

# WVAD RIP 87



KEITH 2014

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Please help us plan your activities!

### On the Cover

Sasquatch, by Keith Braithwaite, coloured  
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*Find us on Line!*



**YAHOO!**

### MonSFFA CALENDAR OF EVENTS

Except where noted, all MonSFFA meetings are held  
Sundays at 1:00 P.M. to 5:00 P.M.  
Espresso Hotel, St-François Room, 1005 Guy Street, corner René Lévesque.

**Programming is subject to change, check our website for latest developments.**

#### JANUARY 19

Club Elections ✳ Think you know your solar system? (Cathy)  
Videotaping of New Year Resolutions ✳ Fan fiction potluck (Keith)

#### FEBRUARY 16

It's Valentine's Day! Share your favourite SF/F love stories  
Now that was a Great Show!: A nostalgic remembrance of  
vintage SF TV ✳ RIP (Remembrance in Profile) Gerry Anderson

#### MARCH 23

Robots, are they friends or foes? (Sylvain) ✳ Tagline: a game (Keith)  
Improv panels - fan acting - (Marquise)

#### APRIL 13

Book Sale (Cathy & Alice) ✳ Virtual crimes part two - (Steven)  
"We shall not see their like again" R.I.P. - Remembrance in profile - Part 2

**NB the following dates are still to be confirmed with hotel.**

#### MAY 25

A Filmmaking retrospective (François) ✳ Short stories (Alice)  
Board games and gaming panel (Mark, François & Cathy)

#### JUNE 8

MonSFFA Field Trip: Details to be decided by membership

#### JULY 20

Annual BBQ in Angrignon Park.

#### AUGUST 17

Raiders of the Display Cabinet: Show off your oldest collectable  
Makeup panels (Marquise, Lindsay)  
Dollar Store Christmas Ornaments (Keith)

#### SEPTEMBER 28

Creative Creatures (Sylvain)  
Visuals of favourite Convention Costumes (Cathy & Sylvain)

#### OCTOBER 26

Paleo art (Keith) ✳ It came from the Internet! Search out cool  
SF/F stuff. Send us the URLs in advance so we can share  
your findings with your fellow members).

#### NOVEMBER 16

Strange societies (Sylvain) ✳ R.I.P. - Remembrance in profile - Part 3  
Sci-fi cinema's coolest alternate endings and deleted scenes! (Keith)

#### DECEMBER 6

MonSFFA Dinner & Christmas Party

Really Fine Print: WARP is published quarterly by the Montreal Science Fiction and Fantasy Association (MonSFFA), a nonprofit organization of fans interested in sharing their love of science fiction and fantasy. The opinions expressed in WARP are those of the individual writers and do not necessarily reflect those of MonSFFA or the editor. To reprint any article, please contact the writer, or ask the editor to pass on your request. The use of copyrighted material is generally discouraged; but sometimes unavoidable; our apologies to the copyright holders, no serious infringement is intended. This is an amateur production, and your tolerance is appreciated by your fans.



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Dear Cathy and MonSFFen:

Greetings to all, and Christmas is nigh as I write this, so we wish for all of you that you have/will have/had a great December holiday, no matter what you celebrate. (I never know when the next issue will be, so I am covering all my bases.) Here are some cogent

comments on Warp 86 as good ol' Montreal Bill screams out some of his greatest hits...

The letter column...I think that many conventions these days are of the belief that while rooms like the dealers' room is a vital part of a convention, every aspect of the con has to pay for itself. That's why tables are priced the way they are, plus the idea of dealer's memberships (lower priced, but with reduced access to the rest of the con), and even scaled prices for dealer's tables (\$50 now, \$65 after a certain date, for example). I will be asking Ad Astra again this year about a table, just have to get someone to actually answer the e-mail.

My loc...well, the CNIB gig was some time ago now, and I am at the end of yet another assignment, this one with Perennial Designs in Etobicoke, just south of our address. I got two months of proofreading work from them, and there had been hopes of another contract extension into February, but it was not to be. Christmas Eve is my last day; not the kind of present I wanted, so the job hunt starts yet again.

We have expressed interest in tables at Ad Astra, Art-O-Con 3 and a few others. We have purchased a table at CostumeCon

next year, and we will also be acting as on-site dealers liaison to the committee while we are there. I have hopes for Montreal again in 2017, but Helsinki put up a strong showing for 2015, and I think that the Montreal bidders will be hard pressed to come through. I have heard of Perception from Rene, but not much more.

I have been working on another convention list for the greater Toronto area, and as soon as I get it done, I will be sending it to you. And, let me know when you might like another Tale from the Convention!

The second Star Trek reboot movie...like Sylvain St-Pierre writes, some elements have been inserted because they look cool, without regard for logic or consistency. Some items are put in for potential Easter eggs, or eye candy, or to get viewers to say, "Did you see that?", and go see it again or buy the DVD/BluRay. I am a purist, so I am not sure I like the reboot; I would rather go to the main timeline after Voyager, and resume it with some new ideas. Time police, Starfleet secret service, etc. More can be done.

Ad Astra's focus has changed slightly over the years, from literary to being literary and more, and I think it's been a winning combination. Programming can still be a little writer heavy (we don't all have a novel on the go), but the dealer's room does need more variety...for many years, Janet Jones and Yvonne and I would go out to trade shows to find new dealers, and we found so many, they populated dealers' rooms at Ad Astra, Polaris and other conventions for years. Looks like we need that kind of search again. Ad Astra has moved yet again, this time for 2014 up to Richmond Hill and the hotel that Polaris used for its last few years. We're there for friends, and not for the authors, but we expect that if we do not have a dealer's table there, we will be there Saturday only.

Hey, Cathy! GoH position at the 2014 Astronomicon! Excellent! Well done, and an excellent choice.

So close to the weekend, and to Christmas, too... Yvonne and I wish everyone a wonderful Christmas and New Year's, and may 2014 be better for us all.

Yours, Lloyd Penney

Hi, Lloyd!

Sorry to hear you are job hunting yet again. Not a good Christmas gift, for sure!

I was at the business meeting when the first bid was made for Helsinki, and was very impressed. For myself, I prefer that World Con not be in Montreal, it's hardly an exotic location! LOL! I was recently looking over the list of upcoming bids and it looks like World Con is actually becoming global with bids from Helsinki, Beijing, Japan, Paris, Dublin and New Zealand.

Perception is still on the Montreal wish list, but needs someone to run it. No surprise there, volunteers are few and far between, and qualified conrunners even scarcer. That's what

eventually killed Con\*Cept, not enough people to do the job properly and stuff falling between the cracks.

Thanks for your convention list and the updates you have sent me since. I will be using it, and the Tale from the Con, in this issue.

I really like Ad Astra, and since I'm an avid reader I always look forward to meeting the authors. Lately, there is less and less on TV and in the movies that I find interesting or even halfway innovative. I passed on the last two Star Wars and the last Star Trek. Hollywood has run out of original ideas.

Unfortunately, Astronomicon 2014 was put on hold—lack of volunteers. No surprise, sigh. Wayne wants to spend a year building a better foundation for the con. I'm not sure about Albacon, they've had cancellations and a relaxacon, but apparently LASTSFA won the 2015 bid for World Fantasy, so maybe it's just a question of priorities.

Regards to Yvonne, hopefully seeing you both at Ad Astra!

Yours in fandom,

Cathy



## UPCOMING EVENTS

Lloyd Penney

**March 1 - Toronto SpecFic Colloquium**, Guest: Christopher Golden  
[www.specficcolloquium.com](http://www.specficcolloquium.com)

**March 1&2 - Ottawa Geek Market**, Nepean Sportsplex, Ottawa. Bazaar for fannish interests. [www.geekmarket.ca](http://www.geekmarket.ca)

**March 7-9 - Toronto ComiCon**, Toronto, ON [www.comicontoronto.com](http://www.comicontoronto.com)

**March 7-9 - Furnal Equinox 2014**  
Toronto, ON Guests: Sabretoothed Ermine, Sandy Schreiber  
[www.furnalequinox.com](http://www.furnalequinox.com)

**March 16 - Steam on Queen** Spring Bazaar, Toronto. [www.steamonqueen.ca](http://www.steamonqueen.ca)

**April 4-6 - Ad Astra 2014**, Richmond Hill, ON. Guests: David Weber, Anne Groell, Patricia Briggs, Steven Erikson.  
[www.ad-astra.org](http://www.ad-astra.org)

**April 19 - GTA Comic Con 2014**, Toronto, ON [www.gtacomicon.com](http://www.gtacomicon.com)

**April 19 - Bizzarr Bazzarr**, 15 Harmony Road N., Oshawa. Victorian fair and steampunk bazaar. Free admission.  
[www.popculturecanada.ca](http://www.popculturecanada.ca)

**April 25-27 - FilKONtario 24**, Mississauga, ON. Guests: S. J. Tucker, with the Heather Dale Band; Gary Ehrlich, Piers Cawley  
[www.filkontario.ca](http://www.filkontario.ca)

**April 25-28 - Costume Con 32**, Toronto, ON [www.costumecon32.com](http://www.costumecon32.com)

**May 2-4 - Eeriecon 16**, Grand Island, NY. Literary SF/F/H convention. Guests: David B. Coe, Mark Leslie, more.  
[www.eeriecon.org](http://www.eeriecon.org)

**May 9-11 - Ottawa ComicCon**, EY Centre, Ottawa Guests: Kane Hodder, Amanda Tapping, more.  
[www.ottawacomicon.com](http://www.ottawacomicon.com)

**May 10-11 - Toronto Comic Arts Festival**, Toronto Reference Library,  
[www.torontocomics.com](http://www.torontocomics.com)

**May 23-25 - Anime North**, Toronto Congress Centre + 3 hotels, Toronto.  
[www.animenorth.com](http://www.animenorth.com)

**May 23-25 - What The Fur!?** Montreal, QC Furry con with steampunk theme. Guest: Alex Cockburn.  
[www.whatthefur.com](http://www.whatthefur.com)

**June 6-8 - Niagara Falls ComicCon**, Niagara Falls, ON. Guests: William Shatner, Sylvester McCoy, Dean Cain, Kevin Sorbo, Tony Todd, Ernie Hudson, more. [www.NFComicCon.com](http://www.NFComicCon.com)

**June 28 - Steam on Queen**, Campbell House, Toronto. Steampunk bazaar.  
[www.steamonqueen.ca](http://www.steamonqueen.ca)

**July 4-6 - Polar Chill 2**, Toronto, ON

Includes the 2014 Constellation Awards.  
[www.tcon.ca](http://www.tcon.ca)

**July 17-20 - Detcon 1**, Detroit, MI. (NASFiC). Guests: Steven Barnes, John Picacio, Bernadette Bosky, Arthur Hlavaty, many more [www.detcon1.org](http://www.detcon1.org)

**July 18-20 - ConBravo!** Hamilton. ON Gaming/cosplay convention, more. Guests: Angry Joe, DJ Cutman, more.  
[www.conbravo.com](http://www.conbravo.com)

**August 1-3 - Condition vs. The Monsters**, London, ON. Furry con  
[www.conditionfurry.ca](http://www.conditionfurry.ca)

**August 14-18 - Loncon 3, 72nd World Science Fiction Convention**, London, UK. Guests: Iain M. Banks, John Clute, Malcolm Edwards, Chris Foss, more.  
[www.loncon3.org](http://www.loncon3.org)

**August 28-31 - Fan Expo Canada**  
Toronto, ON 20th anniversary event.  
[www.fanexpocanada.com](http://www.fanexpocanada.com)

**Sept. 5-7 - Fan Events Forum**, Toronto, ON Conrunners' convention. Sponsored by Anime North. Website TBA

**Sept. 19-21 - RocCon 2014**, Rochester, NY. Comics, gaming, SF, anime con  
Guests: Brent Spiner, Alaina Huffman, Vic Mignogna, more  
[www.rochesterscificanimecon.com](http://www.rochesterscificanimecon.com)



# Star Dracula, Part IX

François Ménard

***The story so far:** When the Jump-gates failed, worlds colonized by humanity were isolated until the invention of the super-light drive. Ships from New London are re-establishing contact with other worlds, one of them being the HCSS Demeter, captained by Jonathan Harker, just arrived in the Carpathian system. First-Contact Op, Thomas Renfield is sent down to the planet, but crash lands. IGOR takes him to "Master" who introduces himself as Dracula, and explains that an IGOR is an Iso-Genetic Organic Robot.*

*While he sleeps, Dracula poisons Renfield's mind against Captain Harker. Fearing for his life, Renfield escapes in the lander. Worried when there is no word from Renfield, Harker drops down to the planet to search for him. Dracula welcomes him with drugged wine. When he awakes, Harker is unable to contact Renfield or the ship. He sprains his ankle trying to escape the mansion in the dark.*

*Renfield is running amok on the Demeter and another lander is lost in an attempt to rescue Harker. The first officer orders the launch of an emergency survival pod, hoping Harker will find it, and heads for home.*

*Six weeks later, the Demeter was on a collision course with the planet Piccadilly, and Harker was still lost on Carpathia. Rescuers found the Demeter's crew all dead of sudden blood loss, except for a delirious Renfield. Carpathia is declared quarantined until the cause is found, but Mina, Lucy and Dr Seward are determined to rescue Harker.*

*Lucy is in sickbay suffering from severe anaemia and Mina has hired a pilot to rescue Harker. Renfield escapes from confinement in mysterious circumstances and is found eating insects in Hydroponics. An orderly is discovered in a tank, her body drained of blood. A team of medical specialists, including a very elderly Professor Van Helsing, arrives. Carfax Station is put under medical quarantine.*

*Van Helsing collects garlic and wolf's bane to protect Lucy, but later Lucy is discovered dead, the protective plants heaped in a disposal unit. Later, Lucy appears again, threatening Arthur's life. Van Helsing stops her with silver and wolf's bane, Arthur puts a stake through her heart.*

*Meanwhile, back on Carpathia....*

**H**ow long had it been? Jonathan did not know. Days and nights seemed to blur into one another, weeks passing into months. He had long ago stopped bothering to keep count.

