This war looks suspiciously like the one in Vietnam. He got out alive. That's how he learned to be tough.

An old marine buddy has been killed in an accident. There are questions about the will, and Garrett is commissioned to track down the principal heir. He finds himself back in the land of the never-ending war. He gets into big trouble with a nest of vampires. Vampires, like giants, elves, kobolds, grolls, trolls, dwarves, centaurs, and unicorns, are just part of this merry but nasty kingdom. And along the way, Garrett meets two very attractive young (human) ladies.

Three stars for this one.

##### *Bitter Gold Hearts*

How many mystery novels open with the line, "There was nothing to do after I wrapped up the Case of the Perilous Pixies?"

Trouble finds itself at Garrett's door soon enough, in the form of the beautiful (of course) daughter of one of Karenta's Stormwardens—part of the elite, magical class. Someone has kidnapped the Stormwarden's son. Even worse, someone has stolen the ransom money. Now that makes people angry. Garrett gets involved with one Chodo, head of the local crime syndicate. It's nice to have a crime boss owe you a favour, especially when you're the good guy.

I'll give this two stars and a half.

##### *Cold Copper Tears*

The good kingdom of Karenta is tolerant towards various religions. With so many schisms in the existing faiths, and with so many different races living together, they have no choice. For a change, a blond shows up at Garrett's door, instead of the usual redhead. What does she have to do with a street gang called the



Vampires? And who is trying to bring back an old religious cult, complete with a very nasty god? And why does the crime boss Chodo still think he owes Garrett a favour?

Three stars for this.

### Old Tin Sorrows

Here, Cook pays homage to the film in which Bogart met Bacall, *The Big Sleep*. A retired army hero is dying. Is it natural or poison? Is it supernatural? Why are his retainers and servants being murdered? Why do zombie-like creatures keep on visiting the mansion? And is the general's daughter completely deranged or just a little bit upset?

This one was a bit too grim for my taste, but otherwise it's sound. Two stars.

### Dread Brass Shadows

Probably the best book in the series. Someone stabs Garrett's girlfriend, Tinnie Tate, at his doorstep—an apparent case of mistaken identity. Garrett is annoyed. So is Tinnie's family—wealthy, part human, part elven cobblers. That sounds mundane, but shoemakers have some pretty sharp tools in their trade!

The story revolves around a Book of Shadows, a magical book, inscribed on brass sheets, that lets the reader become any character or being described therein. Like Tolkien's *One Ring*, such a book is inherently evil and corrupting.

An assortment of bad guys want that book. Garrett has to find the one who stabbed his girlfriend, and keep the book out of the hands of the bad guys, most of whom are united in wanting Garrett's skin. Garrett is forced to join up with Winger, a rather inept female warrior/assassin/mayhem-maker wannabe, in sorting out just why all those red-heads are landing on his doorstep.

Four stars for this one.

### Red Iron Nights

The last in the series, at least in my possession. Another grim story. Someone has been murdering young upper-class women, in a particularly nasty way. Law and order is a casual affair in TunFaire, but when the

upper classes get annoyed, the City Watch (a group practically unheard of so far in the series) finally has to move out of its lethargy. And once again, Garrett gets the call to save civilization. This time, we have to watch out for the daughter of Chodo the crime boss—a real chip off the nasty old block—not to mention the strange gentlemen who spew forth carnivorous butterflies.

Two and a half stars.

### Silly Book Blurb Department

A dishonourable mention goes to the blurb writer who wrote: "Catch up with the hilarious adventures of Garrett, the human detective in a mixed-up world of fantasy." These are not "hilarious" adventures, any more than Humphrey Bogart was hilarious whenever he got in a good line at the expense of the villains in one of his films. These books could have been "cute," but fortunately Cook didn't play it that way.

## LADIES' CHOICE: A GUIDE TO SF/F VIDEO BEEFCAKES

by Josée Bellemare

In the November '93 issue of *Warp* (number 26), Bryan Ekers and Kevin Holden wrote reviews, of new SF/F videos, that were, in my opinion, occasionally sexist. Let's face it, boys, most women don't care whether or not a movie has scantily clad "babes" in it!

Just because the male members of MonSFFA outnumber the women by about three to one is no reason to ignore the interests of the females. I thought it would be nice if we, the women of MonSFFA, could have equal space, and therefore I've put together a list of just a few titles that I think will appeal to the fairer sex.

### BARBARIANS AND ICE PIRATES

If you're into fantasy, barbarian movies are a good choice—plenty of muscle-bound men wearing hardly much more than a loincloth. (Knights in shining armour are okay, but all you see is the chainmail and armour, not the muscles!)

The most widely known barbarian of the past dozen or so years is, of course, Conan, as played by Arnold Schwarzenegger in *Conan The Barbarian* and *Conan The Destroyer*. If Arnold isn't the kind of dessert you want on your plate, you can try another dish: Marc Singer in *Beastmaster* and *Beastmaster II*. (So he wears a wig in the second movie. Big deal! As long as the muscles are real.)

If you're into science fiction, try these suggestions. *Ice Pirates*: The male members of the spaceship crew look rather well equipped. (For those of you who like costuming, you might get an idea or two for your next project here.)

My personal favourite is *Masters of the Universe*. For once the male lead is the one with hardly any clothes on, and the leading female character—in this case, Teela—is strong, intelligent, and capable. This is one lady you wouldn't want to mess with.

### CARTOON HARDBODIES

Finally, for those of you who like hardbodies of the cartoon persuasion, *Conan The Adventurer* can be seen on several channels Saturday mornings or weekday afternoons. If you're truly weird, like me, you can try *Biker Mice From Mars*. These bikers may have the heads of mice, but they've got a lot of attitude and very good muscle definition.



And how about this one, girls? That's TNG's Patrick Stewart bounding around a theatrical stage in a loincloth!



# BATTLESTAR GALACTICA

## BATTLESTAR: GALACTICA A ONE-SEASON WONDER

by Keith Braithwaite

Universal Pictures had passed on George Lucas' *Star Wars*, and when the film went on to become a huge hit, Universal tried to make up

for its miscalculation by producing *Battlestar: Galactica*. Billed at the time as the most expensive TV series ever, the show (originally to be called *Star Worlds!*) ran for only one season—1978/79—on ABC, yielding 24 one-hour episodes (that includes the three-part premiere and several two-parters).

