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28

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



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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); Bryan Ekers (Post Office Box); Colleen Magnussen (Mailings); Bill Strople (Munchies); Michael Masella, Kevin Holden, David Legault, Trudie Mason, Andrew Weitzman, Dominique Durocher, Yolande Rufiange (Advisors)

Newsletter Staff:

Keith Braithwaite: Editing, Layout

Michael Masella: Typesetting, Word Processing, Laser-printing

Lynda Pelley: Word-Processing, Photo Scans.

COVER-UP: The shuttle *Tydirium* which graces this issue's cover was rendered on an Amiga computer by member John Matthias. We plan to feature more of John's very impressive computer-drawn art in a coming "Main Viewscreen" feature.

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 (APRIL-SEPTEMBER)
Programming subject to rescheduling and/or change

APRIL 17: 11:00AM meeting of MonSFFA's writers' group. 1:00PM, MonSFFA welcomes guest speaker Glenn Grant, a Montreal-based SF publisher/editor/critic, who will be speaking on essential SF and the state of the genre today. To be followed by a look at SF/F radio shows. Plus, our usual raffle, and more.

MAY 15: 10:30AM to 6:00PM, TransWarp '94! MonSFFA gets together with other Montreal-area SF/F clubs to put on this mega-meeting. Bring a friend along for a day's worth of SF/F fun! Planned are discussion panels, video screenings, gaming sessions, and more.

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

SEPTEMBER 18: MonSFFA's annual SF/F Garage Sale (tentative, details to follow)

JANUARY

16

FEBRUARY

13

MARCH

13

APRIL

17

MAY

15

JUNE

12

AUGUST

14

SEPTEMBER

18

NOVEMBER

20

DECEMBER

11

Warp is published six times a year by the Montreal Science Fiction and Fantasy Association (MonSFFA). Address all correspondence to *Warp*, c/o MonSFFA, P.O. Box 1186, Place du Parc, Montreal, Quebec, Canada, H2W 2P4. Subscription rate is \$12.00 per year; however, the subscription fee is included in the annual membership to MonSFFA, which is \$20.00 per year. MonSFFA is a non-profit organization dedicated to the enjoyment and promotion of science fiction and fantasy in literature, films and television, art, music, 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. The best way to get praise is to die.—*Italian proverb*

FROM THE CENTER SEAT

Welcome to another issue of *Warp*, a little closer on the heels of the last one than usual. This is so we can adjust our release schedule to accommodate TransWarp.

Ideally, we try to publish *Warp* every second month and aim for you to receive it shortly before that month's meeting. That means getting it into the mail on the Monday before the meeting (Tuesday at the latest!). It usually takes two weeks (or one very intense week) to organize the material, scan in non-computer-ready articles using the optical character recognition (OCR) program, do word processing, photo scans, editing, and page layout. Finally, add two more days for printing and collating, and you have an issue of *Warp*.

Because Keith, Mike, and I have day jobs, and occasionally, mundane lives, the last issue of *Warp* had to be done in only one week. It was quite a large issue—30 or so pages—and the three of us stayed up late every night that week working on it. By Thursday, things were looking good. Keith went over to Mike's place and they finished up the page layout and printed out the master laser copies. Meanwhile, I was at my place scanning the last six photos for the "Montreal's 1993 SF/F Conventions" article. The plan was for me to deliver the photo scans to Keith at the Friday night MonSFFA Board of Advisors (BOA) meeting, and he would paste them into the article and take the laser masters to the photocopy place on Saturday morning.

All I had to do was deliver those photo scans. The issue was as good as done. I placed the scans, plus the original photos, and my notes for the BOA meeting, in a plastic bag. I was very tired. I remembered to take the bag with me when I went to work in the morning. I remembered to take the bag with me when I left work that afternoon. When I arrived at the restaurant for the BOA meeting, the bag was *not* with me! When I leave work, I usually take the bus. That particular Friday, one of my co-workers had given me a lift to the nearest metro station. If I had left my bag in his car, I would not get the *Warp* material back until Monday—too late for the issue. If I had left my bag on the metro train, I would *never* get the material back!

I felt terrible. How could I lose the photo scans? To

make matters worse, the originals were also lost, so we couldn't just rescan them. The article was dependent on the pictures, and we couldn't just drop the whole article—four pages would be missing! Kevin Holden volunteered to stay up all night and write a four-page replacement article, but we all hoped it wouldn't be necessary. The master page layout was already laser-printed; what we really needed were replacement photos.

Keith and I thought of Chris Chartier (president of Warp 9) and made a surprise visit to his apartment. He was expecting pizza delivery, not us! Chris did his best to find appropriate convention photos for us, searching through several albums and file folders. Fortunately, Warp 9 also gets some of their photos from Dan Kenney. Chris had some of the same material as we did. I want to take this opportunity to personally thank Chris Chartier for lending us his photos and helping us get our newsletter out on time. This is what Montreal fandom is all about—friendship and helping one another.

I also have high praise for Club Biz. This warehouse-type store has always been a great place to buy envelopes, computer paper, blank video tapes, and most other office supplies, but we recently discovered that they also have a print shop which operates seven days a week. All previous commercial printing for *Warp* had to be done week days during normal business hours. Now we can have *Warp* printed on weekends! Club Biz is also significantly cheaper (\$50 less in this case), and their photocopy machines produce better reproductions of our grey-scale images. Club Biz is MonSFFA's new printing place.

We promised you guest speakers this year, so we will be welcoming Glenn Grant, SF publisher/editor/critic, to speak at the April 17th meeting. He will be discussing essential SF and the state of the genre today. This will be followed by a presentation on SF radio shows by member Kevin Holden. If you haven't been to a meeting in a while, this should be a good one to try. Hope to see you there!

MonSFFA's next big event will be TransWarp'93. This one-day supermeeting/mini-con will be held May 15 at the Maritime Hotel. This annual event is designed to showcase the major Montreal SF/F clubs and emphasize the co-operation between them. Montreal fandom is proud of its positive inter-club relationships. Members of the participating clubs are admitted free, so come and enjoy!

One more thing: Thanks to all of the members who pitched in to help out their club at both Conv-iction '94 and Creation.



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 an average of only \$4.00 worth of SF/F books, comics, collectibles, gaming and hobby items, etc. per week, your yearly MonSFFA membership will pay for itself in discount savings within the year! Full details of the discount program are printed in each issue of MonSFFA's newsletter.

Newsletter

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

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

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

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

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

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

MonSFFA Discount Program

Listed on 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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MonSFFAAndom

“ALL THE CLUB NEWS THAT FITS, WE’LL PRINT!”

THE GREAT STAR TREK DEBATE

MonSFFA’s February 13, ‘94, meeting was dubbed “The Great Star Trek Debate,” and our fellow fans from Montreal’s other SF/F clubs and organizations were invited to join us in debating the merits of *Trek*. Between 35 and 40 MonSFFA members and friends attended.

The Debate was preceded by “Trekfast,” beginning at 11:00AM, during which two of the best *Trek* episodes ever were screened (classic *Trek*’s “Devil in the Dark” and *TNG*’s “Yesterday’s Enterprise”). The *Trekfast* menu featured a variety of snacks that had been given *Trek* monickers, in keeping with the theme of the meeting. Our usual Coke and 7-up, for example, became Cardassian Cola and synthale. Rice-Crispie squares were labeled Borg scout ships; a plate of fresh carrots, doomsday machines; and donuts, Guardians of Forever. Specially prepared plates of gingerbread Klingons and Cheronian cupcakes (topped half with chocolate icing, half with vanilla) proved quite popular, as did our Shatner (ham) sandwiches. An *empty* plate was said to contain Romulan cookies (cloaked!), and the hotel-supplied water was upgraded to the fancier

sounding Odo de Faucet!

In her “From The Center Seat” letter last issue, club president Lynda Pelley promised “good munchies this year,” and the February meeting’s *Trekfast* certainly lived up to that promise. Every morsel was consumed by meeting’s end and over \$80 in revenue was added to the club’s coffers. (Sales of munchies at our meetings helps to raise operating monies above and beyond what is generated by membership fees, thus enabling MonSFFA to refrain from increasing membership fees in the face of mounting costs.)

At about 1:30PM, Lynda took the floor and quickly covered a few bits of club business. Then, the Great Debate got underway.

The debators were asked to address the following: Is *Trek* worthy of all the attention it receives, of the adulation it enjoys? Is it *so good* as to be deserving of the elevated status it occupies in today’s entertainment/pop-cultural firmament? Or, is it *just* a TV show, a so-so TV show that has been cleverly marketed into something much bigger than its true value justifies?