Worried the survival pod would attract more of those nightmarish wolf-things Captain Harker had pulled six weeks worth of provisions and equipment from it and abandoned the pod. Survival had not been his only motivation for leaving the pod's touchdown location. The explorer in him wanted to learn more about this terrifying world.

Fear was born of ignorance, or so it was said. If he could learn more about this world and what had happened here perhaps the constant sense of fear and apprehension would lessen. At least that was his hope. He suspected much of it was due to the genetic research that had been done here so long ago, something or some *things* that had gotten loose and adapted over the generations, the wolf-things, those strange, terrible *women* that still haunted his dreams, both terrifying and arousing him. He was no biologist, but he had never heard of anything even remotely similar being achieved through genetic engineering, or any other form of biological alteration.

He was beginning to lose hope, however, as his provisions were beginning to dwindle and he had not found anything of interest other than the odd broken, crumbling, empty ruin of a structure. That, and while the wolf-thing howls had once horrified him, their absence now frightened him even more. Add to that his ankle had never healed properly, leaving him with a limp that made exploring in this rocky terrain difficult, making him wish he had stayed with the survival pod.

It was then he came across it. A structure mostly intact. The roof was gone, collapsed most likely, but the walls were still standing as were the large, metal doors. It had been a low

standing building, only a single story, but obviously designed for security and resilience. The one question that jumped to the forefront of Jonathan's mind, had it been built this securely to keep anything from getting in or to keep what was inside from getting out?

At this particular moment, however, it was doing a very good job of keeping Jonathan out. After circling the structure three times the only possible entrance he found was through those large, metal doors. There were no other points of access, windows, or even cracks in the wall larger than the width of a hair. All that remained of the door controls were frayed, oxidized wires poking through a metal-rimmed hole no wider than Jonathan's index finger. Fashioning a makeshift lever from nearby odds and ends and a broken rebar, he went to work on the doors. For nearly three hours he shoved, heaved, pulled, and more often than not yelled at the doors. At last he heard a sharp, loud, metallic *snap* and the left door nudged open. Little more than a centimetre but at last some progress. He kept at it for another hour but the door refused to give him any more than another two or three centimetres. As night had fallen and he was exhausted, he decided to make camp there and try again in the morning.



The trip to the Carpathian system aboard Captain Julia Anders' ship, the PTS Daft Reason, had been uneventful. Long, boring, almost unbearable for Mina. Like most civilian transports, the Daft Reason was mostly automated, only a single person was required to fly the ship at sub-light velocities, and less than that for super-luminal. The crew numbered only four people including Captain Anders, a pilot, an engineer, and a JOAT (jack of all trades) named, of all things, Jack. They had been kind and considerate enough, Jack in particular. Mina began to think he fancied her but after a short chat with Julia he apologized and



left her to her thoughts. When she wasn't in her quarters, Mina would stand on the mostly empty bridge, staring at the viewport as if she could *will* the ship to move even faster. Six weeks of worrying, hoping, and longing. It had nearly driven her crazy.

Then one day as Mina watched the swirling vortex, an optical illusion created by the super-light drive, Captain Julia Anders came in. "Gonna need some room, luv," she said. In truth, the Daft Reason's bridge was little more than an oversized cockpit with a single seat for the pilot and not much room for more than a single other person to stand. "Commin' up on that system of yers." Mina started to make her way off the bridge, "Nah, deary, you can stay, just give me some space. I'm not as thin as Mike," referring to Mike Hoskins, being Daft Reason's pilot as she squeezed past and into the pilot's seat. "I know ye've been waiting for this a while now. Deceleration in five, four, might want to hold on to something, DR's not a ship o' the line you know. Two, one," and with a buck the swirling vortex on the viewport appeared to untwist and coalesce into a mostly black star field.

"How long?" asked Mina.

"Give us a couple of hours to decelerate and get our bearings. Then maybe another hour or so to plot our course. It's not like we're trained for this sort of thing, luv. Normally we've got beacons and shipping lanes to follow. All we got here is that big, ol', broke gate floating out there." Mina's look of disappointment faded somewhat and she glanced at the comm terminal. "No worries, deary, if he's squakin' we'll hear him."



Jonathan awoke with a start. A bright, cold light illuminated the immediate area and a loud, terrifying yet strangely familiar roar filled the air. The light blinded him as he struggled to get up, and he raised one hand before his eyes to try and regain his vision. The wind blew and spun violently around him as the light came downwards in front of him. Something about this was so familiar but in his half-awake, weakened state he couldn't place it. The light came to rest about ten meters in front of him with a heavy thud. The wind died down and the roar lessened. Still addled he simply stood there and waited. After another strangely familiar sound, a mechanical whirring, and a softer thud he could make out the outline of a figure against the light, between him and it. It stood there for a long moment, then Jonathan heard a voice call his name. A voice he instantly recognized. A voice he never dreamed of ever hearing in this awful place, or was he dreaming now? It couldn't be! "Mina?" he asked, his voice a croaking whisper.

"Jonathan!" exclaimed Mina once again as she rushed to him from the lander. Taking him in her arms she was shocked by how thin and weak he was. He collapsed in her arms, weeping.

"It can't be!" He blurted out between sobs, "Mina, I'm so sorry! How can you even be here? Is this some kind of trick? Have I gone mad? Am I dead?"

"Hush, my love," she whispered to him as she cradled his head to her chest, "Hush now. It really is me. I've found you and I've come to take you home."

*TO BE CONTINUED IN WARP 88*



## OLD MAN WINTER

### The Fernster

The last of the fall's leaves tumbled down to the forest floor  
As a strong cool wind blew in from the northern horizon.  
The forest floor was soon carpeted in yellows and reds  
The birds of summer have all gone to warmer climes.

Awaken from his restless summer slumber  
winter sends his cooling winds throughout the lands  
Heat seeking fingers of cool winds and breezes  
Stealers of warmth and bringers of cold to world.

Up before dawn, the pixies are out and about  
White was their unique palette of paint this season  
Their brush strokes applied over all the cool surfaces  
Their breath cooling the mixture to a frosty finish.

Meekly the sun rises later and later in the morning  
It's rays too feeble to melt the frost away,  
The coolness from the north remains in place,  
Winter clouds arrive in force with dire warnings

The first snowflakes gently drift down from the clouds.  
Most will melt upon landing on the forest floor  
But as the cool winds keep blowing from the north  
The snowflakes begin to gather in corners and drifts.

Old man winter bitter in his wrath, spreads forth his power  
To the unprepared he shows no mercy with his killing cold  
In safe shelters all must cling, huddled together for warmth,  
Survival is now the upmost on the minds of all.

In their underground bunkers and stone built shelters  
The beasts and forest folks struggle to stay warm  
Their fireplaces all a bright in flames and heat  
In good company, tales are well told, and old songs well sung!

Old man winter, is relentless in his war upon the lands.  
Snow drifts at every breeze, and the waters all frozen in place.  
In the sun's dimness, the northern darkness dominates all.  
Yet, even in the height of winter, hope survives, spring is coming!

# Starfleet Treachery

Barbara Silverman

***The story so far:** Admiral Janeway tells his daughter, Kathryn, about Commander Chakotay's defection to the Maquis, soon followed by that of Ro Laren who is rumoured to have recruited over six thousand former resistance fighters. He fears the two forces may be joining up, and he orders her to stop Chakotay and disrupt the impending coalition against Starfleet and the Federation.,*

*Janeway had a mole, Tuvok, in Chakotay's crew and knows that Chakotay has also recruited B'Elanna Torres and Tom Paris. Starfleet reported the suspiciously easy capture and arrest of Tom Paris and Janeway worried that Chakotay may be upping the ante. She ambushed the Maquis, and Chakotay was captured, but the rest of his crew escaped. A conversation with Chakotay left Janeway puzzled as to his motives, and the ease with which he was captured.*

*Then Janeway was assigned to exploring the Gamma quadrant for three months. On her return, her father explained it was necessary that she get to know the quadrant and become familiar with the Cardassians. It appears there may be an alliance between the Cardassians and the Dominion, and if so, the Federation needs to know if it's an alliance of mutual protection, or aggression. Chakotay may hold some answers, so Admiral Janeway was bringing him to Starfleet HQ for a meeting with himself and his daughter, but Chakotay was beamed out of the shuttle craft.*

*The admiral assigns his daughter to search the badlands for the Maquis leader, and she in turn requests the assistance of Tom Paris, who is released from prison for this mission.*

*Immediately on entering the Badlands, Voyager is detected and scanned by Chakotay's ship. Negotiations are interrupted when both ships are hit by a massive displacement wave.*

## CHAPTER 21

**A**wareness returned. With it came the sickening smell of burning flesh and circuitry.

Slowly pushing herself onto her knees, Janeway attempted to clear away the fog smothering her brain. As her eyes finally started to register her surroundings, they focussed on a scene of unbelievable destruction.

Holding onto the arm of her command chair, the captain regained her feet. In total horror she looked around at what used to be her bridge. "Report!"

The captain's voice brought Harry Kim back to his senses. Responding immediately, as best he could, the ensign grabbed hold of a console. Pulling himself upright, he dragged his aching body back to his station. Hands and face covered with cuts, his right uniform sleeve ripped from shoulder to elbow. At least all his bones were in one piece.



Still in a daze, Kim forced himself to concentrate on his panel. Tapping display after display they revealed the immense amount damage the ship had suffered. "Comm lines to most of the ship are down. Trying to reestablish. Multiple hull breaches."

Janeway's mind began racing over all that had to be attended to. "Use the operating comm lines to get repair teams onto those breaches, and make sure the injured are being attended to."

She walked over to Tuvok's station. The Vulcan was already on his feet, a small cut on his forehead oozed green blood. Cavit, just in front of tactical, was climbing to his feet. Both men had suffered little more than minor bruises.

Others were not so fortunate.

Janeway took a deep breath. "Tuvok, is your console working?"

He tapped several of the control buttons. "Not at the moment Captain."

"Work on it!" She wondered how much of her ship would be

operational.

She turned to her first officer. "Until we have ship-wide communications, organize teams to start a deck to deck evaluation. Attend to the injured. Make sure that everyone who requires medical care receives it as quickly as possible. It might be necessary to establish emergency triage facilities. Find out the situation down in sickbay, coordinate rescue and treatment efforts with Dr. Fitzgerald. Prioritize those who are injured, try to sedate anyone who must wait. Assign crews to the most badly damaged areas, concentrate on main systems. Report back here once you have the teams assembled. If the bridge is any indication as to the rest of the ship..."