*Battlestar's* creator and executive producer was Glen A. Larson, whose prior TV credits included the non-SF shows *Quincy*, *McCloud*, and *BJ and the Bear*. Larson would go on to produce other genre shows following *Battlestar*, notably *Buck Rogers in the 25th Century* and *Knight Rider*. John Dykstra, who had

### SPACE COWBOYS, THE BOOK OF GALACTICA, AND THE RAY GUNS OF NAVARONE

*Battlestar: Galactica* was described by many critics as a space Western. "Cowboys" Apollo and Starbuck flew spacecraft in place of riding horses, and packed ray guns in place of six-shooters. The show's rag-tag fleet of spaceships, journeying through the uncharted cosmos looking for Earth, was likened to a wagon train blazing across the old West, looking for a nice patch of land on which to settle. Menacing them along the way were the Cylons/Indians.

The Western genre solidly coloured two *Battlestar* episodes: In "The Lost Warrior," Apollo helps a group of homesteaders fight a ruthless land baron and his Cylon gunslinger, Red-Eye (sounds a lot like the classic Western movie, *Shane*, right down to the young boy who hero-worships Apollo/Shane); and in "The Magnificent Warriors" (now there's a title that closely

approximates that of another memorable Western film!), Starbuck finds himself playing the role of sheriff in a rugged farming community.

The Western analogy is quite a workable one, then, complete with Lorne Greene as Adama/Ben Cartwright.

But series creator Glen A. Larson claims that he was inspired by the Biblical story, Exodus. Adama is Moses, leading his people through deep space/the desert in search of the 13th Colony

(Earth)/the promised land, with the Cylons/Egyptians in hot pursuit. The 12 Colonies of Man are analogous to the 12 Tribes of Israel, or, to expand the Biblical comparison beyond Exodus, the Council of 12 (representatives of the 12 Colonies) might be seen along the lines of Christ's 12 apostles. Baltar easily fits into the shoes of Judas, betraying his own to the Cylons/Romans.

Indeed, Christian "mythology" resonates in the episodes "Experiment in Terra" (Apollo is recruited by an "angel" to help save a planet from nuclear destruction) and "War of the Gods" (the God-like Count Iblis turns out to be the devil himself).

Both Western-genre and Biblical elements are strongly woven into the fabric of *Battlestar*. The series also took cues from the military, circa World War II. The battlestars and base stars are akin to the American and Japanese aircraft carriers of the Pacific theatre, the Vipers and Cylon Raiders their dive bombers. In the

episode "Fire in Space," a Cylon kamikaze attack on the *Galactica* sets her on fire, and the crew struggle to keep her "afloat." Apollo leads a commando raid on a ray gun emplacement in "The Gun on Ice Planet Zero," echoes of the WWII action film *The Guns of Navarone*. In "The Hand of God," Apollo, with Starbuck along this time, is off on another dangerous mission, that of infiltrating a base star the *Galactica* is about to engage in order to tip the scales in favour of the Colonials in the upcoming fight. A bit of the behind-the-German-lines type of WWII movie, there.

*Battlestar: Galactica* certainly borrowed liberally from other genres, while virtually ignoring its own—the show had all the trappings of the science fiction genre (spaceships, aliens, etc.), but never really delved very deeply into the genre. It was, truly, as the critics classified it, a space opera (not a great one—like *Star Wars*—by any stretch, but a competent one).—Keith Braithwaite



Space cowboy



masterminded *Star Wars*' spectacular special effects, was the FX coordinator on *Battlestar*; he was also one the show's producers. Donald Bellisario was another of the producers, and a writer—he would years later bring us *Quantum Leap*. Enlisted as a director was Christian Nyby, best known for not having directed the classic 1951 creature feature *The Thing From Another World*, even though he is given screen credit (*Thing*'s producer, Howard Hawks, actually directed the film, giving Nyby the credit as a favour to him).

*Battlestar* followed the story of the last remnants of the human race, formed into a star-faring caravan, as they fled the evil, robot-like Cylons. Aided by human quisling Baltar, the Cylons have tricked the 12 Colonies of Man into believing that they'd sign a peace treaty, ending the 1000-year Human/Cylon war. When the human fleet gathers for the signing ceremony, the Cylons spring their trap, ambushing the fleet and destroying all of the human home worlds. Only one of mankind's giant space battleships—battlestars—survives the ambush: the *Galactica*. The last of humanity assembles aboard a rag-tag fleet of space ships, and under the protection of the *Galactica*, escapes into deep space in search of a lost 13th Colony of Man—Earth. The Cylons pursue.