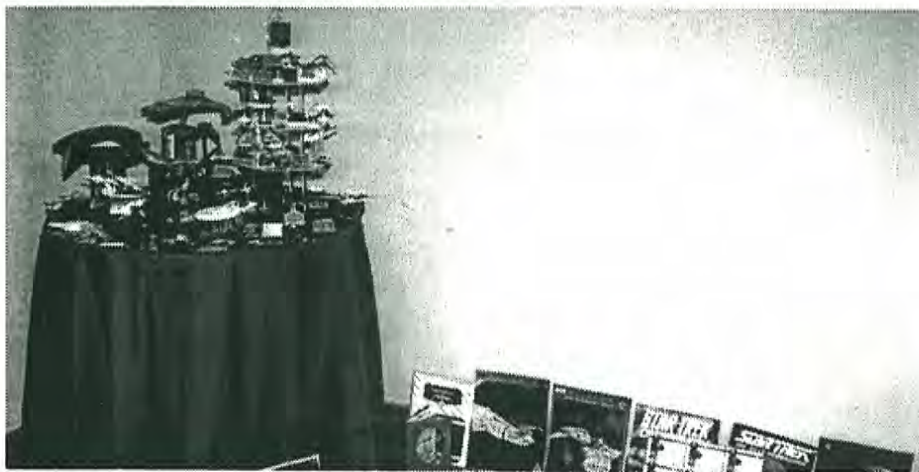
The debators were formed into two teams of three. The first team argued that *Trek* was worthy, the second that it was just a TV show.

They were permitted to deal with any one or more of *Trek*’s component parts, or with the *Trek* universe as a whole. And, the audience was invited to question the debators and comment on what was being said.

Keeping the debators on track and in line, and bringing the audience into the discussion in an orderly manner, was moderator Trudie Mason, a long-time MonSFFAn. For the purposes of the Debate, she was crowned the Kai Oprah!

The pro-*Trek* team were: Lynda Pelley (president, MonSFFA), Cathy Palmer-Lister (V-P, MonSFFA), and guest Lou Israel (communications officer, Warp 9 SF/F club; Montreal’s *Trek* trivia expert). Opposing them were: John Dupuis (MonSFFA’s “rafflemaster”), and guests Andrew Gurudata (president, High Council of Gallifrey, Montreal’s *Doctor Who* fan club) and Terry Fong (con-com, Con•Cept SF/F convention).

The Debate was broken up into six rounds of approximately 15 or 20 minutes duration. The debators tackled the five prepared *Trek* topics—*Trek* as drama, its characters, *Trek* as science fiction, its highlights and low points, and its future—and introduced their own topics during the remaining, open round. Between



Some of the *Trek* stuff on display at the February meeting (all MonSFFAAndom photos by Daniel P. Kenney).



Member Wayne Glover shows his diorama of a DS9 runabout in its hangar to member Josée Bellemare.

rounds, everyone got a chuckle out of the series of *Trek* parodies and comedy skits that were screened. These included Shatner's "Get a Life" sketch on *Saturday Night Live*; Patrick Stewart's recent *SNL* appearance, doing "Love Boat: The Next Generation"; and the *Trek* bits of an episode of the sit-com *Nurses*, in which a Trekkie convention comes down with food poisoning.

Many, many points were made and challenged and defended throughout the Debate.

The pro-*Trek* team, for instance, put forth that *Trek* is well written and a prime example of good television drama. That so many of us watch and enjoy it over and over again, they felt, offered support for their position. Team two was not convinced, however; their outlook was that, generally, *Trek* is not terribly engaging, is rather predictable, and often cops out of dramatic situations. And, a lot of people watching a show only proves that it's popular, not that it's good.

Trek's positive, hopeful view of our future, it was argued, is one of the reasons it strikes a cord with so many people. It shows us a universe in which we'd like to live, said one debator. But others saw the *Trek* universe as boringly homogeneous, reflective of the values of white, middle-class America. The aliens who inhabit this universe aren't really all that alien, but just bad stereotypes of ourselves, came a further comment. The Bajorans and Cardassians equal the Bosnians and Serbs; the Klingons, the WWII Japanese; and the Ferengi, Jews. But, countered the other side, *Trek* has given us some decidedly alien aliens, like the Crystalline Entity, Tin Man, and the Trill race.

One person put *TNG* and *DS9* down as stultifyingly politically correct.

Most folks said that they like the original series' characters moreso than those of its sequels. A couple of people actively dislike some of the *TNG* and *DS9* characters (Troi took the brunt of the "hostility").

Trek did, and does, much to portray ethnic minorities and women in a more positive way than do most TV shows. Many of Starfleet's top brass are non-whites, and often female, stated the pro-*Trek*

team. Tokens, came the response; the stars of the shows are white males. Sisko was quickly held up as an example to refute the charges of tokenism.

Trek's science was derided as being well outside of the realm of reasonable scientific speculation. But, it was pointed out that today's scientific realities would have seemed equally far out 200 hundred years ago; who knows what might be possible 200 hundred years from now, in *Trek's* time.

Many agreed that the original series told better SF stories than the current *Treks* do. As a sidebar, one debator noted that most of the *Trek* novels are written by fantasy writers, not SF writers.

Everyone found the crass commercialism which surrounds *Trek* today to be less than desirable.

And what of *Trek's* influence on the SF genre? Pro: It's a vehicle whereby people can be introduced to SF. Con: Its commercial clout is such that it sucks up all the production money and keeps other SF television (and film) projects from getting off the ground.

In that *Trek VII* will soon be upon us, and another TV spin-off is in the works, all accepted (of course!) that *Trek* had a future, but while the pro-*Trek* people saw a long-term future for *Trek*, others suggested that it reached its peak about half way into the original series and has been in slow but steady decline ever since. It will, therefore, eventually fade away.

Who won the Debate? We should have taken a poll of the audience, but as we didn't, we can only rely on a smattering of post-Debate commentary to the effect that it was too close to call.

The meeting's raffle was held during a break midway through the Debate and boasted twice the usual number of prizes, including a classic *Trek* uniform (donated by the Fantastique, Fiction, Fantaisie store); several *TNG* action figures; a video copy of William Shatner's TV movie, *TekWar*; and a Great Star Trek Debate T-shirt, featuring original art by Keith Braithwaite.

MonSFFA thanks Keith, who spearheaded the organization of the Debate; our moderator, Trudie Mason; debators Lynda Pelley, Cathy Palmer-Lister, Lou Israel, John

Dupuis, Andrew Gurudata, and Terry Fong; those members who stocked our snack table for *Trekfast*; those who donated raffle prizes; and all who helped to run the February meeting. Thanks also to everyone who attended.

MonSFFA AT CONV-ICTION '94

MonSFFA members benefited from an arrangement offered by Conv-iction '94 whereby we paid a flat rate of \$80, which got us a couple of display tables in the con's "Science Fiction Room" and allowed all of our members to attend the convention free of charge. Conv-iction went to two days this year—Saturday and Sunday, February 19 and 20—and drew just over 800 (!) attendees.

MonSFFA's tables were packed with all manner of SF/F paraphernalia, brought in for the event by several club members, which nicely illustrated the diversity of genre interests our club explores. Members staffing our tables reported handing out a lot of info-flyers and talking up the club to a lot of people. We signed up several new members and sold quite a few back issues of *Warp* (our stock of the February '94 issue—number 27—sold out!).

All in all, an enjoyable and successful con (kudos to Conv-iction's organizers), and a good



MonSFFA V-P Cathy Palmer-Lister models the special custom-made T-shirt produced for our "Great Star Trek Debate."

weekend of promo-ing the club. Thanks to MonSFFA execs Lynda Pelley and Sylvain St-Pierre, who set everything up with the Conv-iction people. Thanks also to the MonSFFen who provided display items for our tables, and to those who staffed our tables throughout the con.

MonSFFA AT CREATION, MARCH 5 AND 6, '94

After boycotting Creation's show last year, in protest over the shoddy treatment afforded our volunteers (and local *Trek* fandom) at Creation's 1992 "SpinerCon," MonSFFA decided to give them a try this year (we'd heard that they'd cleaned up their act somewhat). We offered to provide volunteer help for their show in exchange for a table in their dealers' room, and made the appropriate arrangements.

We soon found that Creation hadn't cleaned up their act all that much; we were again treated more like a nuisance than as a group of people giving of their time to help out. Nevertheless, our team did a good job of handling security in the large, programming room, and of "policing" the reserved-seating area. At the end of it all, many on the team felt that their efforts were not much appreciated and were urging that the club reinstate its boycott. (The Board of Advisors will be looking at this Creation business again, and deciding on a course of action; stay tuned to "MonSFFandom" for further details.)