She gestured hopelessly with her arm.

"Yes Captain!" Cavit immediately headed towards the turbolift.

Concerned the lift might not be in working condition, Janeway watched her first officer. And breathed a sign of relief when the doors slid shut behind him.



Crossing her fingers, hoping Chakotay had survived, Janeway took a step in the direction of ops. "Mr. Kim, what about the Maquis, can you locate their ship and do we have communications with them? What about the viewscreen?"

Desperately Harry Kim worked in the damaged controls. "I'm trying Captain. I don't know about the viewscreen, but there is something registering on my sensors, which I believe would be their ship and there does appear to be life signs onboard. Perhaps the outgoing comm line will work."

Waiting for contact with Chakotay to be reestablished Janeway walked to the centre of the bridge. Looking around she took a deep breath, what the captain saw made her feel sick. The injured were being attended to, the dead would have to wait.

She wondered how many of Chakotay's crew survived, and

what about the Maquis leader himself?

Paris, just regaining consciousness, slowly climbed to his feet. Except for being dazed he was unhurt. Apprehensively, he approached the conn. One look told him all he needed to know....Stadi was not so lucky. The unnatural position of her body left no doubt, the young lieutenant was one of the victims of that which had been enacted upon them.

"Paris, are you all right?" Janeway asked gently, taking a step in his direction.

Eyes on the woman lying beside the conn, Paris replied softly. "Yes Captain! I'm all right." Fighting a wave of nausea, with tender care he moved the broken body aside.

Then the ex-con sat down, doing whatever could be done to bring the damaged systems back on line. Using skills and training that, on the day Starfleet had sent him to prison, Tom Paris felt he would never again utilize onboard a ship carrying the emblem of Starfleet and the Federation.

A sizzling sound came from under the panel, the smell obvious. "Damn!" Cursing to himself, Paris dropped down under the console to repair burnt wiring.

Shaking her head in despair, Janeway turned to Kim. "Any luck with the comm lines?"

Busy with his panel, Harry Kim did not look up. "I think so Captain. Just a minute more. I'm still unable to reconnect lines to the rest of the ship....There! We have a link to the Maquis, and I also have the viewscreen operational."

"Good work Mr. Kim." Turning away, Janeway focussed her attention on the screen as it hissed and crackled.



Finally Chakotay appeared, the Maquis ship a mirror of her own. As on her own Starfleet ship, Janeway could see the dead and the injured. Panels burnt black, sparks shooting everywhere. Smoke curling up from smoldering debris. Pieces of broken ceiling hanging in fragments, or lying on the floor serving as shrouds for the dead.

"Chakotay, any idea where we are, or what caused this?" Her uniform dishevelled, pieces of hair hanging over her face, a cut on one cheek, Janeway did not worry about the picture she presented. There were more pressing matters.

Neither did the Maquis leader. Bleeding from lacerations on his left arm and a small cut on his chin, his concern was for the injured. Around him Janeway could see members of his crew attending to their fallen comrades.

A voice came from behind her. "Excuse me Captain."

Turning her head, Janeway saw two crewmen in the process of lifting a piece of a console off an unfortunate member of her crew. With mounting rage against the perpetrator of this carnage, she moved out of the way. Turning back to the screen, she waited for Chakotay, who was talking to his second-in-command. Slowly Janeway walked in the direction of her damaged conn.

She could see and hear the Maquis leader giving orders. "Evans, go with Jarvis down to sickbay, the doctor is not

responding. If necessary activate the EMH."

One of the men, who from Tuvok's earlier reports, she knew to be Evans, responded. "I'm on my way. But Chakotay, the Emergency Medical Hologram is untried. We can't be sure the program will work."

The Maquis commander ran his hand through his hair, causing pieces of ash to go flying. "I know! We may have no choice. Perhaps the doc is okay, the comm line might just be down. Keep me posted."

Evans nodded, then quickly joined the other man waiting at the turbolift.

Chakotay turned back to Janeway. "Sorry Captain. I have no idea where we are or what happened."

His eyes looked around Janeway, slowly moving over the Starfleet bridge. "I see you are in no better condition than we are. My sensors and scanning system is off-line. With the damages those systems took, I doubt they will be operational anytime soon."

Janeway, trying to get the conn panel back to life, worked with Paris, who was still repairing burned out wiring underneath the console. "We have multiple hull breaches and most of our comm lines are down. I dread to think of the casualty count. We are...."

Suddenly Harry Kim interrupted Janeway. "Captain! There's something out there!"

Janeway turned her head. "Get it on screen! Share it with the Maquis ship. Keep the comm line between Chakotay and myself open!"

Tight lipped, the young ensign struggled with the damaged controls. After what seemed an eternity the viewscreen switched from the Maquis ship to some sort of space station.

A strange oblong structure, throwing energy discharges into the dark unknown of space, filled the viewscreen. For several seconds both commanders stared at the object.



Janeway was completely bewildered. "Chakotay! Have you ever seen anything like this?"

The startled Maquis leader was just as confused as the Starfleet captain. "Never! I don't think there is anything like this in Federation territory. Where the hell are we?"



***TO BE CONTINUED IN WARP 88***



*The topic of fan fiction was on tap at MonSFFA's first meeting of 2014 and the occasion afforded the opportunity to determine if the club's wordsmiths were possessed of:*



## The Write Stuff

### Keith Braithwaite

**P**rominent in fan fiction is the crossover story, in which amateur writers, eschewing any professional considerations and purely for the enjoyment of it, fashion tales that bring together two of their favourite science fiction or fantasy frequently film or television franchises to create a hybrid yarn featuring the settings and characters of both. Star Trek might be crossed with Battlestar Galactica, for example, introducing Captain Kirk to Lieutenant Starbuck, or the Lord of the Rings film trilogy with Game of Thrones, depicting Tyrion Lannister's efforts to acquire that shiny bauble in Frodo's pocket. Some fanfic stirs together multiple franchises, inviting characters from each to join in a shared adventure.

Fanfic writers "borrow" from the creators of the original works and spin their own inventive plots, producing everything from short stories to novel-length serializations which are usually posted on one of the many Websites devoted to fan fiction. These amateur stories may also find publication, but almost never in sanctioned form. Rather, the tales see print in the pages of fanzines, home-made, self-published magazines like the one you are reading right now. Rarely endorsed by the creators or copyright holders of the original works, fanfic, then, remains decidedly outside of legitimate publishing circles.

The practice springs from the fertile imagination of the recreational scribe and ardent fan, who, having consumed through official channels the original work, is so thoroughly captivated by the experience as to return the favour in unauthorized form. Some fanfic writers strive to remain as true as possible to the characters populating a favourite universe as they were conceived by their originators, while others are rather more liberal with their interpretations.

A protagonist created anew and inserted into proceedings by the fanfic author is, on occasion and unfortunately, an unrealistically idealized proxy for the fan author, who imagines him- or herself as a worthy comrade of the original work's cast of principals. A character so originated is referred to in the nomenclature as a "Mary Sue", the term derived from the name of an intelligent and attractive young female protagonist in a 1973 work of Star Trek fanfic (Marty Stu, Gary Stu, or Larry Stu are the male equivalents).

Fanfic, therefore, is a loving if not always expertly-crafted reflection and at the same time enthusiastic expansion of the original work. Make no mistake, however, regardless of its amateur status, the best fanfic is quality stuff, wonderfully compelling and able to take readers on a journey unlikely ever to have been envisioned by the original's author.

\*\*\*\*\*

For MonSFFA's recent January 19 meeting, I was assigned the task of putting together a brief presentation on fan fiction

which was to include a related game of sorts; more accurately, a challenge, not unlike the challenges in which fanfic authors sometimes engage among themselves online. Late last year, during one of the club's sessions brainstorming programming proposals for this year's meetings, the idea was pitched of having MonSFFen select from a list, or draw randomly from a hat, the titles of established sci-fi television series, old and new, and write a quick crossover involving the shows they had picked. From this initial notion, I developed what I called a Fan Fiction Potluck, which proved a demanding test, I think, of the ingenuity of the club's fanfic writers.

I was not disappointed with the results! MonSFFA's writers came up with a number of creative, clever, and comical concepts that they promised to flesh out into polished stories for eventual publication in the pages of this, the club's official fanzine.

Two such stories involved Doctor Who and Godzilla, the first featuring the travelling timelord happening upon the big lizard breathing atomic fire at the American pavilion during Expo 67, the second, Albert Einstein assisting the good Doctor in foiling an evil plot to transport a robotic Godzilla from the future back in time to colonial Quebec in order to change the outcome of our history's pivotal Battle of St-Eustache!

Another writer banged out a short piece inspired, it seems, by my brief discussion of the "Mary Sue" as a template one would want to avoid in cultivating a character for a story. Her eager young Starfleet cadet takes a shine to Captain Picard and is soon all over him on the bridge, kissing and fondling her commanding officer. The narrative then reveals that she is, in fact, quite drunk! At the flummoxed captain's order, she is dragged off to the brig to dry out. There, the security guards on duty speculate that considering her brazen sexual assault of the captain, "Mary" was likely to be sued!

Faced with somehow working Canada's infamous October Crisis into his story, one author chose to instead create a crisis at an Oktoberfest celebration, that of having run out of beer!

Insisting that I tackle the same challenge I'd laid out for them, my fellow MonSFFen saddled me with producing a Star Wars-Downton Abbey crossover having as obligatory elements the title "Rocket Man", the original War of the Worlds film's Clayton Forrester as my fictional guest star, and King Kong as my featured monster. I got to choose my own historical guest star and the sub-genre of military SF had to figure in some way. Here's the outline I came up with:

On her maiden voyage, R.M.S. Titanic is transporting to New York City a top secret military cargo: King Kong! The British military is pursuing the idea of using the Force to influence the behaviour of such powerful legendary creatures and the giant ape is on his way to America to train with and

ultimately join an established platoon of Sasquatch, also known as Bigfoot. This mysterious Force of which I speak is tied to an ancient religion said to have originated in a place far, far away. The belief has recently seen a global revival.

British Secret Service agent James Crawley, who is also heir-presumptive to the Earldom of Grantham, Yorkshire, and his son, Patrick, lead a team escorting Kong on his journey, in order to assure that the whole thing remains hush-hush. When the grand ship strikes an iceberg in the frigid North Atlantic, buckling her hull, and icy sea water pours in, Kong attempts to escape his enclosure in the cargo hold and further damages the hull plating and bulkheads, thus dooming for certain the luxury liner. The ship's designer, Thomas Andrews, confirms this inevitability to Captain Edward J. Smith.

As what evacuations can be managed get underway, James Crawley witnesses a number of tragic scenes on deck as passengers come to understand the gravity of the situation. One such involves a father saying goodbye to his 3-year-old son, Clayton Forrester, who lifts his eyes skyward, enthralled by the myriad stars brightly twinkling overhead. The father wishes his

son a good life, saying that he'll be watching over him from up there in the stars. Inspired, the youngster will grow up to become top man in astrophysics, and help thwart a Martian invasion of Earth in 1953!

In his dying moments treading freezing water, James Crawley sees Kong smash his way out of the ship's lower decks as, in her final agonies, she breaks in two. The giant gorilla leaps onto a passing whale! Spearing the ocean mammal through the heart with a length of mast he's snapped off, Kong slices the whale open with the jagged end of the mast and crawls inside for warmth. He floats away as Crawley succumbs to the cold, never knowing that Kong will drift south, around the horn of Africa, into the Indian Ocean and eventually wash ashore on an uncharted island way west of Sumatra before finally completing his journey to New York many years later.

I'm still trying to work out how I can justify the title "Rocket Man"!



*All of this to say that subsequent to that January meeting, I tweaked and further developed my Fan Fiction Potluck into a home version. Drum roll, please...*

*Fanfic writers of all ages, step right up! MonSFFA is pleased to present:*

## Fan Fiction Potluck: The Home Game

Get out your pen and paper, or warm up your word processor, for you will be outlining/writing a work of fan fiction, specifically a science fiction and/or fantasy crossover. Here's how to proceed:

There are four lists immediately following. First, select one item from either List A or List B. Then, select a second from any of the *three* remaining lists. Have you made your two

selections? These are the two licensed properties you will bring together in penning your crossover story. To crank things up a notch, if you so desire, you may add others from these lists.