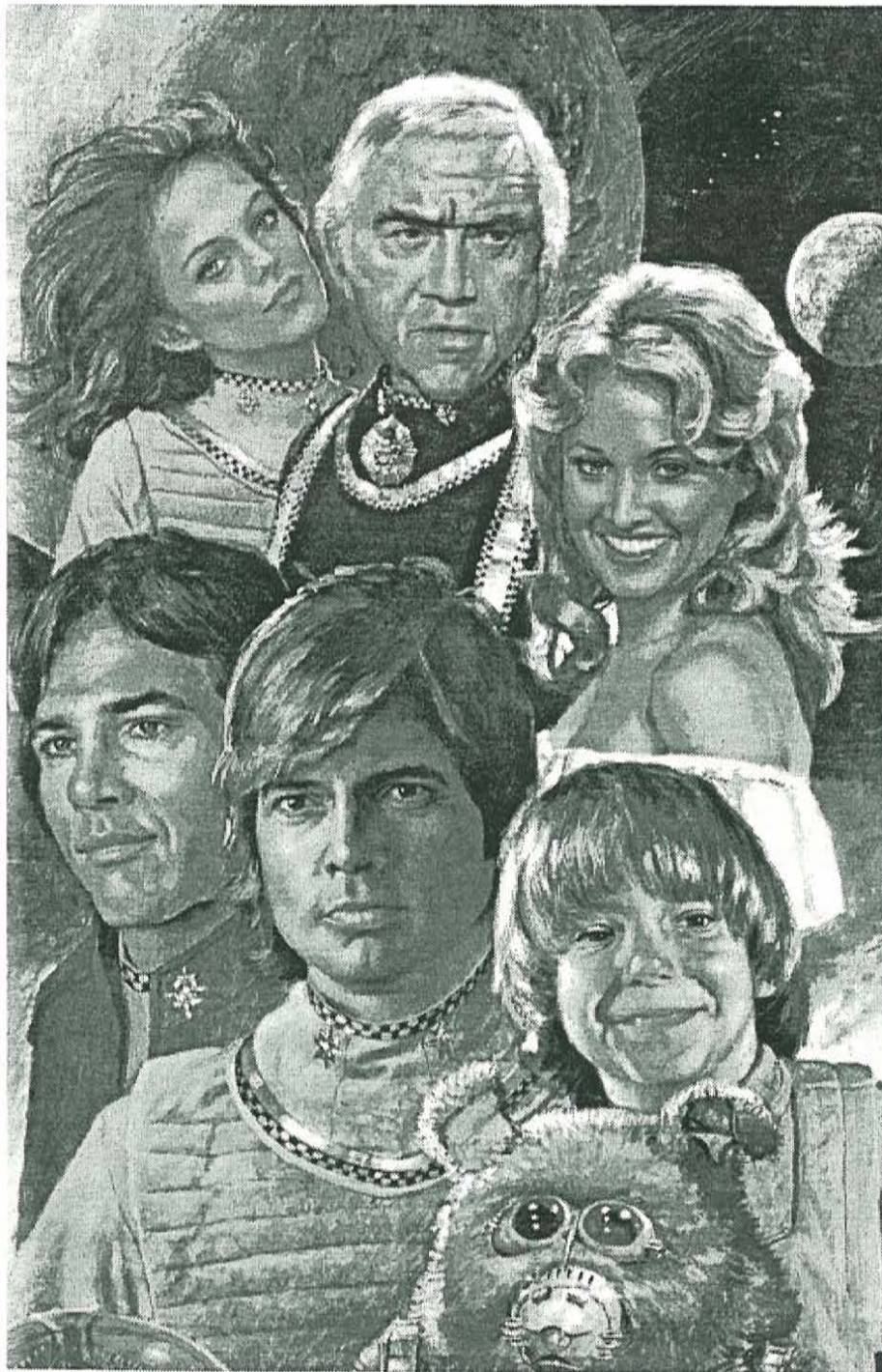
Heading up the regular cast was Lorne Greene, as Adama, commander of the *Galactica*. Richard Hatch played his son, Apollo, leader of the *Galactica*'s squadron of single-seat Viper fighters. His fellow pilot and best buddy was Starbuck, played by Dirk Benedict. Maren Jensen was Adama's daughter/Apollo's sister, Athena, the *Galactica*'s communications officer. Laurette Spang was Starbuck's squeeze, Cassiopeia. Noah Hathaway was the requisite cute kid, Boxey, whose pet was a robotic "daggit" (a dog), given him after his real daggit was killed in the Cylon ambush. Others included Herb Jefferson, Jr. and Anne Lockhart as, respectively, Viper pilots Boomer and Sheba; Terry Carter as Colonel Tigh, the *Galactica*'s second-in-command; and Dick Durock as the Imperious Leader (the Cylon chief). John Colicos played the traitorous

Baltar.

*Battlestar* premiered to many a poor review from critics, who pegged the show as simplistic and a formulaic space opera. SF purists derided its shoddy science. And 20th Century Fox sued, claiming it was a blatant rip-off of their *Star Wars* (Larson countered that the first *Battlestar* script was written before *Star Wars* came out). But the viewing public took to *Battlestar* enthusiastically, dazzled, perhaps, by Dykstra's snazzy special effects, the

likes of which had never before been seen on an SF TV series. *Battlestar* clobbered the competition on the other networks and it looked, initially, like the show was going to be a winner.

The honeymoon with viewers, however, didn't last. As the season progressed, the stories became increasingly derivative and juvenile. Viewership dropped off. By season's end it had dropped off so dramatically that ABC decided to cancel the series.



ART, JOHN SOLIE



A revival of sorts was attempted with 1980's *Galactica 1980*, which brought back a couple of the original cast members—notably Lorne Greene—and introduced a new set of space heroes to replace Apollo and Starbuck. Heavily oriented to the kiddies, this sequel didn't catch on at all and was history after a mere 10 episodes.

That same year, Universal, looking to recoup some of the money it had spent on *Battlestar* (reportedly over \$40 million), released in syndication 12 TV movies, put together from *Battlestar*'s episodes.

Today, *Battlestar: Galactica* is enjoying somewhat of a resurgence in popularity (nostalgia?), and there's talk of bringing the show back in one form or other.

### BATTLESTAR: GALACTICA—THE CONCLUSION

by Kevin Holden

In 1979, while attending a convention in some American city (can't recall which one), I chanced upon a dealer who was selling the scripts of major SF/F movies (*Star Wars*, etc.), and noticed that he had one titled *Battlestar: Galactica—The Conclusion*, or somesuch. He claimed it was the original Glen Larson script for the intended finale of the *Battlestar: Galactica* TV series.

(Originally, *B:G* was planned as a mini-series, commissioned by ABC to capitalize on the popularity of *Star Wars*. It was conceived with a definite beginning-to-end story line. However, the conclusion was abandoned as the series went on, the network trying to flog a dead horse. Then the series was canceled before Larson's intended conclusion could be filmed. And when the series was renewed as *Galactica 1980*, with Lorne Greene back, the intended conclusion was disregarded.) I was not able to buy the script at the time, but I did read it, and I made notes on the key points.

As in *Galactica 1980*, the Colonial fleet arrives to find Earth in the present day (1980). A reconnaissance of the planet by Apollo and Starbuck reveals that Earth would have virtually no chance of defending itself against a Cylon attack, let alone help the Colonials vanquish the Cylons. Disappointed, Adama decides to move the fleet away from Earth and seek assistance elsewhere, when the Cylons, led by the notorious Baltar (who had departed the series when his lieutenant, Lucifer, abandoned him on a desert planet), suddenly arrive in Earth's vicinity, hunting the fleet.