Members staffing our table reported handing out a whole lot of MonSFFA promo flyers, and talking up the club to a whole lot of people. Sales of *Warps* were reported healthy, as well.

The club thanks Kevin Holden for making the arrangements with Creation, and all of the members who came out to the Creation show, as

volunteers for the con, and as staff at our table.

MonSFFA DISCOUNT PROGRAM UPDATE

We are pleased to welcome another dealer to the MonSFFA Discount Program. Out Of This World is a mail-order house out of Alberta specializing in SF/F memorabilia and collectibles, and they are offering MonSFFA members 10% off on all orders (include your MonSFFA membership number and membership expiration date with your orders). We understand that Out Of This World will be sending out a catalogue soon. For more info, call them at (403) 449-6936, or fax them at (403) 467-4931.

Long-time Discount Program participant Metropolis Comics and Cards has closed up shop here and moved to Quebec City. Consequently, they will no longer be a part of the club's discount program. MonSFFA thanks Metropolis for their years of patronage and wishes them well at their new location down river.

The 1,000,000 Comix store formerly on Sherbrooke street (a

Discount Program participant) has moved into Metropolis' vacated location, 1418 Pierce Street.

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 camaraderie 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, *made out to MonSFFA*. Thank you for renewing.

Bulletin Board

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REALLY NEAT STUFF WE CAN'T SEE HERE!

by Kevin Holden

Talk abounds, these days, of the impending arrival of the information superhighway, a 500-channel universe incorporating our telephone and computer link-ups, and probably our dishwashers and fondue pots as well. You will be able to call friends through your microwave and change television channels with your hair dryer. Your video toaster will finally live up to its name and make breakfast while you watch your tape of last night's Letterman show.

All of this will be accomplished by hooking everything up to a big fibre-optic cable the size of a garden hose, which will hang out your kitchen window. This will be connected to a satellite dish on your roof, which will flash a signal to a giant computer in Brussels, which will make an instantaneous decision and relay a message to your personal computer, telling it that it may now flush your toilet.

If all of this sounds rather awesome and a little intimidating, not to worry. After all, this is Canada. Our whole country is one big bureaucracy with a national anthem. As we speak, our faithful, non-elected federal civil servants are diligently working to insure that we remain an information *dirt road* for at least the rest of the century.

I'm talking specifically of the CRTC, the Canadian Radio-television and Telecommunications Commission. Personally, I prefer Completely

Regulated Thought Control, or Can't Receive Television Channels, or Cranky Relics Tamper Constantly, or my favourite, Clearly Represents Toronto Corporations. Whatever you call them, this agency is the reason we do not have access to the state-of-the-art in TV broadcasting, namely, The Sci-Fi Channel, Comedy Central, The Discovery Channel, The NASA Downlink Channel, and any of a dozen other U.S. specialty channels we are not allowed to get in most parts of Canada, and definitely not in Quebec.

If I sound bitter and resentful (I mean moreso than usual!) about all this, it's because all of my favourite

shows right now are unavailable in Canada (or at least in much of the country), and are likely to remain so in the foreseeable future. Bureaucratic meddling prevents the cable companies from carrying them and me from seeing them (fume!).

Among the more noteworthy productions unavailable here are:

MYSTERY SCIENCE THEATRE 3000

Airing on Comedy Central, it is the single funniest television series I have ever seen.

A lowly maintenance worker at



The stars of MST3K

a mad scientists' laboratory is blasted off into space by two demented doctors. Their plan is to subject the hapless worker to concentrated doses of *really* bad science fiction movies to see how long it'll take to destroy his mind. He fights back by constructing two robot sidekicks, and together they sit through the movies (with us), staying sane throughout by making the most hilarious, hip, witty, and imaginative wisecracks you've ever heard.

Part of the reason they are so funny is that they are so very aware of various sub-cultures (including SF/F fandom) and know their obscure science fiction references. Often, you'll hear them make some smarmy aside and realize that you are part of a very, very small clique of people in the whole world who might get that joke! But even if you don't get all the inside jokes, with over 800 wisecracks per movie, there are more laughs in each episode of *MST3K* than in a year's worth of any mainstream sit-com.

THE X-FILES

A special FBI investigator is assigned to follow up on the cases that science can't provide a ready explanation for. He's assisted by his partner, a medical doctor, who is also supposed to keep an eye on him. The agent is driven by a quest to find his sister, who disappeared during a mysterious UFO encounter decades ago. Each episode deals with an extra-natural phenomenon, and with the agent's continuing search for his sister.

PRISONERS OF GRAVITY

Probably available in every part of Canada but mine, it's the *Entertainment Tonight* of science fiction. Host Commander Rick delves into a different area of the genre each week. The show features special reports on, and interviews and discussions with, new and veteran SF writers, artists, and producers.

REN AND STIMPY

Seen on Nickelodeon, it used to

be available here on Much Music until the CRTC made them pull it off the air for absolutely no other reason than it was too popular. (I'm not kidding!) Not everyone loves the 1950s style that *R&S* utilizes. It's largely a parody of that era's culture and values, and mocks the conventions of '50s cartoons.

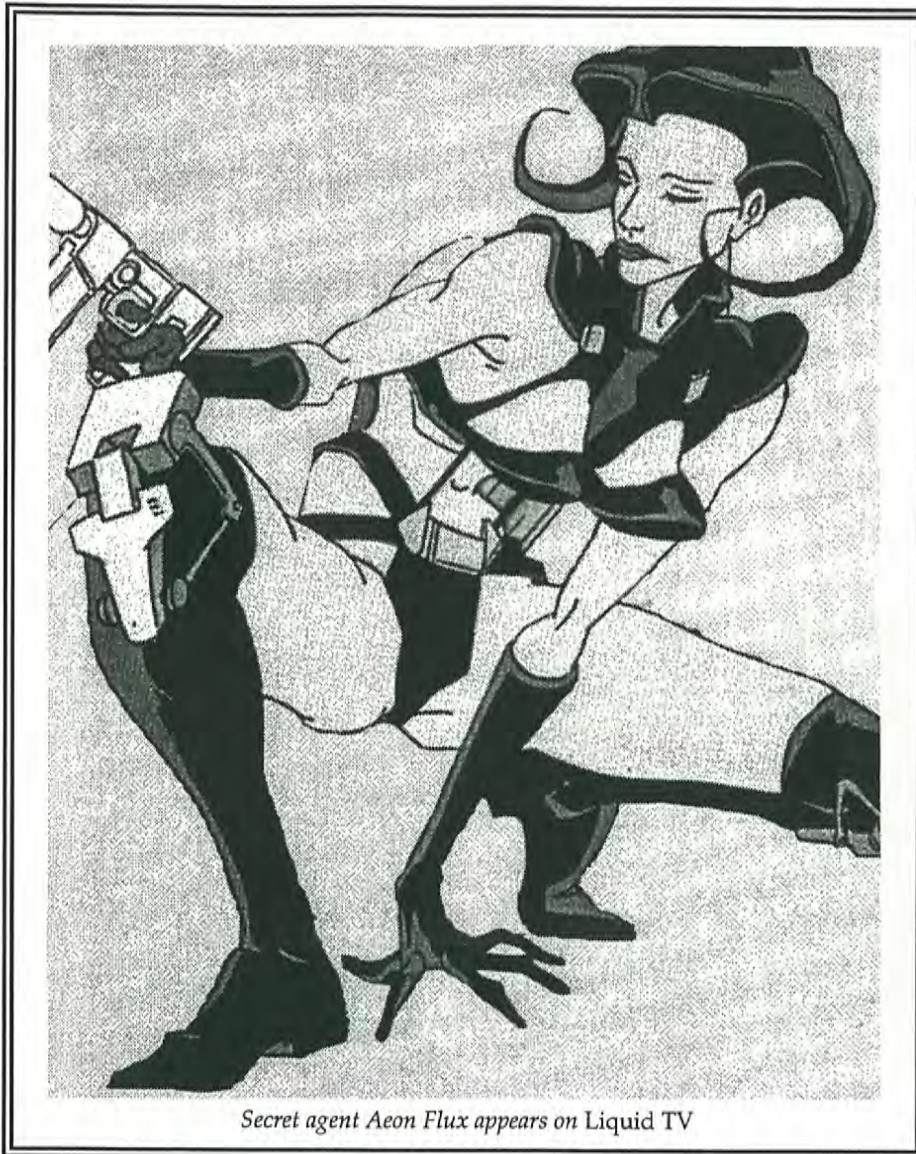
A sadistic chihuahua and a masochistic cat live together in a decidedly alternative relationship and go through all the usual cartoon hi-jinks, but with an extremely violent and disturbed slant.