In forming your story, draw as much or as little from each of your chosen properties as you wish, provided that all of those you've picked are represented in some manner.

### GENRE FILM OR TV FRANCHISES (LIST A)

2. Star Trek (original series)
3. Lord of the Rings/The Hobbit
4. Godzilla (original film)
5. Game of Thrones



6. Thunderbirds
7. Justice League (animated series)
8. X-Files
9. Battlestar Galactica (classic or modern series)

10. The Walking Dead
11. Planet of the Apes
12. Red Dwarf



### GENRE FILM OR TV FRANCHISES (LIST B)

2. Star Trek: The Next Generation
3. Star Wars
4. Once Upon a Time
5. Buffy the Vampire Slayer/Angel
6. Rocket Robin Hood

7. Voyage to the Bottom of the Sea
8. Agents of S.H.I.E.L.D.
9. Ultraman



10. The Starlost
11. Doctor Who (classic or modern series)
12. Land of the Lost

### NON-GENRE TV SERIES (DRAMA)

2. Law & Order (any series)
3. Boston Legal
4. Grey's Anatomy
5. House
6. Downton Abbey



7. CSI: Crime Scene Investigation (any series)
8. The Waltons
9. Mad Men



10. Coronation Street
11. Breaking Bad
12. Murdoch Mysteries



## NON-GENRE TV SERIES (COMEDY)

2. Gilligan's Island
3. M\*A\*S\*H
4. Seinfeld
5. Monty Python's Flying Circus



6. Duck Dynasty
7. Fawlty Towers
8. Barney Miller
9. Everybody Loves Raymond



10. Hogan's Heroes
11. The Brady Bunch
12. Friends

**Okay, here's the challenge:** linking the two (or more) properties you've just selected, write a short, short story (in the neighbourhood of 250-350 words), or a single-page outline for a longer piece that can be fleshed out fully later. You may also choose to pen a treatment for a hypothetical fan film. But don't start yet! There are still a few matters to settle before you begin writing.

Just to make things a tad more interesting, you will be required to include in your narrative certain obligatory elements. From the assortment here provided, choose five of the 11 offered—any five, it's entirely up to you, the only limitation being that in selecting your five, you cannot include both of the title options offered (items 2 and 3) as your story can't very well have two titles!

### OBLIGATORY ELEMENTS

- |  |   |
|--|---|
| 2. Assigned Title (determines the title of your story)   | 8. Guest Star, Fictional (determines which of these fictional characters must appear in your story in some capacity)  |
| 3. Title that is Also the Title of a Rock and Roll Song! (determines the title of your story)          | 9. Guest Star, Historical (determines which of these real-life personages must appear in your story in some capacity) |
| 4. Sub-Genre (determines the category of story you will write)   | 10. Real Historical Event (determines an historical episode that your plot must somehow include)                      |
| 5. Plot Trope (determines which common chestnut of either science fiction or fantasy you must utilize) | 11. Canadian Historical Event (determines a Canadian historical episode that your plot must somehow include)          |
| 6. Principal Setting (determines the chief locale of your story)                                       | 12. Alien, Creature, or Monster (determines a certain critter that must appear in your story in some capacity)        |
| 7. Secondary Setting (determines an important but secondary setting of your story)                     |   |

**Having chosen your five obligatory elements,** locate the corresponding lists within the grouping below. You will now require a pair of standard dice (commandeer a set from your family Yahtzee or Monopoly game). At this point in the game, an aspect of chance comes into play! For each of the five "Obligatory Elements" lists you have selected, roll the dice and match the number that comes up to the item number on the list. For example, if you're working with the "Assigned Title" list and you roll a five, your story will be called "The Quest", a 10 and your piece must carry the tag "The Age of Heroes".

Note that should you roll a double—a pair of fours, for instance, or sixes—you are permitted to choose any item from the list. Further, note also that a "Pick Your Own" option may come into play, here, allowing you the freedom to do just that, whether from the other items on the list or elsewhere.

### ASSIGNED TITLE (2)

- |                             |                              |                          |
|-----------------------------|------------------------------|--------------------------|
| 2. An Adventure             | 6. The Stars, My Battlefield | 10. The Age of Heroes    |
| 3. A Dark and Stormy Knight | 7. The Fall                  | 11. <i>Pick Your Own</i> |
| 4. To Realms Unknown        | 8. Dark is the Sky           | 12. Time Enough For All  |
| 5. The Quest                | 9. The Stranger              |                          |

### TITLE THAT IS ALSO THE TITLE OF A ROCK AND ROLL SONG! (3)

- |                          |                            |                                  |
|--------------------------|----------------------------|----------------------------------|
| 2. Moonage Daydream      | 6. Stairway to Heaven      | 10. Darkness on the Edge of Town |
| 3. Pick Your Own         | 7. Smoke on the Water      | 11. Paperback Writer             |
| 4. Time Waits for No One | 8. Sabbath, Bloody Sabbath | 12. Night Moves                  |
| 5. Rocket Man            | 9. Welcome to My Nightmare |                                  |





#### SUB-GENRE (4)

2. Space Opera
3. Supernatural Horror
4. Urban Fantasy
5. Alternate History



6. Supernatural Romance
7. Military Science Fiction
8. Hard Science Fiction
9. High Fantasy



10. Kaiju
11. Superhero Adventure
12. Steampunk

#### PLOT TROPE (5)

2. First Contact with Extraterrestrial Alien
3. Quest for the Sacred MacGuffin
4. Alien Invasion
5. Time Travel



6. Apocalyptic Plague
7. Environmental Apocalypse
8. Slaying of a Dragon
9. Doomsday Meteor

10. Rescue of a Princess
11. Defeat of Pretender to Throne and Return of Rightful Ruler
12. Robots Run Amok!

#### PRINCIPAL SETTING (6)

2. Planet Earth
3. A Haunted House
4. A Mysterious Island
5. A Medieval World

6. An Alternate or Mirror Universe
7. Middle-Earth
8. A Strange Planet

9. *Pick Your Own*
10. A City of the Future
11. A Space Ship
12. A Post-Apocalyptic World

#### SECONDARY SETTING (7)

2. Heaven or Hell
3. Montreal
4. A Dark, Spooky Forest
5. A Room

6. *Pick Your Own*
7. A Cave
8. A Sailing Ship
9. A Castle



10. A Sci-Fi Convention
11. A Winter's Wasteland
12. A Jurassic Jungle

#### GUEST STAR, FICTIONAL (8)

2. Tarzan
3. *Pick Your Own*
4. Mindy Macready/Hitgirl
5. Indiana Jones



6. James Bond
7. Lara Croft
8. Sinbad the Sailor
9. Sheldon Cooper



10. Clayton Forrester
11. Hermione Granger
12. Emma Peel

#### GUEST STAR, HISTORICAL (9)

2. Nikola Tesla
3. Leonardo da Vinci
4. Mary Shelley
5. *Pick Your Own*



6. Albert Einstein
7. Winston Churchill
8. Sir John A. Macdonald
9. Neil Armstrong

10. William Shakespeare
11. Jane Austen
12. Amelia Earhart



#### REAL HISTORICAL EVENT (10)

2. Death of Elvis Presley
3. Apollo 11 Moon Landing
4. Discovery of the Brigantine Mary Celeste Abandoned and Adrift in the Atlantic

5. Gutenberg Invents Mechanical Movable Type Printing
6. Mount Vesuvius Erupts, Destroys Pompeii
7. *Pick Your Own*
8. Tunguska Event, Siberia




9. Hindenburg Disaster
10. Fall of the Knights Templar
11. Air Raid on Pearl Harbour
12. Extinction of the Mammoth



## CANADIAN HISTORICAL EVENT (11)

- |   |  |                                     |
|---|--|-------------------------------------|
| 2. Richard Riot, Montreal                   | 7. Canada-Russia Summit Series                       | 10. Dieppe Raid                     |
| 3. Avro Arrow Program Cancelled             | 8. Expo 67 World's Fair                              | 11. Roy Brown Shoots Down Red Baron |
| 4. October Crisis                           | 9. Battle of St-Eustache                             | 12. <i>Pick Your Own</i>            |
| 5. Last Spike Ceremony, Craigellachie, B.C. | 9. In Final Race, Schooner Bluenose Defeats US Rival |                                     |
| 6. Painter Tom Thomson Vanishes             |  |                                     |

## ALIEN, CREATURE, OR MONSTER (12)

- |                                    |                |  |  |
|------------------------------------|----------------|--|--|
| 2. King Kong                       | 7. Kraken      |  | 12. Beavra (a giant monster beaver, star of MonSFFilms fan film spoofing '50s creature features) |
| 3. Loch Ness or Other Lake Monster | 8. Vampire     |  |  |
| 4. Minotaur                        | 9. Martian     |  |  |
| 5. Tyrannosaurus Rex               | 10. Godzilla   |  |  |
| 6. Alien Grey                      | 11. Leprechaun |  |  |
|                                    |                |  |  |



**Just as a brief aside:** you can ramp up the degree of difficulty for yourself—if you're feeling particularly cocky—by abstaining from applying choice in the game at all and permitting the dice to make all of your picks for you, from the very beginning right on through!

Alright then, you are now ready to begin writing your short, short story, or outline for a longer story, or treatment for a fan film. Whichever you choose, you have one hour in which to complete the assignment, as did the fanfic writers taking part at our MonSFFA meeting. Locate a timer of some sort, set your alarm to go off in one hour, or simply take note of your start

time and be sure to put your pen down or slide your keyboard away after an hour has elapsed.

Be daringly dramatic, brilliantly bold, ingeniously imaginative, pleasingly poetic, crazily comedic, but most importantly, have fun with it! We look forward to the result. And, we invite you to refine your draft and submit the finished work to our club fanzine, Warp. Please include along with your story the films and/or television series you were crossing and the obligatory elements you were required to incorporate. Send as a Word, Word Perfect, or text file, to Editor Cathy Palmer-Lister at: [cathypl@sympatico.ca](mailto:cathypl@sympatico.ca)

## **Sylvain St-Pierre rises to the Write Stuff Challenge!**



## Godzilla / Doctor Who Crossover

**Principal Settings List "A"**  
**Plot Tropes**  
**Sub-Genre**

*A Mysterious Island*  
*Time Travel*  
*Military SF*

**Canadian Historical Event**  
**Guest Star (Historical)**

*Battle of St-Eustache*  
*Albert Einstein*

**Script Outline:** Doctor Who enlists the help of Albert Einstein in order to defeat a plot by the Time Meddler, who has set up a hideout on the Mysterious Island to bring back in time a robotic Godzilla from the future in order to change the outcome of the Battle of St-Eustache.

## **Marquise Rises to the Write Stuff Challenge, twice!**

## Mary Sued

**Disclaimers:** This story is set in a STNG setting but can be presented in different variants. I've aligned the different variants down the same document along with their synopsis.

I've set all the action primarily in a one-room, one-scene sitcom type that might recall a bit early Red Dwarf. Adding more written props with MonSFFA's budget might get the quality action and FX of early Steam Powered Giraffe mime bot or LNI improv!

But it must be possible to fuse the two angles together and to add an external view establishing shot of the Starship Enterprise both as a presentation and end-cut. .

In case of shortage of guys to play the security guards, we can switch one role for a gal.

### **Synopsis 1**

On the Enterprise bridge, in the absence of Captain Picard, the crew is talking about that dashing, ingenious, know-it all new recruit who has been solving all the problems and done so many heroic deeds.

She is also some sort of annoyance as she is also monopolizing the captain's attention. Worf arrives on the bridge in the middle of the conversation, uneasy, as he thinks they speaking of Lwaxana Troi trying to get a visit to the Captain again.

He is then told that it is rather about Ensign Mary who annoyed the Captain last night in ten forward at a formal reception by – not necessarily in this order – trying to charm him, wrapping her arms around him, kissing him, spanking him and puking on him!

Worf is then reassured that they've finally got her to the right place – the brig... Because Mary's sued!

### **Synopsis 2**

In this brig variant, two guards talk over the case of their prisoner against whom Captain Picard had to press charges. She is allegedly a dashing genius, know-it all, new recruit who is solving all the problems aboard and performed many heroic deeds. And one of them asks why they are assigned to guard such an incredible character. The other has to tell him that she got out of hand drunk last night at a formal reception by – not necessarily in this order – trying to charm him, wrapping her arms around him, kissing him, spanking him and puking on him!