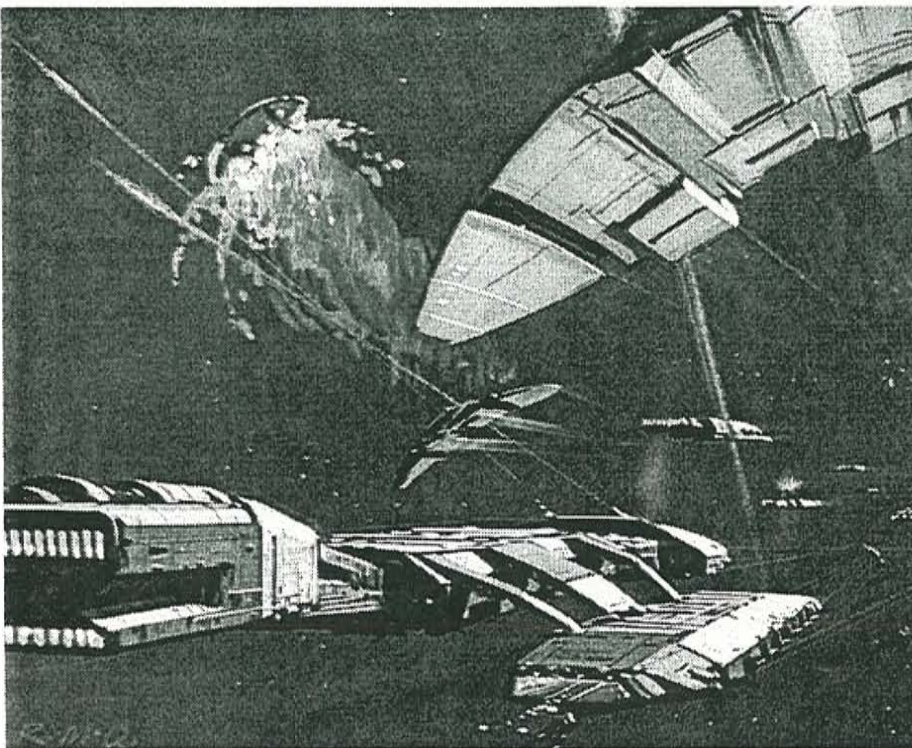
Adama realizes that Earth is doomed unless it can marshal all of its resources to defend itself against

the imminent Cylon attack. Hoping that he can gain the support of Earth's leaders, Adama orders a joint US-Soviet space mission, currently in orbit, brought aboard the *Galactica*. The shuttle crew are amazed by the battlestar, and horrified to discover that Earth is about to be invaded. When the astronauts return to Earth and bring news of the coming invasion to their respective leaders, the generals decide that they are either insane, or that the invasion danger comes from the Colonials, and they refuse to support Adama. Knowing that he could run, and the fleet could escape to safety, Adama instead chooses to stay and make a fight of it. He disperses the fleet to the planet surface and orders the Viper squadrons to prepare for battle.

I recall one particular scene: As the Cylon fleet approaches, Starbuck and Boomer rocket their fighters out of Central Park, N.Y.C. (where they had landed to rally the populace), up into the atmosphere to face the Cylon Raiders. "Well," says Starbuck, "Looks like we're on our own this time. Been good knowing you, buddy." Boomer replies, "I wouldn't say we're exactly on our own. Check your rear scan." Behind the Vipers, flying in formation, are dozens of Air Force fighters, rising up to meet the Cylon threat!

Details of the battle are sketchy, but another scene I remember had two Cylon pilots talking as they overfly an ocean. "Are the scanners picking up any Colonial Vipers?" asks one. "No, no Colonial Vipers," replies his partner. Then an F-14 emerges from a cloud bank and sends a missile ploughing into the Cylon ship! As the Cylon tailspins into the ocean, the first pilot turns to the other and charges, "You said the area was secure!" "No," replies Cylon number two, "I said there were no Colonial Vipers. That was not a Vip—" Ka-splash!

The battle is ferocious. Earth is being severely pounded, major cities are being leveled, the planet's surface is being wiped clean acre by acre. Above, the *Galactica* is under heavy bombardment and will be unable to stand much more from the Cylon fleet. Suddenly, from out of nowhere, to the rescue, comes the battlestar *Pegasus* (last seen in the



ART, RALPH McQUARRIE



B:G two-part story "The Living Legend")!

A pitched battle follows, with the Colonials and Earth's missile defenses destroying the Cylon fleet. The *Pegasus*, too, is destroyed, and in the end, only the *Galactica*—crippled and burning—and Baltar's base star (Cylon equivalent of a battlestar) remain. Baltar is preparing to retreat and go for reinforcements. Rather than let him escape (and notify the Cylon Empire of Earth's location), Adama, screaming an oath of vengeance, rams the *Galactica* into the base star, destroying both ships in a fiery cataclysm. On Earth, as the cities burn, the huddled masses see

the destruction overhead and resign themselves to rebuilding, and readying for future battles. The end.

When Larson signed the series on with ABC, he had the option for a sequel. But ABC was dissatisfied with *Battlestar's*, and then *Galactica* 1980's, ratings, and so passed on Larson's idea for a sequel. So, he took the idea to CBS, and thus we got *Buck Rogers in the 25th Century*.

*Buck* is the unofficial sequel to *Battlestar: Galactica*. (*Galactica* 1980, the official sequel, is often frowned upon by B:G fans; it wasn't a part of Larson's original game plan and everyone wishes it had never happened.) *Buck* could not legally

use any B:G references, so they hinted at a cataclysm that had leveled the Earth centuries earlier, and employed B:G-type technology in their ships. *Buck* was supposed to be the continuation of B:G, following up on the B:G ending originally planned (but never used).

Just how authentic this *Conclusion* script was I can't say, but it certainly *looked* real enough, and jived with the rumours I'd heard, at the time, about the finale the series originally intended. Authentic or not, *Battlestar: Galactica*—*The Conclusion* would have been infinitely superior to the dreadful *Galactica* 1980.

## BATTLESTAR: GALACTICA 15 YAHREN REUNION

Convention Review by Lynda Pelley  
(Photos by the author unless otherwise indicated)

I remember *Battlestar: Galactica*. It ran during the 1978/79 television season and was my favourite show at the time. Has it really been 15 years? I remember watching it every Sunday night on my parents' TV in the family room. There was no remote control, no cable, and no VCR. Yes, it was a long time ago.

*Galactica* was cancelled after just one season and I was sad to see it go, but as time passed it eventually faded into distant memory. I hadn't given the show much thought until I saw the Reunion flyers at the Montreal Science Fiction Festival last July. These impressive flyers announced that there would be a convention celebrating the 15th anniversary of *Battlestar: Galactica* in October. The flyers looked like an expensive printing job, and many of the cast and behind-the-scenes crew of *Galactica* would be there as guests. It was sure to be a big, exciting convention, if only I could go.