LIQUID TV

Seen on MTV, *Liquid TV* is a weekly half-hour featuring avant-garde animation from around the world. Although it has recently been eclipsed by the abysmal *Beavis and Butt-head*, it spotlights some extraordinary animation worth seeing, such as the adventures of Aeon Flux, a provocative female secret agent. Segments of *Liquid TV* are shown here and there on Much Music, but not the complete program.



Ren and Stimpy: Cartoon hi-jinks



Secret agent Aeon Flux appears on Liquid TV

THE SCI-FI CHANNEL

Airs a whole schedule of noteworthy productions. It's available in some areas of Canada, but not in most. This is partly because it is, admittedly, a very specialized-interest channel, but mostly because the CRTC has refused most channels initiated after 1985. You can guess how I feel (and probably most of you feel) about that!

Currently, the CRTC is deliberating on whether to allow new U.S. channels into the country, and trying to decide on a number of new Canadian channels. One such new Canadian channel is called The Space Channel and bills itself as the Canadian Sci-Fi Channel.

If approved, Space would feature numerous old SF series and movies, as well as (they say) 25% Canadian-produced material. A new Canadian SF series would be nice; we haven't had one since 1973's low-budget *Starlost*. Space would also provide publicity for fandom and fannish organizations.

Up against the Space application are several arts and culture channels, a feminist channel, and a country music channel.

Want to bet on which ones get selected?

Shoe

By Jeff MacNelly



Conv-iction '94 Reviewed

by Kevin Holden

The weekend of February 19, 20 saw Montreal fans flock to Conv-iction '94, at the downtown Maritime Hotel.

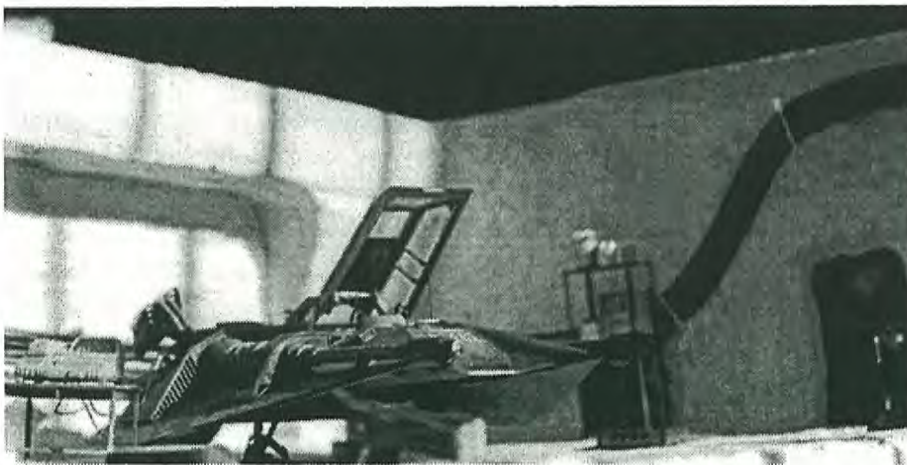
Maybe it was because it was at the Maritime, where the original Con•Cepts were held, and where MonSFFA members meet each month to revel in their hobbies, that something seemed awry at this con. Was it the keenly-felt absence of Larry Stewart? Fandom's irrepressible master of ceremonies was nowhere in sight. Could it have been the lack of a costume

competition? The few brave souls who haunted the hallways adorned as barbarian queens or Romulans looked as lost and confused as Queen Anne's ghost in the tower of London. No dance, no parties, no receptions, no autographs, no SF guests, and ultimately, no science fiction programming. What the hell were we doing there?

Conv-iction is a hodgepodge presentation of several diverse interest groups. The AQJS gaming society, the medieval SCA, artist groups, a few *Trek* and SF groups,

and mainly, a number of science-booster clubs (they left the UFO-nauts out this year). As such, the con is supposed to be diverse enough to represent the interests of each group. This it was, but, from my personal view, not evenly, and especially not proportional to the interests of the attendees.

Much of the convention space was given over to the various science groups. Static-electricity displays, astronomy charts, and rubber band airplanes(!) filled the cavernous room. The public however, seemed uninterested, as the room was usually empty. The medieval room was beautiful, with examples of costumes, armour, tapestries, music, and art. It seemed to attract a crowd and could probably have used more room. The art show was small, and even though the work was interesting, it was noteworthy that so many of the usual artists were not represented. Finally, ignoring the useless and virtually empty video room (come on guys, we all have these things on tape at home, now), we come to the saucer section, filled to capacity with display tables and dealers. As a model builder, I was delighted to see some of the finest SF-kit work I've ever seen. Lots of it.



One of the superb dioramas on display at the con (Conv-iction '94 photos by Kevin Holden).



A computer demonstration at Conv-iction '94.



A local modeling enthusiast fabricated this limited-edition figure-kit of the animated Batman.

There was, however, not much else: three video dealers selling the exact same things, (no book dealers at all); several clubs, including MonSFFA, KAG, and The Seeker (a francophone club from Quebec City); some very noisy computer gamers; and a few miscellaneous dealers.

Programming in general, what there was of it, was almost entirely science-oriented. Canadian astronaut Ken Money was there for the second year in a row (fresh after having slammed the Canadian government for lack of science spending on the national news the previous evening). There was no SF programming at all, no discussions, presentations, workshops. Nada.

Maybe its a cultural thing. This con being largely francophone, the organizers may not have felt the slightest obligation to do things the way other (read: English) cons do them. That's fine, but I think the problem here was that they simply tried to spread themselves too thin. They tried to please too many distinctly different groups, and wound up not fully satisfying anyone. I'm not remotely interested in grade-school science projects, and the lack of SF panels left me and many others looking for stimulation outside the con.

Not that it was all that bad. The display room, I repeat, was quite interesting, and the medieval room marvellous. But I suspect those who paid full admission expected more.

(Editor's Note: Conv-iction '94 quoted to *Warp* an attendance number of 814, which, we believe, sets an attendance record for fan-run cons in this city.)



A young girl is fascinated by one of the science demos at Conv-iction.

CREATION'S "SIRTISCON" REVIEWED

by Keith Braithwaite

Close to 3000 fans descended on Place Bonaventure over the weekend of March 5 and 6 to see *Trek* star Marina "Troi" Sirtis, in town courtesy Creation Entertainment.

I'm no fan of Creation conventions or similar big, impersonal, usually pro-run *Trek* events. As Creations go, however, I'd say this "SirtisCon" rated fairly well, on par with the best of the Creations that have passed through Montreal these past few years, maybe even a tad better. Marina Sirtis was the ingredient that made the con that tad better; the rest of the show wasn't all that special.

The Creation formula provides for an afternoon's worth of slide and video presentations, a trivia contest, an auction, and (of course) shopping in the dealers' room, all leading up to the highlight of the day, the guest appearance. I found this year's video lips and behind-the-scenes-on-the-*Trek*-set slide show rather lame, not much more than filler. Past Creations have always provided a number of tantalizing tidbits of information about upcoming *Treks*; this year, precious little was revealed about the *TNG* movie about to start shooting, or the new *Trek* TV series, *Voyager*, currently in the planning stages (heck, the last two issues of *Warp* had more info on both of these than the Creation people did, and Creation's supposed to have an inside track!). And, the dealers' room was small, and there wasn't as much of a variety of stuff as we've seen before.

The large ballroom was packed to the rafters with eager Trekkies (there were several hundred more people in that room than the law allows for, I'm sure) as the hour approached for the arrival of Marina Sirtis. I'd heard that Sirtis was rather nasty to fans at a show in Toronto last year and that some fans had walked out on her talk in disgust. The buzz was that she made for a lousy guest, that she wasn't good with the fans. If that



Actress Marina Sirtis, in character here as *TNG*'s Counselor Troi, was the star attraction at Creation's recent Montreal show

was ever the case, she's since changed her act.

Sirtis put on one of the best shows of all the *Trek* stars who have visited our fine city. She was enthusiastic, playful, funny, a bit sassy, told some amusing stories of life on the *TNG* set, and seemed genuinely appreciative of the fans who've made her a star. The crowd loved her.