The other inquires: "So who was that girl?"

"Her name is Mary."

"Ugh!... Mary Sued!"

### **Treatment 1**

*Int-Day Bridge of the Enterprise. The usual day roster is on the bridge of the Enterprise with the exception of Captain Picard and Lieutenant Worf. Geordi is excitedly engaged in a conversation with Data and sharing with the rest of the crew.*

001 Geordi: I can't believe how she pulled it off. All engines down in a derelict duranium crystal field, almost no air left in the runabout, pilot near death from radiation and extensive bleeding and all communications down.

002 Crusher: May I also point out that we have the Bolean pilot in sickbay and her baby is also saved. I can't determine how she managed to find the right quarterzine dosage, manage to distilate radaway from rerouting some warp energy from the nacelles into the medikit stimpacks while giving away the last oxygen bottle.

002 Data: I process that must be good for a human when all those odds seemed to be against the ensign.

003 Riker: Good? That's amazing!

004 Deana Troi: A very promising ensign, despite her acute attention deficit syndrom.

005 Riker: Indeed; if only we could just cut her sugar intake...

006 Crusher: It might have dire consequences to give her an abrupt sugar deprivation if she is THAT addicted. But, what did she do exactly to get out of there?

007 Geordi: As I said, I can't believe it; all communication and engines down. Almost no computer, no nothing! She managed to use the last communication entry to use the entire duranium crystal field radiation before it raptured and channeled it to build-up a blind warp catapult around the sun and using the detonation of the said field converted the whole runabout into energy that teleported it safely into hangar four!

008 Crusher: I don't understand!

009 Riker: Me neither; how's that possible? She could have been lost forever with almost no trace to figure out how she pulled such a stunt and what she did to pull it off.

010 Data: According to the records, the sensors into the runabout were not drained or off-line. So she remembered the last coordinates from the beginning and end of the last transmission the Enterprise sent to the runabout when it was in warp and extrapolated from them the constant of its position in space as it travelled. Providing the Enterprise did not encounter anything that could alter its course and current speed, she then deduced its exact position at the current time the runabout was trapped in the field and then manually using the auxiliary system for a few hours and rerouting almost everything toward the sensosr system, she just had to remember the proportions of the Enterprise and calculate the exact distance and location of hangar 4 in the X,Y,Z coordinates.

011 Troi: You make it sounds so easy Data...

012 Data: But it is, counsellor! (to everyone's exasperation) I do not understand. It is the only way it could be done.

013 Geordi: Not for a human Data... No offense, but a machine could do it; not a human. Not like this! Not in those conditions, not normally!

014 Data: Have we not been in worse situations, Geordi?

015 Riker: The question is not that we may, or may not, have have been in worse situations Data.

016 Troi: (To a puzzled and inquisitive look from Data) The question is that not a single human in this ship has ever been able to solve a problem of that scale under such pressure without the help of a team. We're all specialised in different fields. Our survival all depends upon each other as a team.

017 Data: Then shall we say she is a hero?



018 Crusher: An heroine of sorts, sure! But... I feel uncomfortable about how she celebrates after such feat.

019 Riker: (Chuckling) Where is the captain now?

020 Troi: (Seeming to try to feel his presence) Isolated in his office, but the question might also be how he feels now...

021 Crusher: I would hide and curl up somewhere in a foetal position were I in his place currently.

022 Riker: Not likely!

023 Troi: I'd say he's being extremely grumpy after our new ensign's exploits for now.

024 Crusher: ...not to mention ashamed!

025 Data: Did I missed something?

*Lieutenant Worf exits the turbolift and goes to his station, paying attention to the ongoing conversation.*

026 Geordi: Last night, in ten forward, at the formal reception, she showed up and monopolized the captain's attention in front of everyone and he was to talk to all ambassadors.

027 Riker: We tried to pull her off him, but I think she was under sugar rush and alcohol or something. (As Worf groans his Klingon uneasiness toward the explained situation depicted.) And she managed to make a big fuss about all of her latest adventures.

028 Crusher: Probably trying to get a hit on him again, in a search of the right pick-up phrase.

029 Worf: (Way irritated and visibly uneasy) Counselor, did we get your mother aboard... – AGAIN?! (He has a hard time to repress grinding teeth growls as everyone almost cracks-up at the idea.)

030 Troi: (With an annoyed sigh) My MOM is not aboard, Worf!

031 Riker: I'm afraid it was worse than that!

032 Worf: (startled) WORSE THAN AMBASSADOR LWAXANA TROI?

033 Troi: (exasperated tone) ... Lieutenant Worf...

034 Data: I do not understand. How come our new ensign's exploits and the narration of her latest adventures to Captain Picard, in a celebration's setting proper to exposing such great feats, seem to be an annoyance for everyone?

035 Geordi: Let me help you to get this right. The ensign annoyed the captain last night in ten forward at the formal

reception by trying to charm him, wrapping her arms around him, kissing him, spanking him and puking on him!

036 Riker: Not necessarily in that order ...

037 Geordi: ... groped him and puked on him!

038 Worf: (With a slight relief tainted with annoyance) Oh... Her!

039 Data: Oh! She did all that?

040 Geordi: (affirmative) Uh-uh!

041 Data: Oh! Then...

042 Riker: Where is she now Mister Worf?

043 Worf: I've just returned from there. The captain ordered me to put ensign Mary in her right place – the brig!

044 Riker: Then Mary's Sued!

**The end.**



## **Treatment 2**

*Int-Night Brigs of the Enterprise. The current security guard awakes, startled, looking around to see that noone noticed that he was sleeping on the job. Then he looks at the computer and to see if their lady prisoner is still in her holding cell. She is sleeping in her red shirt and seems to be drooling her alcohol from the previous night's binge. A second security guard comes to take the relay.*

001 Day-security guard: Hullo, nothing new?

002 Night-security guard: No, really a long boring night...apart from a new lady lodger.

003 Day-security guard: Oh. A lady huh? (Switching the day-light and making the sleepy Night-Security guard wince) RISE AND SHINE, LADY! RIIEEESE AND SHINE!

*Int-Day Brig of the Enterprise flicks from night to day.*

004 Night-security guard: (groans) You really have to be that rude so early in the morning?

005 Day-security guard: (Chuckles) I dunno... I guess I'd rattle my stick on old steel bars in the old days. Why? Do we have a princess in there?

006 Night-security guard: I guess, you can say that. Kind-of...

007 Day-security guard: And why is that?

008 Night-security guard: I was reading what kind of scum she

was in her personnel file and it doesn't really look to be a bad ass bad guy we have here.

009 Day-security guard: (checking it out for himself) Your kidding right?

010 Night-security guard: (Gets closer to the forcefield with admiration) Nope!

011 Day-security guard: (Sounding surprised, half-mumbling) Saved irradiated Bolean pilot and her baby trapped in runabout trapped down.... in duranium crystal field.... Engines, computer and communications down. ... NO AIR LEFT IN RUNABOUT? (lifting his head up) Is that a joke?

012 Night-security guard: (Turning head with a smirk) Not at all!

013 Day-security guard: (Continues silently and makes prisoner moan from her hangover as he exclaims over part of the reports.) What-THE?! TO SAVE THE BOLEAN AND BABY... (mumbles) ... right quaterzine dosage, MANAGED TO DISTILLATE RADAWAY ... From NACELLE'S WARP ENERGY INTO MEDKIT'S STIMPACKS?!... What's that mumbo-jumbo's supposed to mean?

014 Night-security guard: Beats me, I'm just security!

015 Day-security guard: (Lowering tone as their prisoner turns over) And all that giving her last oxygen bottle to the Bolean? (On a confidential tone.) You sure it isn't a mistake?

016 Night-security guard: Nope! (under the other's severe look) I mean, it is an official report... We are not supposed to read but, it is supposed to be a true report.

017 Day-security guard: (Looking the holding cell sceptical) No way! Not all by herself! (continues mumbling before exclaiming USED LAST COMMUNICATION ENTRY... and CHANNELLED DURANIUM CRYSTAL FIELD RADIATIONS BEFORE RUPTURE TO BUILD-UP A CATAPULT AROUND A STAR TO TELEPORT THE RUNABOUT SAFELY INTO HANGAR FOUR WHILE THE ENTERPRISE WAS TRAVELLING AT WARP NINE? (To the Night-security guard's annoyance and the one of their lady prisoner grumbling.) C'MON MAN! I think I've found it! This is a hack, and that lady -in there- (pointing finger in her direction) just forged a false report...

018 Night-security guard: Nope! It isn't so, either.

019 Day-security guard: Aww, this is not making me look stupid; this is making all of us look stupid! Then how do you pull a stunt like that when you are such a dashing young lady ensign genius? Uh?

020 Night-security guard: Geordi and Data added a file attachment. You just look if you can stand the gibberish of

their mumbo-jumbo.

021 Day-security guard: (Frowning and trying to make sense of what is typed as he reads it out loud:) "According to the records, the sensors into the runabout were not drained and off-lined. So she remembered the last coordinates from the beginning and end of the last transmission the Enterprise sent to the runabout when it was in warp and interpolated from them the constant of its position in space as it travelled. Providing the Enterprise did not encounter anything that could alter its course and current speed, she guessed its exact position at the current time the runabout was trapped in the field and then manually using the auxiliary system for a few hours and rerouting almost everything toward the sensor system, she just had to remember the proportions of the Enterprise and calculate the exact distance and location of hangar four in the X,Y,Z coordinates. Then all the field energy of the system was processed to change the duranium crystal field through the dampening force field converter via the sensor ports. From there the runabout was turned into pure energy so it teleported like in subcarrier tachyon waves emitted straight from its trapped position and into hangar four."

022 Night-security guard: (Looking at the stretching ensign with admiration) Pretty bright huh?

023 Day-security guard: Don't tell-me you understood all that gibberish? Could have been Klingon boggle game filtered through a faulty universal translator with a hiccup!

024 Night-security guard: (Turning with a smile to face his fellow worker.) Maybe, but it worked!

025 Day-security guard: All right, it worked! She is the know-it-all heroine of the day. So what? You don't jail someone who saved the day! (As the other turns back to the lady behind the force field.) May I inquire as to why we are assigned to guard such an "incredible" character?

026 Night-security guard: (Sombrely) Because Captain Picard had to press charges against her!

027 Day-security guard: (Unable to suppress a laughter.) Press charges? Captain Picard, himself? Something tells me it has nothing to do with all that space cowgirl act!

028 Night-security guard: Perhaps... Perhaps not!

029 Day-security guard: C'mon! Shoot!

030 Night-security guard: Well, after all that amazing adventure, she got to ten forward and got drunk last night at a formal reception...

031 Day-security guard: That's when she was arrested?

032 Night-security guard: Nope! ... After she boasted about her adventures like a Cardasian vhaul on too much sugar, she got

out of control trying to charm him, groping him, kissing him, spanking him and puking on him!

033 Day-security guard: (Almost wrestling against a fit of giggles as the lady is now totally awake and up.) She.... ? On Picard? ...Just him? (...as the Night-security guard nods at each proposition making the laughter closer to his lips.) And...

That's an Ensign... huh? (Wiping his eyes trying to contain himself.) So who's the girl?

034 Night-security guard: Her name is Mary.

035 Day-security guard: (Roll eyes) Ugh!... Mary's Sued!



### **Cathy rises to the Write Stuff Challenge!**

## **Time is on My Side (Rolling Stones) A ST:TOS / Dr Who Crossover**

"Captain, I'm picking up unusual..."

An odd wheezing and grinding of gears interrupted the quiet voice of the science officer. A blue box was materializing by the captain's command chair. Kirk leaped to his feet.

"Spock! What — ?"

"Hello!" A man was emerging from the box, a long scarf trailing behind him. "I'm the Doctor! I'm here to help."

"Help? Why?"

"I'm usually asked 'who?', but 'why' will do! You have a problem. Earth is about to be invaded by aliens sometime in your Middle Ages."

"About to...? Middle Ages? *Who are you?*" Kirk narrowed his eyes, his fists in tight knots.

"You'll need a time machine to stop them," the strange man grinned at the bemused crew. "It'll be easy, just a short detour, and then you'll be back on your way to ...well, wherever it is you were going. What do say, Captain?" He rubbed his hands gleefully, and without waiting for an answer, announced his plan to use the Master's technology to shrink the Enterprise and carry it off in his T.A.R.D.I.S.