The situation looked doubtful. It was short notice for such a big trip and my finances were still recovering from the SeaTrek cruise that I had taken in the spring. Furthermore, the convention was in Los Angeles, which meant an expensive hotel room and flight, and I hate flying alone.

Fortunately, everything came

together and I was able to go. Andrew Gurudata and Kim Nakano were going and had booked their flight through a travel agent in Alexis Nihon. They suggested that I hurry up and do the same, as there was a big seat sale happening (\$291 return, Canadian dollars). The other major factor for me was the convention's room-sharing program. Similar to SeaTrek's *Trek*-partner program, the con-com arranged roommates for those who were

travelling alone. So they paired me up with someone else female and non-smoking—Pat Kelly, from England. This arrangement worked out fine, and we got along very well together. This is a new convention trend that I hope more con-coms implement in the future. It does require some degree of organization and I was impressed.

Andrew, Kim, and I met at the airport and boarded our flight—Northwest (best prices, worst



Costumed fans arrive for the 15th Anniversary *Galactica* Convention



food!). We left on Thursday morning so that we would have an extra day to look around Los Angeles before the convention started.

The three of us arrived at the Universal City Hilton sometime Thursday afternoon, Pacific time, and checked into our rooms. The rooms were above average, and even had an electronic answering service for the telephone. There was a directory of all sorts of extra gadgets you could rent with your room, including VCR's, computers, and cellular phones. I waited for my roommate, who arrived about an hour later. It was a bit confusing for the hotel staff, having Pelley and Kelly in the same room.

After unpacking, we checked out the convention space, but everything was locked up and there were no signs of any con-com members. Next, we explored the immediate area surrounding the hotel, including the neighbouring Sheraton Universal. The two hotels are quite literally five minutes walk from the gates of Universal Studios. Finally, we returned to the Hilton and ate in the hotel restaurant. It was "nouvelle cuisine," which meant small quantities of somewhat strange food (ravioli-type pasta with bright red and green stripes) at high prices. This place definitely did not do a good club sandwich!

The next morning, Pat and I got up early, while Andrew and Kim chose to sleep in late. We looked around the hotel lobby for the group tour of Universal Studios that the convention flyer had mentioned, but found no information. We wanted to make the most of our short time in Los Angeles, so we decided to take a bus tour instead. The tour took us to the Hollywood Bowl, and to Mann's Chinese Theatre, where we got out and looked around. We saw the signatures, handprints, and footprints in the cement, and the Hollywood Walk of Fame. We saw Sunset Blvd. and the Roosevelt Hotel, where the first Academy Awards were held. It was like a museum inside. We walked along Rodeo Drive and went into several of the stores but everything was too expensive for us to really shop. Next, the bus tour took us on a drive through Beverly Hills and the surrounding area to see the stars'

homes, wonderful scenery and incredible mansions. The highlight of the tour occurred when Whoopi Goldberg stopped at a red light right beside our tour bus. Pat managed to snap a photo of her in her convertible, talking on a cellular phone. The tour ended with lunch at the Farmers Market, and then we returned to the hotel.

The group tour of Universal Studios had somehow fizzled, but we found \$3.00-off coupons and went on our own (Andrew and Kim

were already there). We went on the incredible *Back To The Future* ride, which involved hydraulically powered De Loreans synchronized to images on an IMAX screen, sort of like a flight simulator. We also went through the *Backdraft* attraction, which involved real fire, and then took a tour of the Universal backlot by tram. Universal Studios in California was very similar to the one in Florida, however it had a more authentic feel. The Florida theme park is mostly a tourist



Top: Hollywood's Walk of Fame includes a few familiar sidewalk signatures

Above: Lynda's tour bus were thrilled when Whoopi Goldberg pulled up next to them at a stop light (photo by Pat Kelly)



attraction, whereas the California Universal is a real, working film studio. We saw the sound stages where *Jurassic Park* was filmed and those being used for the production of *SeaQuest*. Unfortunately, these were closed sets so we could not go inside. We did some shopping on the way out at the *Jurassic Park* Visitors' Center, the *Star Trek* Starbase, and the *Back To The Future* store. We grabbed a quick bite to eat, and then hurried back to the Hilton to pick up our registration packages for the

convention. The package included a very nice program book with a colour cover, and a shiny medallion for convention attendees to wear instead of a badge. They also had *Galactica* Reunion T-shirts on sale—black with a silver and purple Cylon on them.

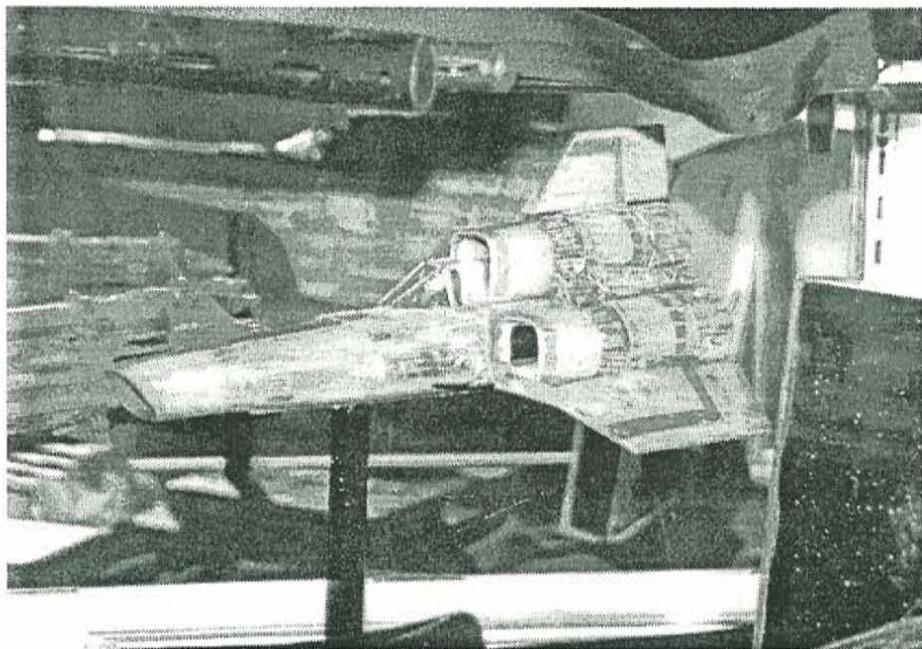
The *Battlestar: Galactica* reunion began with a "Welcome to Earth" party. Costumes were encouraged so I wore my Starfleet movie uniform and felt slightly out of place. I wrongly assumed that most of the

convention attendees would be *Star Trek* fans who also liked *Battlestar: Galactica*. I soon discovered that approximately half of the attendees were from out of town. There was a large group from England, as well as people from Germany, China, and Australia. Some of these people had never even seen *Star Trek: The Next Generation* or *Deep Space Nine*. In a way, it was kind of refreshing. *Battlestar: Galactica* has been on television more frequently and more recently overseas than it has been here.