Promising that *everyone* would get an autograph, she followed up her stage appearance with what had to be for her a grueling signing session. Faced with a line-up of hundreds upon hundreds of fans, she persevered, machine-like, through it all until the last kid in a red *TNG* jumpsuit had his autograph. A lot of *Trek* stars won't do autographs because of the large numbers of fans they'd have to accommodate (you can't blame them, really). Sirtis deserves brownie points for singing all of those photos, magazines and other souvenirs.

In conclusion, I'd say this Creation stacked up pretty well against the Creations of previous years, but solely because of the personableness of the guest. Even the best Creations, though, don't come close to measuring up to the fan-run *Trek* cons. Fan-cons put on much better programming and generate a really fun atmosphere around the weekend's activities that is noticeably absent at pro-cons.

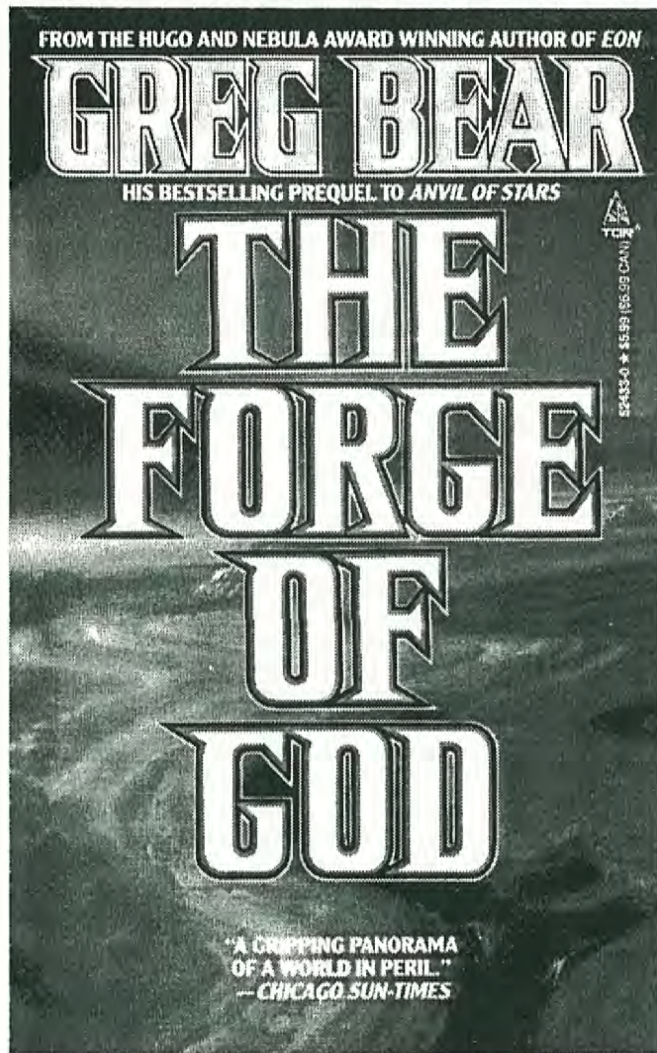
(More on Creation conventions, and the future of cons, in the next issue of *Warp*.)

DYNAMIC DUOS
BOOK REVIEWS BY KEVIN HOLDEN

I don't know about you, but when I start in on a book I like to really lose myself in it. Sometimes one book is just not enough, and by the time it's finished, I'm just warming up to it. That's why I prefer to read books that are part of a larger series, but not until I have

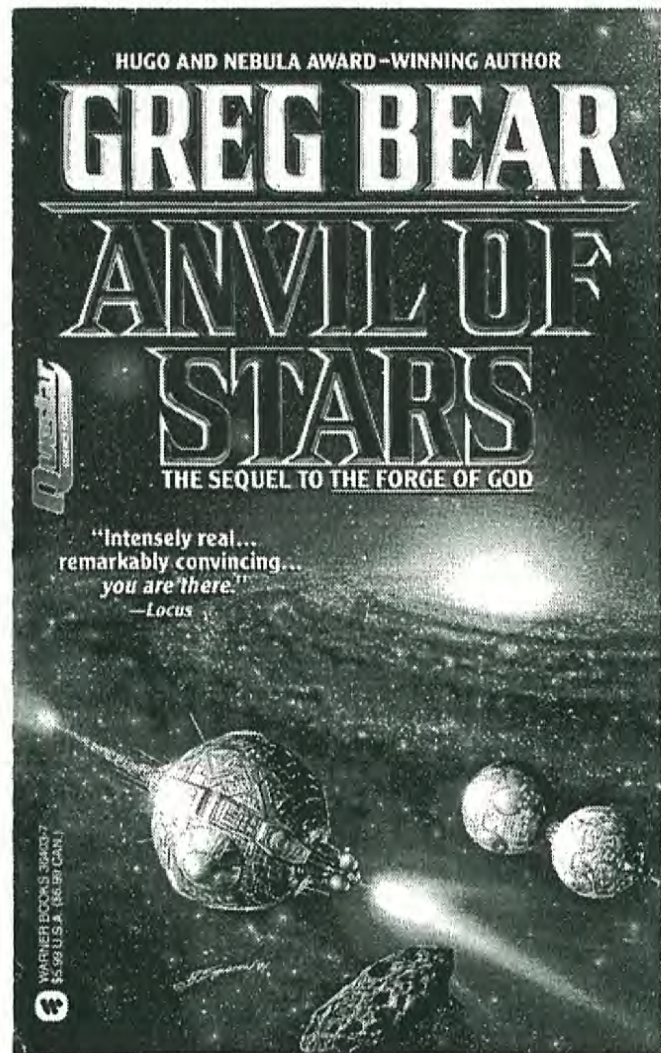
all the books in the series and can just rip right through them.

Reviewed here are several books that are actually one long story spread over two volumes. Some involve certain characters that carry through into a different story, others a continuing story with different characters. Either way, these are some of my favorites:



FORGE OF GOD and ANVIL OF STARS (by Greg Bear)

Mankind's first encounter with an alien civilization turns out to be its last, as a hostile extraterrestrial force plants the seed that will destroy not only humanity, but the Earth itself.



The first book, *Forge of God*, deals with the individuals who are first to realize that the messengers from the stars have set the countdown that will doom them all. It is a very melancholy work, as we witness the death throes of everything we have ever known, and take bitter solace in how noble

we become at the very end.

In the second book, it's payback time as a small group of human children, rescued from destruction, are dispatched by unknown aliens into space to seek revenge for their destroyed planet. It's galactic war on a massive scale, and eminently satisfying.

HYPERION and **FALL OF HYPERION** (by Dan Simmons)

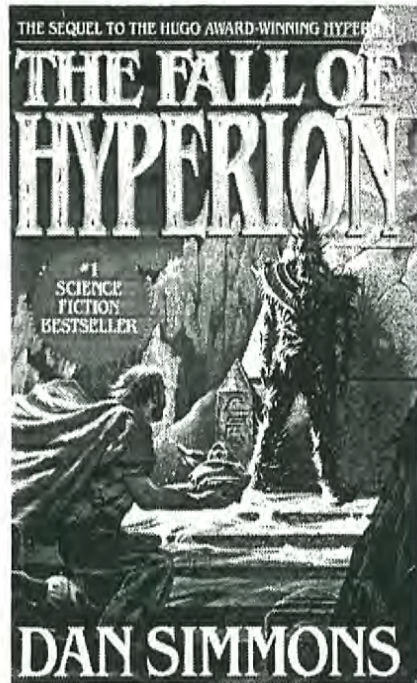
A galaxy-sized story about a group of pilgrims who embark on a journey to the edge of the galaxy and the strange world of Hyperion. They seek a mythical demi-god called the "Shrike," whose power and malevolence are without limit. The Shrike will, legend says, either kill you or grant your fondest wish. Each pilgrim has their own reason to risk it all by approaching the Shrike, and much of the first book

is spent telling their individual tales.

Meanwhile, the galaxy is at war, and civilization as we know it being invaded by galactic outcasts who have stripped mankind of its defenses and are closing in.

The second book deals with the pilgrims' actual encounter with the Shrike, and the sweeping collapse of the galaxy.

The books are colossal in scale of the imagination that went into them, while remaining firmly in the realm of science fiction.



BIMBOS OF THE DEATH SUN and **ZOMBIES OF THE GENE POOL** (by Sharyn McCrumb)

It's us!

In *Bimbos*, two intrepid investigators, who describe themselves as "recovering science fiction fans," are caught up in the intrigue of a murder investigation at a science fiction convention. Everybody you know is in here, not by name, but by personality type: Klingons, litsnobs, the SCA, wimps in loincloths, APAhackers, filkers, and those fans who think they rise above it all, not to mention many professionals, who appear here courtesy of nom-de-plumes. *Bimbos*, is a rather gentle parody of fandom. Highly accurate, if slanted.