Kirk objected, loudly, but was ignored, and the whole thing was done in the wink of a cat's eye.

"Well, good thing that worked out, wouldn't you say, Captain?"

Kirk blinked at the Doctor, and stared at the little ship on the T.A.R.D.I.S. console. "Are you mad?"

Just then, a resounding crash sent the men reeling. "Don't worry, just an asteroid." The Doctor fiddled with some knobs and dials. "Ah, yes, on its way to Tunguska. Good thing we collided, it was heading to Loch Ness. Better a few flattened

trees, eh, the monster needs to be around for that photographer chap!

"Ah, when are we now? Right, 13<sup>th</sup> century!" The door opened unto space. Shocked, Kirk grabbed the console, his knuckles white.

The Doctor, appearing not to notice Kirk's consternation, picked up the Enterprise and tossed it out the door. "There, now. All we have to do is hope your crew remembers their instructions."

"Force field on the door? But then how did the ship get through?"

"It's science fiction, Captain, not rocket science. Oh, look alien ship appearing right on schedule!" The doctor looked apologetically at Kirk. "Normally, I'd deal with it myself, you see, but this one is your problem. Or it will be your problem. Maybe. Time is wibbly, wobbly sometimes."

A massive, grey cube was advancing toward the pale, blue dot that was Earth.

"Spock, target that ship! Fire at will!" Kirk was back in command.

His orders obeyed, the ship exploded in eerie silence.

"OK, *that* was rocket science," the Doctor grinned, "laws of physics, eh? He stepped aside as the Enterprise sailed back in through the door.

"Get me back on my ship, and restore her to her proper size and position in time and space!" Kirk ground out through gritted teeth.

"Aye, aye, Captain!" The Doctor looked very pleased with himself.



### ***Use your MonSFFA membership card to save at these fine stores!***

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10% off all merchandise  
(webstore)

[www.imaginationhobby.com](http://www.imaginationhobby.com)

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15% off all merchandise  
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<http://www.milleniumcomics.com/>



Reviewed by Steven Janssen



### Jack Ryan: Shadow Recruit (2014)

*Actors:* Chris Pine, Kevin Costner, Keira Knightley  
*Director:* Kenneth Branagh

This is an action / spy movie based on a character created by Tom Clancy. This is not the first movie made where Jack Ryan is the main Character (i.e. Patriot Games). It is kind of a "reboot" of the series where we see the reason why Jack Ryan

became a marine, how his career in the military ended and why he was recruited by the CIA.

Chris Pine seems to be on a roll when it comes to "rebooting" stories.

Although not a masterpiece, this is a good action-pack movie with lots of car chases, shooting and villains that kept me on the edge of my seat wanting to see more. I would compare this movie to some kind of episode of 24 on high octane. But be advised, no other Jack can replace Jack Bauer...

Not unlike 24, there are some timing issues where scenes are changing too fast and don't seem to fit quite nicely together. But this can easily be set aside to enjoy the story and the special effects.

### Thor: The Dark World (2013)

*Actors:* Chris Hemsworth, Natalie Portman  
*Director:* Alan Taylor

This is the second movie with Thor. Classic superhero movie with lots of nice special effects. Most of the action is not on earth... If you are not familiar with the "Thor" from the comic books, the movie can sometime be hard to follow since they mention places or introduces characters with little explanation.

I believe they were trying to introduce a "light" side to the story with random funny scenes. Not as good as in the first movie.

Also, when earth is threatened by the dark elves, I didn't feel the fear in the people about the catastrophic events that are happening, unlike in the movie Avengers, where you could see the fear in the eyes of the bystanders...

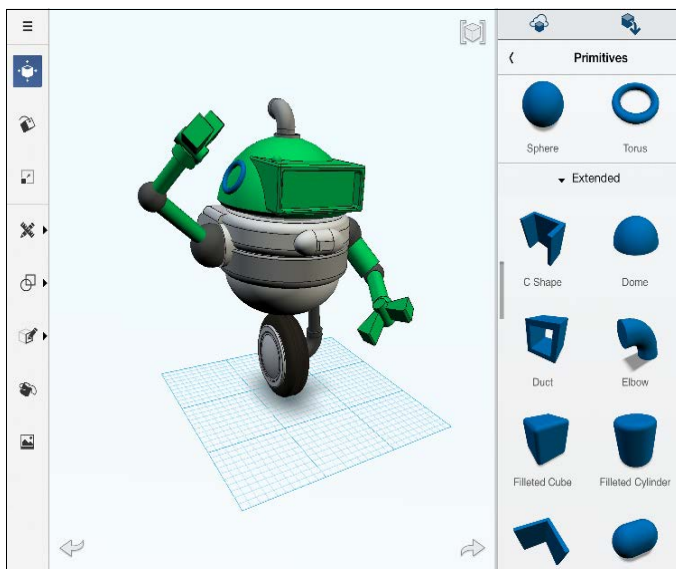
All in all, this is a good movie but, in my opinion, the first movie was better.



## REVIEWS: Gadgets & Apps

### 123D Apps

Reviewed by Sylvain St-Pierre

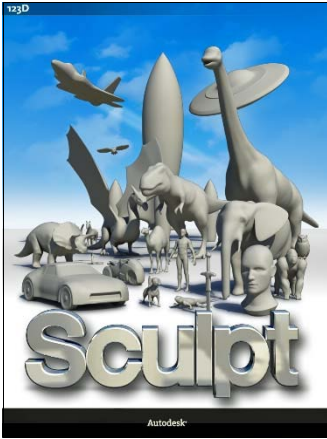


123D Design is the best for mechanical renderings

One of the problems with tablets, when compared to traditional computers, is that fingertips do not afford as much control over some functions. Styluses sometimes help a bit, but there is room for improvement in that area. For this reason, I generally prefer using my PC when I want to do fine work in three dimensions.

There are however some excellent 3D applications available for the iPad, and gorgeous renderings can be produced on that platform. My favourite is the 123D Series put out by Autodesk Inc., with four programs that I know of so far, each better suited for a given aspect of virtual shaping.

123D Design is the best for mechanical renderings. The controls are optimised to produce precise geometrical shapes and are therefore perfect for most vehicles and appliances. Interesting devices can be built very rapidly with that one. The library of existing parts is fairly extensive, and will save you the hassle of creating basic stuff such as gears or common robotic joints. This particular program has also recently (as of January 2014) been updated to include tools that address the always tricky problem of lining up parts properly.



*123D Sculpt gives you pre-shaped lumps of virtual clay*

users in a gallery accessible to everybody who has purchased the app.

123D Creature is my own personal favourite. You start with a very basic scaffolding, to which you can add untold numbers of limbs and other appendages, and then fine tune the details to your heart's content. Rather impressive aliens can be quickly produced that way and you have great control over things such as skin and lighting. You can even, up to a point, animate your creatures, although this



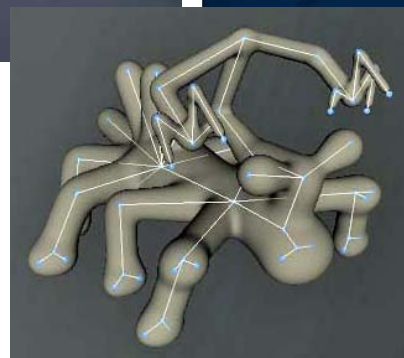
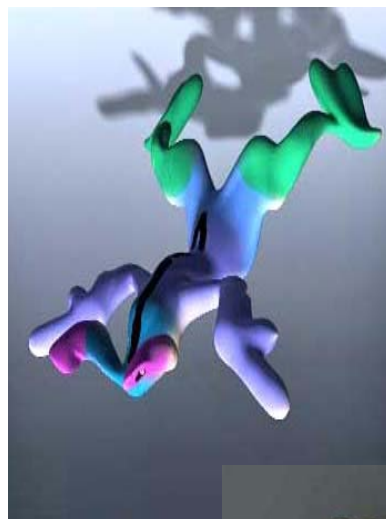
*Iron Man by Jason Vasilopoulos*



*Alien Lizard by Michael Maddi*

*The two examples shown here were posted by other users in a gallery accessible to everybody who has purchased the app.*

*Three creatures designed by Sylvain St-Pierre using 123D Creature..*



particular process could stand a lot of improvement. I especially like the ease of use of this program, and really enjoy generating weird beings just for the fun of it. I made the examples displayed below this column myself.

All of the above apps can export their files to other 3D processing programs as parts to build more complicated scenes, or to 3D printers that will turn your creation into something real (or that you can at least touch). There are even links to on-line services that will print the objects for you, although this sort of thing is still a bit too expensive to do on a whim.

123D Make is a special case, as it is specifically designed to allow you to make physical objects. You can trace the outline of a shape, and the program will spin it and produce a pattern that can be printed on paper with an ordinary printer and used to cut pieces of cardboard that can then be assembled. The shapes thus produced are limited to revolution volumes, and you can only build the frame of an object that way, but this is a great way to lay down the skeleton of a rocket ship or a medieval tower.

We may still be far from having actual replicators, but are definitely getting closer every day!



*123D Make is specifically designed to allow you to make physical objects.*

*Better late than never, yes? Here are my reviews of the Hugo nominees for best novelette for 2012/2013.*

**NOVELETTES**  
**Reviewed by Danny Sichel**

**“Fade to White”, by Catherynne M. Valente**

Interesting piece about life in the American Dream, about half a generation after things went all to radioactive hell under President Joe McCarthy. Valente gives us a vivid but mournful tour of a hauntingly sad environment, shown from three viewpoints: the teenage boy who wants to be a Husband, the teenage girl afraid to be a Wife, and the advertising executive who keeps demanding rewrites.

Ranking: 2

**“In Sea-Salt Tears”, by Seanan McGuire**

Have you read McGuire's popular series of novels about October Daye, changeling detective? If you have, you'll remember the Luidaeg, Sea-Witch. This is a story about the Luidaeg, Sea-Witch. If you haven't, well... the story stands on its own reasonably well. It's interestingly folkloric, but in a way that clashes disconcertingly and

unsatisfyingly with the modern-day setting. It's no spoiler to say that the story's a heartbreaker -- we're told that in the introduction -- but the relationship dynamics that cause it to \*be\* a heartbreaker... they don't quite make sense. In the nonspecific “once upon a time, and far away”, it's more plausible that these secrets would be kept for decades even from a beloved spouse, and then cruelly revealed at the moment of decision; the style's inherent vagueness serves as a distancing mechanism to justify the foolishness which drives the plot. But when the story is set in California, with

realistic first-person narration, and goes from 1972 to 2003, one is forced to ask “why didn't she say something sooner? Why didn't she say \*anything\* sooner?”

Ranking: 3

**“Rat Catcher”, by Seanan McGuire**

Have you read McGuire's popular series of novels about October Daye, changeling detective? If you have, you'll remember Tybalt, King of Cats. This is a story about Tybalt, King of Cats. If you haven't, well... it works okay without the knowledge that this is backstory for a character in a larger epic, but it's \*only\* okay.

Ranking: 4

**“The Girl-Thing Who Went Out For Sushi”, by Pat Cadigan**

When I was looking at the anthologies that were supplied so that I could judge “best editor (short form)”, one of the stories I read was “The Girl-Thing Who Went Out For Sushi”, and I thought to myself “I wish I'd read this anthology earlier, so that I could have nominated this story for best novelette”. This is set on the research stations orbiting Jupiter, where a significant amount of the staff has “gone out for sushi” and is therefore no longer considered strictly ‘human’. This is really well told -- initially it's alien enough to be confusing, but we very quickly get up to speed, and it's a fascinating story that answers just enough of our questions to keep us from being lost, while leaving us eager to know more. The biggest problem here is that most of the huge amazing stuff happens off screen: the narrator never sees it or finds out what's really going on, and just sees the end results.