The finger food and the atmosphere of the "Welcome to Earth" party was unremarkable, but I did meet several interesting people. Quite a few of the fans, both British and American, were wearing impressive Colonial warrior costumes. A few people were even walking around in authentic Colonial warrior jackets. Apparently, Universal sold off most of the costumes to private collectors when the series was cancelled! Part way through the evening somebody walked into the room wearing an authentic Cylon costume. Even the moving red eye-light was working!

Some of the convention guests were also at the party but it started to break up early, so Pat, Andrew and I tagged along with a group of British fans. (Kim had gone back to her room earlier to rest.) This group of people had been here since the beginning of the week, and knew of a good shopping and restaurant area right next to Universal Studios called the City Walk. What a great place! The stores were open until 11:00pm and there was even one which specialized in science fiction.

The convention started in earnest Saturday morning, but there weren't many more people there than had attended the party Friday night. This is a bad sign when a convention is expecting over a 1000 people. The dealers' room opened late and there was not much of a selection. Apparently, not much *Galactica* merchandise had survived over the 15 years. Some of the dealers were selling photographs of the cast, plus there was the usual *Star Trek* merchandise that you can purchase almost anywhere. I had hoped to buy old, unbuilt model kits from *Battlestar: Galactica*, but there were



Top: The shooting model of the Colonial Viper was on display at the con

Above: An impressive display of *Galactica* costumes had been mounted by fans





Richard "Apollo" Hatch

none to be had. One dealer was selling reels of 35mm movie trailers, something you don't see often. I was able to purchase some special-effects model-photography slides made from 35mm footage that had been rescued from the cutting room floor or studio garbage cans, or perhaps they were cut from one of the trailers. They were in good condition—no noticeable projector scratches.

At the back of the dealers' room was a display area. The art show was nothing to get excited about, but the costume display was excellent. A group of private collectors had put together a display of authentic costumes, props, and models from *Battlestar: Galactica*. They had Baltar's green outfit; two Cylons, one of which was gold; an insect-like Ovia; a complete Colonial warrior uniform, including flight helmet and weapons; Apollo's white Colonial warrior uniform from "War of The Gods"; the orange jumpsuits worn by the flight deck crew; medical uniforms; Boxey's jumpsuit; one of Serena's dresses; Athena's and Colonel Tigh's navy blue bridge-crew uniforms; Sheba's Colonial warrior dress uniform with the cape; a skimpy triad player's uniform; and the "Gun on Ice Planet Zero" winter costumes. Two-foot studio models of the Colonial Viper and the Cylon Raider, and one other ship from the fleet, were in a glass case, along with some special helmets and weapons.

A few of the original production drawings were also on display. Definitely an impressive collection!

In addition to this dealers'/display room, the convention space consisted of a video room and one large programming room that was mostly used for panels. This may not seem like much until you consider the number of guests.

#### The complete guest line-up:

##### Actors

Richard Hatch (Apollo)  
Dirk Benedict (Starbuck)  
Anne Lockhart (Sheba)  
Laurette Spang (Cassiopea)  
Terry Carter (Colonel Tigh)  
Herb Jefferson, Jr. (Boomer)  
John Dullaghan (Dr. Wilker)  
Sarah Rush (Rigel)

##### Behind-The-Scenes

Glen A. Larson (Producer)  
John Dykstra (Special Effects)  
Stu Philips (Composer)  
Peter Berkos (Sound Design)  
Jean-Pierre Dorleac (Costume Design)  
Harker Wade (Unit Production Manager)  
Terrence McDonnell (Story Editor/Writer)  
Jim Carlson (Writer)

The panels began on Saturday with the writers, Terrence McDonnell and Jim Carlson. Next up was

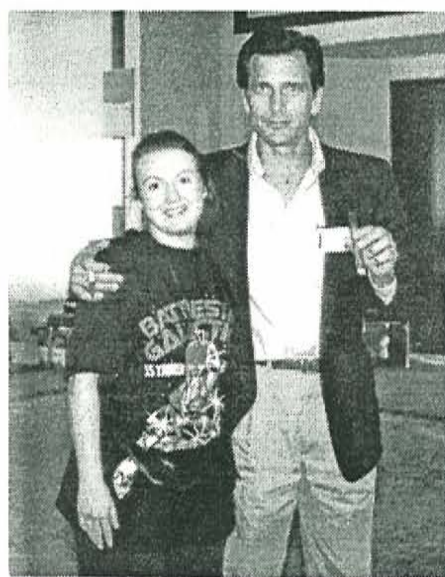
costume designer Jean-Pierre Dorleac. This was followed by the most popular panel, the "boys" panel, consisting of Richard Hatch, Dirk Benedict, Herb Jefferson, Jr., and Terry Carter. The "girls" panel was next with Anne Lockhart, Laurette Spang, and Sarah Rush. This was followed by two technical panels, one with Glen A. Larson and John Dykstra, and the other with Peter Berkos and Stu Philips. The final panel was supposed to be with John Dullaghan, John Colicos (Baltar), and two others, but due to last minute cancellations, Terry Carter ended up doing the panel with John Dullaghan to finish up the day.

The scheduling for the panels was fairly loose, and people came and went, depending on who was out in the corridor signing autographs. The autograph session was ongoing throughout the day at the guests' convenience. I saw just about everything I wanted to see and obtained most of the guests' autographs. I was even fortunate enough to run into Dirk Benedict in the lobby and have my photo taken with him.

Saturday night, the convention relocated to Universal Studios. As *Battlestar: Galactica* was produced at Universal, the con-com was able to make a special deal with the studio and rent out the *Star Trek* Adventure Theater. This was a first! The masquerade was held on the *Star Trek* stage, with Dirk Benedict as Master of Ceremonies. There were several good costumes—somebody dressed as Baltar won for Best *Galactica* Costume, and a cyberman from *Doctor Who* won Best of Show.