The second book, *Zombies*, is a rather vicious attack, even more accurate and knowledgeable about the sub-culture, but far less sympathetic to it.

A murder takes place at a reunion of old, 1960s fans who have rejoined to open a time capsule. The details of fandom's traditions and archetypes are astounding, and the perspective taken on all of it will make you seriously think. If only I had had this book ten years ago.

Much controversy has been generated by these books, and around the question of whether or not they are accurate and fair representations of fans. I personally feel they are extremely accurate. You read them and judge for yourself.

ConAdian Progress Report 5
PRIX AURORA AWARDS 1994

NOMINATION FORM / BULLETIN DE NOMINATION

The 1994 Canadian Science Fiction and Fantasy Awards will be presented in September at ceremonies held during ConAdian (1994 World Science Fiction Convention†) in Winnipeg. The host organization for the 1994 Aurora Awards is SF Canada. / Les Prix Aurora 1994 de la science-fiction et du fantastique canadiens seront remis en septembre, à Winnipeg, lors de cérémonies tenues à l'occasion de ConAdian, la convention mondiale de science-fiction.‡ L'administration des Prix Aurora 1994 est assurée par SF Canada.

Eligibility / Admissibilité: One must be a Canadian citizen, not necessarily living in Canada, or a landed immigrant to be nominated or to nominate. / Les candidat(e)s et les votant(e)s doivent être des citoyen(ne)s canadien(ne)s, résidant ou non au Canada, ou des immigrant(e)s reçu(e)s.

You may select up to 3 nominees in each category. All selections will be given equal weight. / On peut proposer jusqu'à trois candidats dans chaque catégorie. Ces choix seront de valeur égale.

Best Long-Form Work in English — 1992/93: For the best work of SF or Fantasy in a published novel or fiction collection by a Canadian writer, released in Canada in 1992 or 1993.

- 1. _____
- 2. _____
- 3. _____

Meilleur livre en français — 1992/93: Dans la catégorie du meilleur roman ou recueil de fiction publié, écrit par un(e) écrivain(e) canadien(ne) et sorti au Canada en 1992 ou 1993, qui relève de la science-fiction ou du fantastique.

- 1. _____
- 2. _____
- 3. _____

† 'ConAdian' is the registered Business name of Conadian A Inc., a Manitoba Non-share corporation. 'World Science Fiction Convention' and 'World Science Fiction Society' are service marks of the World Science Fiction Society, an unincorporated literary society. All rights reserved.

‡ 'ConAdian' est le nom commercial enregistré de Conadian A Inc., une société sans actions du Manitoba. 'World Science Fiction Convention' et 'World Science Fiction Society' sont des marques déposées de la World Science Fiction Society, une société littéraire non-incorporée. Tous droits réservés.

Best Short-Form Work in English — 1993: For a published SF or Fantasy novella, novelette or short story by a Canadian writer, released in Canada in 1993.

- 1. _____
- 2. _____
- 3. _____

Meilleure nouvelle en français — 1993: Dans la catégorie de la meilleure nouvelle publiée, écrite par un(e) écrivain(e) canadien(ne) et sortie au Canada en 1993, qui relève de la science-fiction ou du fantastique.

- 1. _____
- 2. _____
- 3. _____

Best Work in English (Other) — 1993: For SF or Fantasy activity, in English, by a Canadian in 1993, not encompassed by the previous two categories. For example: Critical writing, media presentation, anthologies, magazines, poetry, translator.

- 1. _____
- 2. _____
- 3. _____

Meilleur ouvrage en français (autre) — 1993: Dans la catégorie du meilleur travail relevant de la science-fiction ou du fantastique canadiens en 1993, qui n'est pas compris dans les deux catégories précédentes. Par exemple: anthologie ou collectif, revue, activité médiatique, critique littéraire, direction littéraire, poésie, traducteur.

- 1. _____
- 2. _____
- 3. _____

Artistic Achievement — 1993 — Accomplissement artistique: For a work or body of work produced by a Canadian artist during 1993. / Pour une œuvre ou pour la production artistique d'un(e) Canadien(ne) en 1993.

- 1. _____
- 2. _____
- 3. _____

Fan Achievement (Fanzine): For a Canadian fanzine or fanish newsletter relating to SF and Fantasy fandom published at least once in 1993. / **Accomplissement fanique (fanzine):** Pour un fanzine ou bulletin fanique canadien, consacré au milieu de la science-fiction ou du fantastique, publié au moins une fois en 1993.

1. _____
2. _____
3. _____

Fan Achievement (Organizational): For contributions to Canadian convention or club activities during 1993. / **Accomplissement fanique (organisation):** Pour des contributions à des congrès ou des activités de clubs canadiens de SF en 1993.

1. _____
2. _____
3. _____

Fan Achievement (Other): For Canadian fan activity in 1993 not encompassed by the previous two categories, e.g. multi-media presentation, music, art, APAS, fan-writing, etc. / **Accomplissement fanique (autre):** Pour des activités faniques canadiennes en 1993 qui ne seraient pas comprises dans les deux catégories précédentes. Par exemple: arts graphiques, musique, présentations multi-média, écriture fanique, etc.

1. _____
2. _____
3. _____

SIGNATURE: _____

(Please print / En majuscules, s.v.p.)

NOM / NAME: _____

ADRESSE / ADDRESS: _____

Send to: / Envoyez à: Prix Aurora Awards 1994, c/o Dennis Mullin, 69 Donald Street, Unit 6, Kitchener, ON, N2B 3G6.

All nomination forms must be received by March 26, 1994. There is no fee to nominate. / Tous les bulletins de nomination doivent être reçus avant le 27 mars 1994. Il n'y a aucun frais à verser pour les mises en nomination.

Would you like to be put on the Aurora Awards mailing list for next year? / Désirez-vous que vos nom et adresse soient ajoutés à la liste des personnes à qui seront envoyés des bulletins de vote pour les Prix Auroras l'an prochain?

Yes / Oui _____ No / Non _____

Editor's Note: We received this Aurora Awards nomination form only a couple of weeks before the indicated March 26 deadline for making nominations, hardly enough time for us to disseminate it out to our readership—most *Warp* readers will probably receive this issue only days before the 26th, if not after. Consequently, few if any *Warp* readers will be able to make their nominations for the awards.

Fandom is not known for getting things done on schedule, but surely the good people running the Auroras don't realistically expect this fanzine (and others?) to be able to publish these nomination forms and get 'em out in reasonable time when they are delivered to us at the last minute.

We've run into this problem in years past, and we suspect other 'zines have found themselves in the same boat, too. The system badly needs improving!

In order to have gotten these forms into the hands of fans in sufficient time to meet the deadline for making nominations, *Warp* would have had to have received its copy shortly after the new year.

We hope that the organizers of the Auroras will be sure to get the voting ballots into the hands of fans in plenty of time.

BOOKS TO KEEP AWAY FROM: BAD BOOKS BY FAMOUS AUTHORS

Joe Aspler warns us off a few books by big-name writers

I suppose that every writer is entitled to a bad book. It becomes less forgivable when the writer is a leading one, and the cover blurbs trade upon the writer's name. Here are a few books that got me annoyed, not just because they were bad, but because they were written by people who should have known better.

I leave out the books that L. Ron Hubbard published late in his life. I gave up on *Battlefield Earth* after page

300 or so. I was forewarned, and kept away from that series of his.

THE NUMBER OF THE BEAST, by Robert A. Heinlein

Actors are supposed to perform for the audience. You may want to amuse, educate, titillate, or shock your audience. You may want to make them think or to change their ways. But whatever you do, the audience is supposed to have your attention. All actors are supposed to beware of the deadliest of sins in their profession: the self-indulgent performance.

The Number of the Beast was the most self-indulgent book I've ever read. Heinlein gave us what he (no doubt) thought was an entertaining

ride with an assortment of his and other people's fictional characters. What can I say? He failed. Disastrously.

THE CAT WHO WALKS THROUGH WALLS, by Robert A. Heinlein

What can I say about this one? It was so bad, I couldn't even finish it. Heinlein, as I think I once wrote in *Warp*, was like the little girl in the nursery rhyme: when he was good, he was very, very good. And when he was bad...

The Cat Who Walks Through Walls was vintage Heinlein at its worst. All that I can (mercifully) remember is that once again some pompous git is running for his life. However, he still has time for long-winded expositions of Heinlein's personal philosophy.