Ranking: 1

**“The Boy Who Cast No Shadow”, by Thomas Olde Heuvelt**

Look is a Dutch teenager who's... translucent, transparent, something like that, Heuvelt hasn't really made it clear (no pun intended). You can't see him in a mirror, cameras can't see him, etc etc. It bothers the hell out of him. In high school, his best friend is Splinter, who's made entirely out of glass and is hugely fragile. They run away together, and go to Portugal to watch the sun set over the ocean. This is basically a coming-of-age story -- life and death, love and sex, rebellion and revenge, etc etc. There's nothing wrong with a coming-of-age story per se -- ‘Fade to White’ is very much a coming-of-age story -- but ‘The Boy Who’ is \*boring\*. I forced myself to read through the whole thing (although I admit I just skimmed the gay sex scenes), and although there are a few clever details here and there (Look has no idea what his own face looks like; when Splinter gets a crack, the doctor sends him to a windshield repair shop), there is nothing in this story that makes me want to know more. There's nothing weird or interesting or intriguing or fantastic or novel or cool or \*new\*. Sometimes, when I read for the Hugos, I wonder “why did anyone bother to nominate this story”; for this one, I wonder “why did Heuvelt bother to write this.”

Ranking: none



**Editor's note:** *In case you were wondering, the Hugo for best novelette went to “The Girl-Thing Who Went Out For Sushi”, by Pat Cadigan.*



OTAKUTHON 2013  
Reviewed by Sylvain St-Pierre

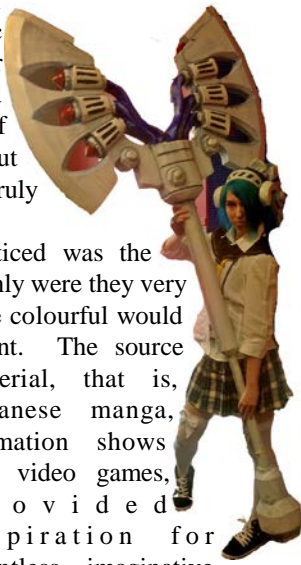


Held at the Montreal Palais des Congrès last August, this anime convention boasted an attendance of over thirteen thousand very enthusiastic fans! Because of prior commitments I was able to attend only on Saturday, and spent most of that helping with the masquerade, but what I could glimpse was truly breathtaking.

The first thing that you noticed was the prevalence of hall costumes. Not only were they very numerous, but to say that they were colourful would have been a major understatement. The source material, that is, Japanese manga, animation shows and video games, provided inspiration for countless imaginative (and sometimes downright weird) accoutrements. While garbs based on those shows that have been dubbed and broadcasted here, such as *Naruto* or *Card Captors*, are easy to recognise; many costumes have far more obscure origins. That did not stop them from being very attractive, and picture-taking was a special experience.

While the passing of Con\*Cept would seem to indicate that fandom is on the decline, events like Otakuthon tend to prove that at least some forms of the genre are still very much alive.

Held at the



For the benefit of those fans who make it an habit to go into flirting mode when attending a con, we should add that gender

confusion is an essential part of Japanese fandom, and that the way a person is dressed at those events should not always be taken at face value... This aspect is sufficiently important to justify the inclusion of yaoi (gay male) and yuri (gay female) tracks in the programming.

The Dealers' Room was also a bit different from that of your average run-of-the-mill convention. Immense, it sported an assortment of goods that astounded by its variety and - one has to admit - often bizarre nature. The merchandise was not, however, exclusively restricted to oriental items and there were quite a few good deals to be found if you were willing to be



patient and browse a lot. Japanese fandom is a bit more relaxed than its Western counterpart when it comes to sex, and while I didn't see any outright porn, there was at least one vendor who proudly proclaimed that his



wares were uncensored.

Filking is hardly new at cons, but at this one it leaned heavily in favour of theme songs. Did you know that there are quite a few people capable of correctly singing all the words of the opening of *Pokemon* in English, French and Japanese?





Accustomed as I was to Con\*Cept, where I had to practically drag the masquerade contestants on stage kicking and screaming, I was quite fascinated by the fact that about twenty people were already lined up to register hours before the desk opened! It then took about a hundred minutes

to fill all of the sixty slots available, which were then expanded to eighty three because so many additional costumers were begging to enter. With multiple entries, over one hundred and thirty persons ended up on stage. This is the stuff masquerade

directors' wet dreams are made of!

I only glanced at the panel list, but there were several that I would have liked to attend if only I had a bit more time available. Quite a few of the games and workshops, in particular, had fascinating titles. Cosplay Chess, Otadance, Dollfest, that sort of thing.

I was especially impressed by the show that preceded the masquerade, which I was able to watch from behind the scene. Complex choreography and signing by scores of athletic girls in skimpy school uniforms and androgynous bishonen (pretty boys). They somehow managed to round up half a dozen fetishes in one grand spectacle...

The next Otakuthon is scheduled for August 22-24 this summer, and I am definitely planning to at least drop by.



## REVERSED POLARITY

Josée Bellemare



This convention only Cathy and I went from MonSFFA. The trip down on Thursday was wet and grey but overall uneventful.

Friday, as per our tradition, the Montreal Marauders (that's what I call our little group) hit

the local stores with great energy. It may have been just the two of us but we came back with several bags each.

The convention itself was much smaller in size, the dealers' room taking about half the regular space of previous years and hardly any of the independent dealers setting up their tables in the hall.

The Friday night party wasn't as lively as previous years and the costumes fewer in number. I did win an award for "Whimsy" with my Tardis T-shirt.

My own costumes for the weekend were steampunk themed. On Saturday I dressed as a Victorian lady,



complete with top hat and my personally decorated parasol and on Sunday as an explorer.

There were however, plenty of Daleks rolling around. Different colors, sizes and

levels of workmanship and materials from eight feet tall and remote controlled to four feet high made of cardboard and duct tape. One of them even had lights and could blow smoke.



Throughout the weekend there were plenty of panels and workshops. Unfortunately there was no video room and the

model display room was cancelled because the person in charge suffered a personal tragedy in his family.

The guests were very entertaining and had many stories to tell. Larry Stewart, in the past known as The Doctor, was very much in his element as MC and seemed to be having lots of fun.

The masquerade was impressive and Gordon Rose was back as presenter. The dance however lacked energy. The advertising had promised a "Retro" dance and since the convention was celebrating "50 years of Doctor Who" I thought there would be music from those 50 years but D.J. Andrew Gurudata was kinda stuck in the 80's. I suppose we all have different ideas about how far back in time retro means to us.

The organizers had a contest going with a trip back in time in the Tardis as the prize. Since it was the end of daylight



saving time and at 2 o'clock Sunday morning the clocks would fall back, the idea was that the winner would step in The Tardis booth at two o'clock and after some sound and light effects, would step out at 1 o'clock.

Unfortunately, I left around midnight with the beginning of a headache which only got worse on Sunday. That's what happens when your hat doesn't fit properly.

## SFF AWARDS



Two fan-voted awards are calling for nominations, and one is about to open the voting. I'll start with the **Constellation Awards** which honour the best in film and television. Nominations were in three categories with 3 awards in each category. The final ballot will be announced March 8<sup>th</sup> at the Toronto Comicon. Awards will be presented at Polar Chill July 5<sup>th</sup> at the Holiday Inn Toronto International Airport.

Notice the empty space among the stars. Every year a different Canadian icon fills this space, and fans look forward to seeing what the image will be this year.

To keep up to date with events, go to <http://constellations.tcon.ca/>.

The Canadian Science Fiction and Fantasy Association has opened nominations for the **Aurora Award**, given to honour the best of the previous year's Canadian SF&F. MonSFFen will be pleased to hear that our own 2WPG, Berny and Mark, have the contract for the Aurora pins and will also be designing the hall of fame pin and trophy, and yours truly is on the Board of Directors as



## WORLDCON NEWS

**World Con 2014**, LonCon3, in London, UK.

**The bid for 2015** was won by Spokane, Washington, USA  
<http://sasquan.org/>

### Bids Announced

**2016 Beijing** : <http://www.guokr.com/zone/worldcon/>  
**Kansas City**: <http://kansascityin2016.org>

**2017 Helsinki**: <http://helsinkiin2017.org/>  
**Japan**: <http://nippon2017.org/>  
**Montréal, QC**  
**Washington DC**: <http://dc17.org/>

Monday, on our trip back, we stopped off at The Big Apple. It has changed quite a bit since the last time we were there. It is far less commercial looking and much more country store: the look of the place, the food offered, even the gift store is selling locally made goods and produce.

Overall, it proved to be a great weekend.



## C. Palmer-Lister

secretary. To learn how you can join CSFFA, go to <http://www.prixaurorawards.ca/>

**The Hugo Awards** nomination period ends March 31<sup>st</sup>. There are 16 trophies awarded in this very high profile event. Regrettable, the LonCon 3 committee is already embroiled in controversy. The host, Jonathan Ross, resigned following a vicious on-line protest. Apparently, Ross is reputed to have made sexist jokes and mocked overweight women. This did not go over well with some authors, fans, and even committee members, but the backlash seems to me way over the top. Apparently, his family has been threatened; what is wrong with people?? This is not the first time that my enjoyment of fandom as been eroded by idiots who just like filling the twittersphere with vile comments. If a **member** of the convention feels strongly about an issue, he/she has only to send polite comments to the organizers. No need to go around threatening people. It's only fandom, not life and death!

The Hugos will be awarded at the World Science Fiction Convention which is in London this year, but who will be doing the presenting is still up in the air. I plan to be there, and I'm going to enjoy the con. <http://loncon3.org/2014hugos.php>



**2018 New Orleans**: <http://neworleansin2018.org>  
**San José**

**2019 Dublin, Ireland**: <http://dublin2019.com/>  
**Paris** <https://sites.google.com/site/parisin2019/>

**2020 New Zealand** <http://nzin2020.org/>

**NASFiC**, the North American Science Fiction Convention, is held in a US city whenever the World Con travels abroad, as it does this year. Detcon1, in Detroit, is the 2014 NASFiC.

<http://detcon1.org/>

Organizers are having a hard time convincing some fans that Detroit is a safe city.





SEPTEMBER 2013

MonSFFA's September 22 meeting featured two quite animated presentations, and briefly, some actual animation, of the stop-motion variety.

Relocated to the Portneuf meeting room in the hotel's basement due to an unfortunate booking error, we took full advantage of the many large, comfortable couches and chairs arranged about the room. The meeting was akin to sitting down in your living room with a host of your friends!



A cowboy-hatted **François Ménard** was first up, speaking enthusiastically and knowledgeably on the subject of sci-fi Westerns. Two time-honoured genres – science fiction and the Western – share a number of attributes, he stated. Both often feature frontiersmen, SF the space-faring adventurers out there braving the “final frontier”, and Westerns the familiar cowboys and gunslingers of the North American Wild West, circa 19th century. Characters often pack side arms, spacemen some sort of laser or energy beam-emitting pistol, which is really just a futuristic version of the weapon commonly employed by the denizens of Westerns. Citing examples from literature, comics,



and film/television, François included in his presentation video clips of such sci-fi Westerns as *Westworld*, *Outland* (essentially, *High Noon* remade as sci-fi!), *Cowboy Bebop*, and *Brave Starr*. Back to the Future III certainly mixes the two genres, by means of an SF element, time travel. Stephen King's *Dark Tower* series – a fantasy/horror Western – qualifies, François having included the fantasy and horror genres in his broad definition of sci-fi. He noted that there are two major types of sci-fi Western. The first features a Western setting and incorporates sci-fi elements; examples include *The Adventures of Brisco County, Jr.* and the recent big-budget movie

adaptation of *Cowboys and Aliens*. Space Westerns, on the other hand, feature a sci-fi setting incorporating Western elements; examples: *Firefly*/*Serenity* and *Defiance*.

Following the mid-meeting break, **Danny Sichel** spoke on the topic of death and that which comes after, as explored in SF/F. A whirlwind of references, information, and analysis, Danny covered his topic from numerous angles, beginning by stating that everything in this universe of ours dies. Eventually. Animals, people, stars and galaxies, even the seemingly imperishable Keith Richards! MonSFFA itself will one day give up the ghost, said Danny, though hopefully not anytime soon, added his audience.

So what happens when you die? Religious belief systems have you going “up, down, or somewhere else,” Danny explained, citing and discussing what he called the three “R”s: resurrection (rising from the dead), reincarnation (coming back from the great beyond as another being), and repetition (eternity in some kind of Groundhog Day scenario).