Following the masquerade, producer Glen A. Larson gave a speech and announced plans to bring *Battlestar: Galactica* back as a four-hour miniseries, or a series of made-for-television movies. Richard Hatch is very actively involved in this effort. He most likely will have co-writing and/or co-producing credits. Very few details were given, but the story would begin with Commander Adama's funeral and probably involve the *Galactica* finding Earth. (Everyone discounts *Galactica* 1980. It never happened!) The cast would be a mix of the established characters and a "next generation." All of the





Top: Cylon costumes

Above: Lynda with Dirk "Starbuck" Benedict

actors who attended the convention seemed interested in doing the new production.

After Larson finished, there was a group photo session, and then a

never-before-seen *Galactica* blooper reel was shown. There was supposed to be a cabaret with performances by the actors, however it never came about, probably because the con-com was unable to get a firm commitment from the actors.

Sunday, several of the guests did not return. Most conspicuously absent were Dirk Benedict and Laurette Spang. The panels were very loosely scheduled for the morning, using whoever was there (Herb Jefferson, Jr., Terry Carter, John Dullaghan, and Anne Lockhart). Richard Hatch did one of the panels solo, which was quite good.

The main event of the day was a charity auction. There were quite a few interesting items available, including posters, a few of Jean-Pierre Dorleac's costume sketches, authentic flight crew and medical costumes, a talking stuffed daggit, a few rare toys, and a couple of fan-made bridge crew costumes. Richard Hatch was a good sport and auctioned *himself* off for a lunch date!

The day finished up with autographs, followed by a closing ceremony in the video room/bar, and then a group of us went back to the City Walk for supper and yet more shopping (I should have bought those dinosaur models!)

Everything considered, I had a great time. These vacation/convention trips never seem to be long enough. You need at least a week to see Los Angeles properly. Trying to do the highlights in just one day is exhausting.

As for the Battlestar: *Galactica* 15 Yahren Reunion, it could have been better organized. The con-com was from Seattle, but chose to do the convention in Los Angeles because most of the guests live in the area. Therefore the convention would not

have to pay high transportation costs. Because most of the proceeds from the Reunion were being donated to charity, the guests did not charge for their participation. Since they were not being paid, there were no formal contracts with the guests, and their appearances were at their convenience. This made scheduling very difficult, and extremely susceptible to last minute changes. Finally, there was some problem with the Hilton hotel vis-à-vis advertising and publicity. It seems that some of the hotel staff were not aware of the *Galactica* Reunion's existence and turned some potential attendees away. Also, since the con-com was from out-of-town, the advertising in the local Los Angeles area was probably not the best it could have been. Therefore, the convention had a total weekend attendance of only about 250 people.

On the plus side, the *Galactica* Reunion's loses were probably quite low. Their only major expense was renting the convention space. The low attendance meant shorter autograph lines and more access to the guests for those fans who did attend. The atmosphere among the fans was friendly, and the convention had a small, personal feel to it. The lack of a concrete schedule didn't really bother me that much, as I got to see most everything anyways. My biggest complaint was that the lighting in the hotel was very poor, and that flash photography was generally not allowed. Even so, I had a good time, which is the most important aspect of attending a science fiction convention, and I came home with some interesting souvenirs, including an eight-hour video tape of the convention, and bloopers (received later in the mail).



WITH THE COLLAPSE OF THE CYLON EMPIRE, MILITARY BUDGETS WERE CUT AND ADAMA AND CREW FOUND THEMSELVES OCCUPIED IN PEACE-TIME JOBS.



# SENSORS

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

Information for this column was culled, primarily, from *The Montreal Gazette*, *The Globe*, *Entertainment Weekly*, *Starlog Magazine*, the *OASFiS Event Horizon*, and fandom's grapevine, both spoken and electronic.

### TREK

We've got more info on *Trek* to add to last issue's stack.

November 25, '94, is now the anticipated release date for *Trek VII*. David Carson, who helmed the two-hour *DS9* premiere, will direct, and *Trek* fandom is abuzz with word that Captain Kirk will meet his end in the film, and Picard will bury him!

The scenario goes like this:

Kirk and the rest of the original crew are taking a ceremonial cruise aboard a newly commissioned *Enterprise-B*, when a distress signal is received from a ship (the *Lakul*) that is being destroyed by an "energy ribbon." The *Enterprise* responds and rescues 47 crewmen, including Guinan and a mysterious character by the name of Doctor Soran; Kirk vanishes.

78 years later (*TNG*'s time), Soran is in command of an observatory which comes under Romulan attack (the Romulans are after a substance called trilitium, which will enable them to build a powerful weapon). *Enterprise-D* drives off the Romulans. Then Picard and crew discover that Soran is secretly working with Klingon sisters Lursa and B'Etor (they want the trilitium to help them regain the Klingon empire, he wants it to help him reach a place called the "Nexus"), and that he plans to launch a trilitium explosive into the previously mentioned energy ribbon (this will allow him to hook up to the Nexus), which will end up devastating a nearby planet of some 200 million people.

The *Enterprise* takes on the Klingon sisters' ship in a battle to

stop the dastardly plan. Both vessels are severely damaged, and the fight moves to the planet surface, where our heroes square off against the nasties. Picard chases after Soran, however the doctor gets away and succeeds in launching his explosive. But the planet isn't destroyed; instead, it becomes trapped inside the Nexus (which has by now been revealed to be a place where time can be manipulated). Guinan tells Picard that they can go to any time in history using the Nexus. Picard wants another chance at nailing Soran, but knows he'll need help. Guinan says, "I know just the man," and they travel back in time to find Kirk (who had vanished not into thin air, but into the Nexus).

Picard and Kirk team up to stop Soran from launching his explosive device (remember, the Nexus allows them to rewrite history). Picard kills Soran in the ensuing fight, but Kirk takes a phaser hit. His last words are, "It was fun." He slumps and dies in Picard's arms. Picard then buries

him.

While the *Enterprise-D* crew mourn the loss of their ship, Picard looks to the future: "I doubt this will be the last ship to carry the name *Enterprise*," he tells Riker.