The cover by Michael Whelan was excellent. A year or two later, I bought a couple of other Michael Whelan prints at a Worldcon dealers' room. I explained to Michael that, much as I liked the *Cat* cover, I wouldn't have a reminder of *that* book on my wall.

BIO OF A SPACE TYRANT (first volume), by Piers Anthony

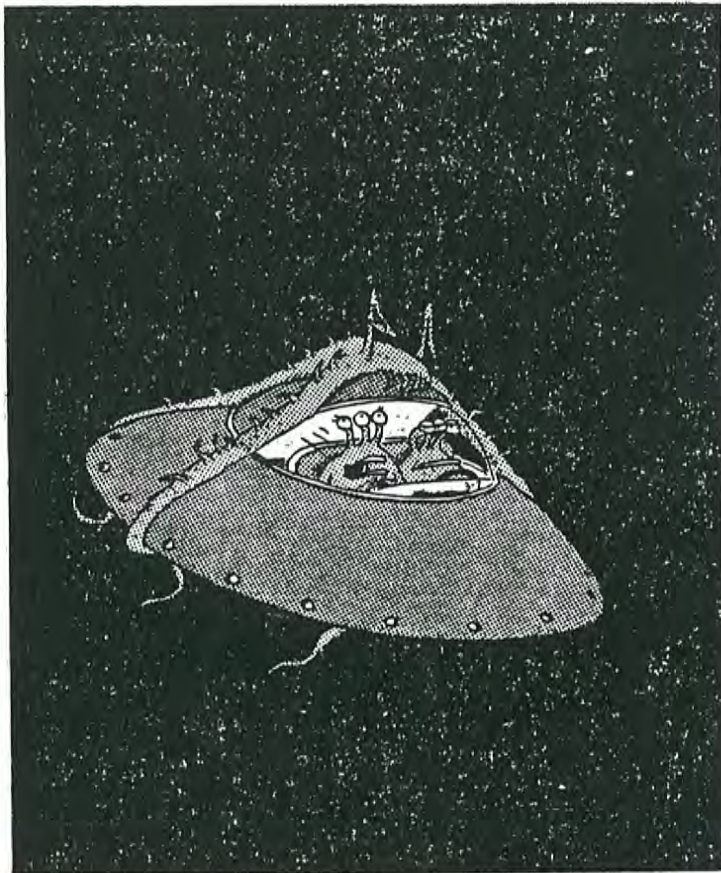
This was the first volume in a multi-volume series. This was also the last one that I bothered to read. Piers Anthony teaches us that, if you work hard and suffer a lot, you too can become dictator of the universe. Or something like that. During a time of social and political collapse in the solar system, things get very nasty and unpleasant. Anthony's hero fixes things up just fine.

Several years earlier, Pohl Anderson published *The Long Night*, a fine collection of short fiction about the decline and fall of a space civilization. In a single, 30-page short story, Anderson told us more about civilization than Anthony managed to tell us in 1000 pages. And even Charles Dickens would have been embarrassed by Anthony's unlikely plot twists and his milking of the audience's emotions.

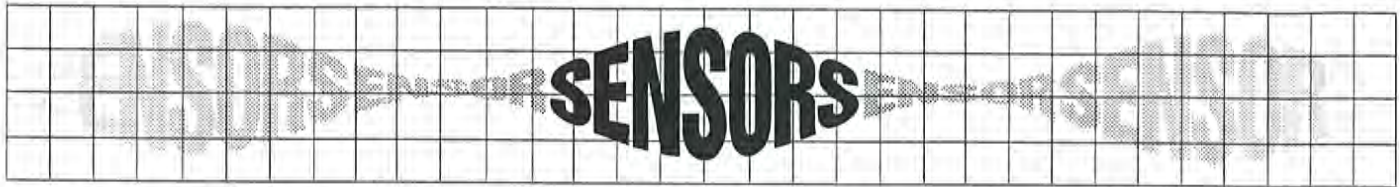
Oh yes: I stopped reading *Xanth* books long ago. I have a firm rule that "trilogy" means three books, not ten!

Far Side

By Gary Larson



"Aaaaaaaaaa! ... Oh, sorry — it's just the dog."



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

Information for this article was culled, primarily, from *The Montreal Gazette*, *Hour*, *Entertainment Tonight*, *Starlog Magazine*, and fandom's grapevine, both spoken and electronic.

CANFANDOM

We'll be looking at local convention activity in a moment, but first, word comes down the pike that a plan to charter a train to the 1994 WorldCon in Winnipeg, Manitoba, has been scrubbed. A number of Toronto (and Ottawa?) fans envisioned a rolling mini-con (Viacon) making its way west to Winnipeg, picking up fans in Montreal, Ottawa, Toronto, etc. as it went. Via Rail, however, was apparently unable to provide what was asked for. Too bad; it would have been a fun way to travel to the WorldCon.

Now, local conventions:

Conv-iction, which began as a small, one-day, church-basement event a few years ago, this year matured into an impressive two-day exhibition of things scientific and SF/F. Conv-iction '94 reported to *Warp* an attendance figure of 814, which, as far as we know, sets an attendance record for fan-run conventions in Montreal.

The February 19, 20, '94 con featured three rooms worth of display (and some dealer) tables, showcasing science clubs, medieval recreation/role-playing clubs, SF/F model builders, and SF/F clubs. A small art show was also set up, as was a video room. Programming was minimal, and mostly science-oriented. Guesting (as he did last year) was Canadian astronaut Ken Money. He was backed up by a few local, French-language SF/F writers.

Conv-iction offered perhaps the best value for dollar of any of Montreal's cons, charging a scant \$10 at-the-door admission for the weekend (some fans, including

MonSFFA members, got in free through a pre-paid, group-admission-charge arrangement that Conv-iction had in place for clubs that wanted to avail themselves of it).

Con•Cept will not take place this year. The financially troubled con has decided to skip '94 and will move to Spring '95, probably around the end of March, beginning of April. (The move to the spring, we understand, will be permanent, as Con•Cept is abandoning its traditional mid-October spot.)

Con•Cept was founded in 1989 (by MonSFFA) and ran successfully each year until, under a largely inexperienced con-com (MonSFFA had, by this time, pulled out of active involvement in the organizing and staging of Con•Cept), it ran aground last year, drawing less than 300 attendees and indebting itself to the tune of several thousand dollars.

Con•Cept's move has been greeted positively by most in Montreal fandom, who recognize that the con has much rebuilding to do, and risked compounding its difficulties with a go this year, before it was really ready for a come-back.

Late word is that Con•Cept's programmers are toying with (and we stress *toying with*) the idea of turning the con into a strictly literary SF/F event, in that the local market is overflowing with media-oriented cons. This would run counter to Con•Cept's established philosophy of offering as much of a variety of genre interests as possible. However, the argument that media fans are amply served by the city's other conventions is well taken. But if Con•Cept takes the lit-con route, it shouldn't expect to attract much more than a couple of hundred attendees—*most* Montreal fans remain media fans and may not be interested in attending an all-literary convention.

Canadian SF writer Spider Robinson has, apparently, expressed

an interest in guesting at Con•Cept.

A new *Star Trek* convention is planned for our city. "Space: Dream and Reality" is scheduled to run July 9 and 10, '94, and will feature actor-guests John "Q" De Lancie and Armin "Quark" Shimerman, and behind-the-scenes people Michael and Denise Okuda. A local entrepreneur, Productions M.B.D., is staging the event at the Palais des Congrès (201 Viger Avenue, West; Places-D'Armes metro stop).

Unlike most such conventions, attendees will have free access to the dealers'/exhibit room, but pay \$15 per guest appearance, per guest! (That could run into a tidy sum for someone who wants to spend the weekend there and see all the guests.)

We don't have all the details on this first-time con and suggest that interested *Trek* fans contact the organizers for more information. Call them at (514) 761-6868, or fax them at (514) 765-0818.

And lastly, the Montreal Science Fiction Festival is reported on track for its September 24, 25, '94, weekend, with about 35 advance memberships sold to date. This will be the second go-around for the Festival, which premiered last year, winning the praise of fans, but, regrettably, coming up a money-loser. The *Warp* 9 media SF/F club is behind the Fest, and it's hoped that this year's con will not only cover its own costs, but help cover last year's losses. (We wish the Fest well.)

The guest line-up includes *Trek*'s Majel Barrett and *Lost in Space*'s Mark Goddard. An unspecified actor from the new SF series *Babylon 5* may be added to the roster before con day, rumour has it.