Does the loss of one's mind, one's very self, constitute a death, from which stems an afterlife? Might immortality be achieved by uploading one's consciousness to a computer or robot? Is an exact copy of you, in fact, really you? Is it you that now exists, or the copy? These questions and others are considered in many works of SF. Death personified -- the skeleton carrying a scythe, Black Flash of the DC Comics universe, the image of a Goth girl -- flashed across the screen as Danny highlighted SF/F's numerous takes on Heaven and Hell. From the seminal *Frankenstein*, *Farmer's Riverworld*, and cryonics to the comic book series *The Light and Darkness War*, zombies, and the transformation of *The Velveteen Rabbit*, the genre's diverse ideas concerning death and an afterlife were thoroughly examined.

Just before we wrapped up for the afternoon and headed out for dinner at a nearby restaurant, François stepped up again to screen the results of the stop-motion workshop that he ran at our August “Crafting and Collecting” meeting. This demo reel included a few seconds each of the stop-motion animation exercises carried out by MonSFFA members under his guidance. We witnessed, for example, a dancing tabletop camera tripod, a charging toy dinosaur, and a lively Teddy Bear! François will also be giving a talk on and showing examples of his own “Adventures in Stop-Motion” at our upcoming November meeting.



MonSFFA's October 27 "Halloween" meeting boasted a busy schedule. As anticipated, we ran a bit long, but not outrageously so. We did manage to get in everything that was on the agenda!

First up was **Sylvain St-Pierre** with a most interesting, humorous, and at times disturbing presentation on geeks and the lengths to which some will go to express their devotion to a particular interest. Collectors of Star Trek and Star

War memorabilia, for example, were highlighted, the collections of some occupying several rooms and even entire homes! These geeks have spent tens of thousands of dollars on their passions! More than a few of them, however, had also, sadly, paid a terrible personal cost in destroyed relationships and marriages as a result of their infatuations.

Through a selection of photos, and Web and TV news reports, such levels of geek obsession were explored. Using pie charts and cartoon figures, Sylvain amusingly offered an analysis of what characteristics constitute a geek. He classified the various subgroups of the genus, as well – sports geeks, technology geeks, model train geeks, food geeks – but zeroed in, for our purposes, on sci-fi geeks. Most are generally well-adjusted folk who simply enjoy a particular thing with a tad more gusto than most – all just harmless fun. But there are those who take things too far.

Tattoos and body modification are other forms of expressing geek fervour and in extreme cases, border on mental disorder, if they do not outright elect one mayor of Insanity Junction. Montreal's own Rick "Zombie Boy" Genest, most of his face and body tattooed so that he looks like a living skeleton or decaying corpse, is one such extreme. Sylvain also offered the example of a young man from the Philippines who is fixated on Superman. The fellow not only dresses in the familiar costume and cape, but has undergone numerous plastic surgery procedures designed to make him physically resemble the comic book superhero!

Perhaps the most extreme example of this kind of "fanatical geekness" Sylvain showed the group involved an Asian couple who have had their faces and bodies surgically

altered to transform themselves into the living embodiments of Barbie and Ken!

Next up was young **Isis Redmond**, assisted by Lindsay Brown, offering a primer on Mattel's Monster High toy fashion dolls. The Monster High franchise also includes books, TV specials, a Web series, software, and a direct-to-DVD movie.

Isis had brought in her collection of Monster High dolls and with Lindsay, gave a brief bio of each. Picking up on the idea put across in the Monster High book series, Isis and Lindsay asked what might occur were the classic monsters of film – Frankenstein, Dracula, Wolfman, The Mummy, etc. – to produce offspring, suggesting that these Monster High characters might be the result, a "next generation" of monsters. The group was introduced to Frankie Stein, Draculaura, Clawdeen Wolf, Cleo de Nile, Lagoona Blue, Spectra Vondergeist, Abbey Bominable, and others. Isis was sure to showcase their various pets, including Clawdeen's cat, Crescent, Draculaura's bat, Count Fabulous, and Cleo's venomous snake, Hissette.



Following the mid-meeting break, **Keith Braithwaite** offered his reviews of the sci-fi and horror movies named or referenced in the Rocky Horror Picture Show theme song, Science Fiction/Double Feature. He began by playing the song, with lyrics flashing onscreen in accompaniment. He then showed trailers and excerpts from the movies, providing interesting tidbits of trivia about and opining on each. Keith closed by playing a live, up-tempo cover of Science

Fiction/Double Feature by the Misfits, to which he had attached a montage of clips from the films, rock videostyle.

The afternoon closed with a group conversation on Halloween (and other) pranks, with folk relating tales of some of the best gags they'd pulled off or witnessed. Some reminisced on neighbourhood haunted houses set up for trick-or-treaters while others detailed specific tricks, like a fake séance in which a small model rocket engine was sealed inside a candle, sparking and smoking on cue to convincingly signal the presence of "spirits" from the other side. Practical jokes included lightly coating a victim's toothbrush with hot sauce!

Our "Halloween" gathering was immediately preceded by a Board of Advisors (BoA) confab to select meeting dates for 2014 and to start sketching out programming ideas.





MonSFFA's November 17 meeting closed 2013's meeting schedule, offering a primer on a peculiar musical group and recounting one MonSFFAn's experiences developing and shooting a stop-motion animated film.

**Marquise Boies** took center stage to introduce her fellow club members to an odd steampunk inspired group of buskers



*Marquise takes her own vision to the Metro*

who have developed a weirdly stylish act. More than simply an enthusiastic band of young street musicians, the members of Steam Powered Giraffe have created an intricate history, outlined in a variety

of media, for the robotic characters they have created and inhabit when performing. Eye-catching make-up design and costuming coupled with a strange sort of mechanical mime and offbeat comedic stylings make these musicians as interesting to watch as to listen to. Steam Powered Giraffe boasts a quirky, devoted following, spirited online presence, and has released a few albums of their songs, samples of which Marquise played for MonSFFen during the course of her detailed treatise on the novel band.

Following the break, **François Menard** shared his experiences producing a short stop-motion animated film. A rather time-consuming technique popularized notably by Ray Harryhausen, stop-motion involves creating in a miniature puppet or model the illusion of life by incrementally moving the articulated limbs of the figure, exposing a single frame of film or digital media, then moving the limbs a tick more and snapping another frame, and so on. When played back at the standard 24-frames-per-second, the figure appears to move on its own, as if alive.

Through a process of research and hands-on experimentation, François essentially taught himself how to build and dress the miniature sets, fashion the necessary rigging, and animate the articulated figures he employed for his project. He took his audience through each step of the production, describing how he made the physical sets, created digital backdrops, solved lighting and other problems, and learned by trial-and-error what worked best.

François used an application called Stop-Motion Pro and he covered the basics, here, recommending the software to budding stop-motion animators. He screened his animation tests, explaining how he fixed errors and fine-tuned things until he got it right. The articulated characters François used were Masters of the Universe toy action figures and while not specifically designed for stop-motion, they proved reasonably flexible, each having some 20 points of articulation.

François closed his presentation with a world premiere screening of his completed film, which featured He-Man and Skeletor squaring off in armed combat.

## **DRM Stomps Godzilla-Like on Club's New YouTube Channel!**

**MonSFFA has launched its own YouTube channel.** Among the short videos of club meetings and such we've put up were the comedic fan films MonSFFilms produced during the early- to mid-2000s.

It didn't take more than a few days for the mandarins of Digital Rights Management (DRM) to descend upon the club's new online enterprise in much the same manner as that errant meteor descended upon the dinosaurs 65 million years ago!

Because we employed excerpts of a couple of rock and roll songs in two of our productions, we were issued a warning and directives to immediately remove the videos. While the music passages used were selected because the lyrics happened to serve the narratives of our silly little movies—a practise not uncommon in low-key, amateur fan-filmmaking—and regardless of the fact that these short fan flicks of ours are comedic parodies and arguably fall under the "fair use" provision of copyright law, we complied with the "request" and took the videos down.

**We are, after all, but a small sci-fi fan club and certainly don't have the resources or desire to become engaged in a legal wrangle with some imperious corporation. Especially not over footage of a guy dressed in a moose costume! Not the hill we want to die on.**

In all likelihood, this violation of copyright was probably identified by some sort of automated 'bot designed to search the Web, identify transgressions, and issue admonitions without determining if said transgressions are egregious enough to really demand attention. When we first discussed content for our YouTube channel a few months ago, several club members cautioned that something like this might occur were we to put these videos online. Turns out, they were right! So, it is what it is. As totalitarian or ridiculous or all out of proportion as the situation may seem to some, MonSFFA's Executive have opted to steer well clear of any potential problem and so we won't be posting any uncertain material on our channel in future.

**The MonSFFA YouTube Channel is at:**

[http://www.youtube.com/channel/UC\\_NPtvIodCh\\_F1\\_AigWMSgg](http://www.youtube.com/channel/UC_NPtvIodCh_F1_AigWMSgg)

**Beavra!** remains, however, so if you still have not seen this classic, award-winning(!) trailer, head on over to [http://www.youtube.com/watch?v=YXUU\\_hOCvdM](http://www.youtube.com/watch?v=YXUU_hOCvdM)





## DECEMBER 2013

We returned to the downtown Irish Embassy Pub and Grill for the club's 2013 **Christmas Dinner/Party** (Saturday evening, December 7) to celebrate the festive season over dinner and drinks. Some 20 or so folk attended, enjoying delicious meals of prime rib, chicken, and salmon. Tasty desserts and a variety of beers and spirits were also consumed.

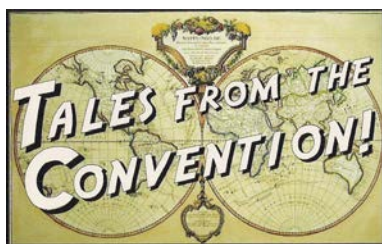
Our "Rewards Raffle" acknowledged the efforts of volunteer members throughout 2013 and our Christmas Raffle pleased three lucky MonSFFen with a bag full each of SF/F-themed gifts.

A good time was had by all.



## *Tales from the Con*

**Lloyd Penney**



### De Planes, De Planes...

About 20 years ago, Yvonne and I ran a short series of relaxicons in Toronto called Opuscon. Yup, the penguin and everything. It was held in Oakville, west of Toronto, and not many people wanted to go all that distance to go to a convention...that's why it was a short series of relaxicons.

The second Opuscon was a fun time. During our explorations of the hotel that weekend, we came across a few engineers having some fun of their own. They were at a small meeting at the hotel we were at, and they had gotten their hands on some interesting designs of paper airplanes. They shared those designs with us, and we brought them back to the relaxicon, where we started trying the designs for ourselves.

I should say that the hotel Opuscon was at was an eight-storey tall atrium hotel, with a large resort-style area

where a heated pool kept the glassed atrium area warm all year round.

The paper airplane enthusiasts in our group settled on a round airfoil design, and we also found that the best material to use was...the glossy hotel pamphlet available in great quantity all over the hotel. We tested the round design, and found they flew the best, so where's the best place to give the planes their test? The top floor of the hotel, overlooking the atrium, of course.

We had several dozen round foils, and while we thought the hotel wasn't looking, we launched them from the top floor in hopes that they would sail across the atrium and land below. What we failed to take into account was the warm thermals rising from the heated pool below. As we launched the round foils, they flew beautifully, and rose and rose and got caught in the upper rafters. Even when we pointed the foils downwards, the thermals would correct them, and make them rise and get caught in the rafters. We figured close to 20 of the foils got caught up there before we figured, hey, the hotel might see those, we'd better stop!

The convention carried on, we swapped stories and knowing looks, and every so often, we glance upwards and see our handiwork in the hotel rafters. It wasn't until after the convention was done and we were in the catering office, settling the bill that the hotel brought up the paper airplanes in the rafters. Apology, apology, won't happen again...and it didn't. That was the last OpusCon.

However, it wasn't the last relaxicon there. Fast forward about ten years, and some friends of ours had enjoyed

themselves at Opuscon, and decided to stage a relaxicon of their own, to recreate the good times, and they called their one-shot relaxicon PseudoOpuscon. Guess they were tired of waiting for us to stage one last relaxicon. We attended and had a good time, but were told by the committee members, nudge, nudge, wink, wink, that they had a difficult time getting the hotel to agree to the contract, for they had to tell the hotel several times that no, they aren't the same people who put all the paper airplanes up in the rafters, and it won't happen again, no sir...

## MonSFFun

Lindsay Brown