However, Spock may not be a part of any of this. Leonard Nimoy is said to be unhappy with the small role Spock plays in the story, and has apparently decided that he'll pass (he was slated to direct *Trek VII*, but he's now not interested in the project at all, in any capacity, so goes the latest buzz). Shatner, meanwhile, wants a cool \$1 million for his part in the movie; producers think he's way out of line, but seem ready to cave in because they feel that Shatner can play a large role in helping to get the *TNG* movie series off to a good start. And, with more money now available to the *TNG* folks, expect a few snazzy modifications to the *Next Gen* sets and costumes.

The captain of the *U.S.S. Voyager*, and as such the lead character in the next *Trek* spinoff, *Star Trek: Voyager*, will probably be a woman. The principle cast will number nine. The *Voyager* will be a medium-sized starship with a smaller crew complement (about 200) than we're used to aboard the *Enterprises*. Look for guest appearances by some of the *TNG* and *DS9* stars on *Voyager*.

And here's something of interest: Viacom Inc. and the QVC Network are in a bidding war to acquire control of Paramount, and if QVC wins, speculation in some quarters is that *TNG* may go an eighth and a ninth season (not necessarily with its full cast)! QVC apparently feels that a continuing TV *TNG* would be good for profits. Everything coming out of Paramount's PR division (to date) indicates that the current season—the seventh—is the last.

### 1993: YEAR OF THE DINOSAUR

1993 saw dinomania sweep the land, fueled largely by the release of



Captain Kirk in his prime. Word is that he'll buy the farm in *Trek VII*. ("I'm dead, Bones!")



the mega-hit movie *Jurassic Park*, and reach a fevered pitch when someone paid a shitload of money for a load of shit! A fossilized pile of dinosaur dung was auctioned off for \$6066 (!), 10 times the expected amount, in September of last year.

Meanwhile, scientists in '93 upgraded their estimate of the size of the crater created by the "doomsday rock"—the meteor theorized to have struck Earth 65 million years ago, causing the extinction of the dinosaurs—from 180 km to 300 km across. This re-evaluation of the size of the crater, which lies beneath the Gulf of Mexico and the northern tip of the Yucatan Peninsula, lends greater support to the controversial doomsday-rock-from-outer-space-dinosaur-extinction theory. Many scientists discount said theory on the basis that a rock which made a crater 180 km in diameter would not likely have stirred up enough dust and triggered enough environmental destruction to have wreaked global havoc on a scale that could have wiped out the dinosaurs. But a rock that left a 300 km footprint is a

different story and could very well have meant bye-bye Barney.

## CANFANDOM (LOCAL)

Just a quick note to trumpet the selection of MonSFFA member (and KAG/Kanada captain) Berny Reischl as Fan Guest of Honour at Montreal's own Science Fiction Festival II (September 24, 25, '94; Ramada Inn, 1005 Guy Street, downtown Montreal), and as Artist Guest at Ottawa's new convention, Concinnity (October 29, 30, '94; location to be announced). Concinnity, it's hoped, will rise from the ashes of the now defunct Maplecon.

Way to go, Berny!

Also, Berny's Quemar Squadron got together with the Red Cross for a blood drive over the Christmas holidays. By all accounts, it was a success.

Increasing operating costs have caught up with Montreal's Warp 9 media SF/F fan club: we understand that they have an increase in membership fees coming in the

spring.

Meanwhile, local *Star Trek* and comics fans were delighted when *Trek* author Peter David (*Vendetta*, *Imzadi*) was scheduled to appear at Comicfest in Montreal on December 5 of last year. Excitement turned to disappointment, however, when the star attraction failed to show. Some fans had attended the con, a regular comics exposition, especially to see David, and were *not* amused.

Lastly, Creation are coming to town March 5 and 6, '94; no further info available at this time.

## DOCTOR WHO

Steven Spielberg's Amblin Entertainment is talking to the BBC about acquiring the rights to do a big-budget, Hollywood-style TV series based on the BBC's popular *Doctor Who* show. So who will play The Doctor? David Hasselhoff's name has come up; you may remember him as Michael Knight of the series *Knight Rider*. No word on whether Spielberg's Doctor will drive a Pontiac Trans Am.

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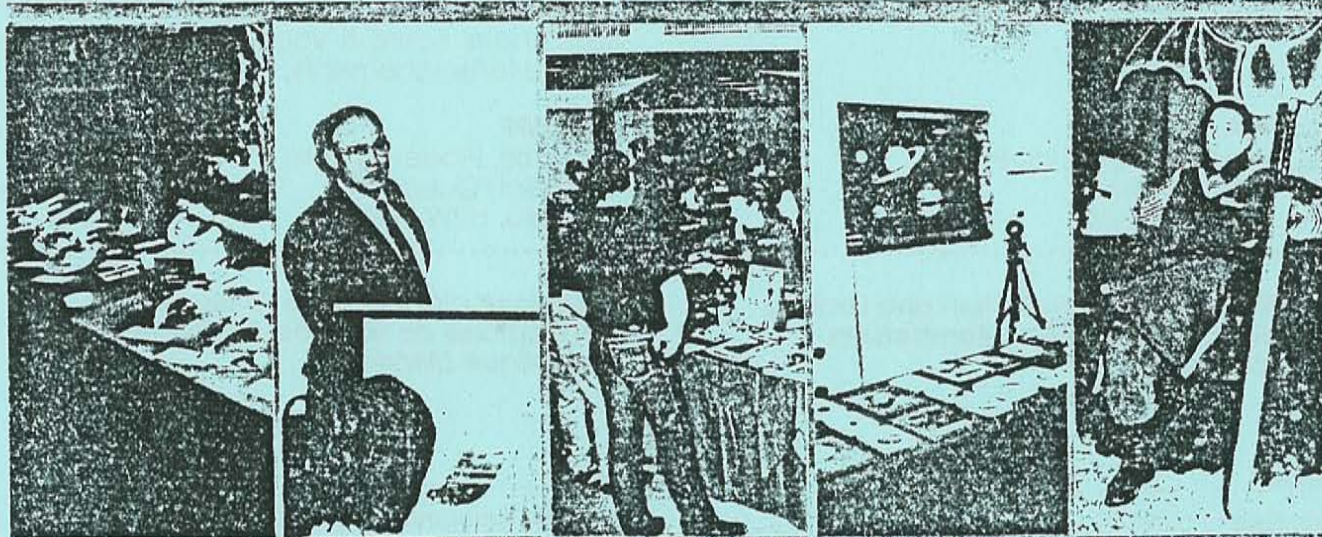
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