TREK

It's likely that Nurse Ogawa (played by Patti Yasutake) and the other cadets who recently appeared on an episode of *TNG* will be among

the crew of the U.S.S. *Voyager* when *Star Trek: Voyager*, the next *Trek* spin-off, starts up in January of '95. (A less likely rumour has Wesley Crusher/Wil Wheaton aboard!) But Ensign Sito (Shannon Fill) ended that *TNG* episode dead, didn't she? Well, we all know that death is not necessarily a permanent state in the *Trek* universe, and we never *actually* saw a body, now did we? In that *Voyager* will be spun off from the final episode of *TNG*, and said episode (a two-hour special) will be a "Q" story, it's fair to speculate that Q will bring Sito back to life (if, indeed, she ever really croaked) so that she'll be able to join her buddies on the *Voyager*. The final *TNG*, by the way, will air the week of May 22. Then it's off to the movies (although, with only a couple of weeks left before shooting on the *TNG* movie—*Trek VII*—is scheduled to start, only Patrick Stewart is signed—the rest of the cast, however, are expected to work out their contracts and be aboard in time).

Meanwhile, following on the success of his *Star Trek Memories*, William Shatner recently closed a seven-figure deal for a follow-up book, telling of his experiences on the *Trek* movies.

WHO FIDDLED WITH THE FRAMES IN ROGER RABBIT?

People are scooping up the laserdisc issue of the Disney-co-produced movie *Who Framed Roger Rabbit?* to get a look at a *nude* Jessica Rabbit!

Someone, probably in the animation department, thought it an amusing prank to insert a frame of Jessica, in all her full-frontal glory, into the film. Among other inserts you'll find, if you know where to look, is the home phone number of top Disney exec Michael Eisner, given as the number of a brothel operated by one Allyson Wonderland.

These inserted frames whiz by too quickly to be noticed by the human eye when watching the film at normal speed. You're not likely to catch them even in slo-mo, or on your video version of *Roger*, either. But laserdiscs can be viewed frame by frame.

Eisner and other Disney officials

are not amused and the search is on for a scapegoat on whom to vent their anger. (No truth to the rumour that Eddie Valiant has been hired to ferret the prankster out.)

TIDBITS

Currently shooting is the first of four new Young Indiana Jones TV movies (George Lucas just will not let this series die). Young Indy finds himself working as a stunt man in early Hollywood days. No word on when Young Indy's new adventures will air.

Comics giant Jack Kirby, creator of Captain America, The Fantastic Four, and The X-Men, among others, passed away last month at age 76. Kirby's style influenced many of the creative people working in the comics industry today.

SoftImage, the Montreal-based company that provided ILM with the tools to create *Jurassic Park's* amazing CGI dinosaurs, was acquired by U.S. software powerhouse Microsoft in a deal worth about \$130 million U.S. Microsoft expects that SoftImage will be able to help it develop software for the coming information superhighway.

LunaCorp, a maker of space-oriented CD-ROMs, plans to put a pair of rover vehicles on the moon and charge people to drive their lunar dune buggies by remote

control. The company would set up "rides" at theme parks around the world, from which kids and adults alike could try their hand at steering the robot rovers around Tranquility Base, the site of the first manned lunar landing. LunaCorp hopes to raise the capital needed from various corporate sponsors and advertising agencies, and promises that 25% of the rovers' operating time will be devoted to scientific endeavors.

B-movie king Roger Corman, whose "law" was "always make the monster bigger than the leading lady," has sold his library of cult classics to TV in a deal worth about \$20 million. Known for making movies fast, and for next to nothing, Corman's 300 odd titles include *It Conquered the World*, *Attack of the Crab Monsters*, *Teenage Caveman*, *Death Race 2000*, *Battle Beyond the Stars* (this was one of the few Corman films that were higher-budgeted), and the original *Little Shop of Horrors* (made in a week for less than \$50,000 and starring a young Jack Nicholson).

Steven Spielberg's Amblin Entertainment is preparing another SF TV series for NBC (Amblin does *seaQuest* currently) about the colonization of a new planet. Watch for *Earth 2* this fall.

Good news: The ozone layer over Canada has returned to normal levels.

This comparison of *TNG* and *The Love Boat* surfaced on the Internet computer network and was published in *Entertainment Weekly* magazine. It was sent to *Warp* by fan Ann Methe.

TNG	LOVE BOAT
Bald captain	Bald captain
Black bartender	Black bartender
Young Wesley is related to a crew member and works on the ship	Young Vicki is related to a crew member and works on the ship
Ship's doctor is a main character	Ship's doctor is a main character
Troi, the ship's counselor, is sexy but annoying	Julie, the cruise director, is sexy but annoying
Socially deficient character with job description for name (Data)	Socially deficient character with job description for name (Gopher)
One character is inexplicably replaced, then returns (Beverly)	One character is inexplicably replaced, then returns (Julie)
Captain straightens uniform when disgusted, angry, nervous	Captain straightens uniform when disgusted, angry, nervous
Is in syndication	Is in syndication

FESTIVAL

SCIENCE-FICTION II

MONTREAL'S LARGEST & UNIQUE FAN-RUN MEDIA SCIENCE-FICTION CONVENTION
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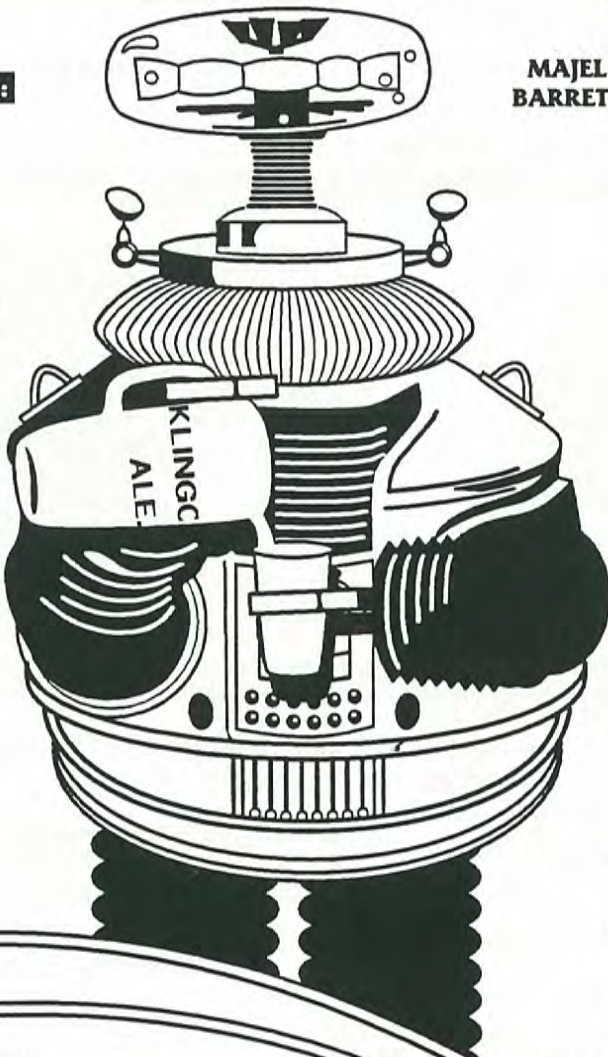
MONTREAL (DOWNTOWN) 1994

SEPT. 24, 25, 1994

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- ★ Party Suite
- ★ and more...



MAJEL
BARRETT



MARK
GODDARD



MIKE
CUNEO



ARNE STARR
DC Comics Inker



LARRY
"THE DOCTOR"
STEWART

RATES AT THE DOOR:

- Sat. \$25/person.
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 - Pre-registration: Weekend.
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HOTEL:

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INFORMATION:

Communications Warp 9
Chris Chartier
P.O. Box 311
Station B
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Canada
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(514) 931-1815
(7-10 pm).



DOWNTOWN MONTREAL
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July 9 and 10 1994



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Q

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Technical Advisor/Writers



John De Lancie

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	Samedi / Saturday		Dimanche / Sunday
	Qté	Qté	Qté
Michael & Denise Okuda	11:30	16:00	11:30
John De Lancie	14:30	20:30	13:30
Armin Shimerman	13:00	19:00	15:30

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

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Interests (optional)

Science Fiction _____

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

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Écriture _____

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Jeux de rôles _____

Autres _____

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Host Clubs: AQJS (l'Association Québécoise des Joueurs de Simulation)
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MonSFFA (The Montreal Science Fiction and Fantasy Association)
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If you require more information please call Andrew Gurudata at 363-2720 (or you can reach him via Internet: guru@nete.dnd.ca) or you can write to TransWarp 94 c/o Chris Chartier, P.O. Box 311, Str B, Montréal, Québec H3B 3J7