

### MonSFFA's Executive

#### President

Bernard Reischl

### Vice-presidents

Keith Braithwaite & Lindsay Brown

### Treasurer

Sylvain St-Pierre

### **Appointed Positions:**

# PR, Membership, editor of Impulse

Keith Braithwaite

#### Web Master

Bernard Reischl

#### **Editor of WARP**

Cathy Palmer-Lister

### Board of Advisors (BoA)

All members in good standing! Please help us plan your activities!

#### On the Cover

Our mega-SFF book sale!

The credit for the cover of WARP 87 was inadvertantly left out, apologies to Keith Braithwaite who came up with the perfect cover for our veerry long winter!

### Write to Us:

MonSFFA c/o Sylvain St-Pierre 4456 Boul. Ste-Rose Laval, Québec, Canada H7R 1Y6

#### **President:**

president@monsffa.com

### **WARP Editor:**

cathypl@sympatico.ca

Find us on Line!









### 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.

#### 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

#### MAV 25

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

#### JUNE 8

MonSFFA Field Trip to Aviation Museum in Ottawa http://www.casmuseum.techno-science.ca/

#### **JULY 20**

Annual BBQ in Angrignon Park.

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

#### **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 Time and place TBA

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.



# FEATURE ARTICLES

Starfleet Treachery / 4 Technologic / 6

### **REVIEWS**

### Movies and Television / 10

Captain America / Robocop / Lego/ Spider-Man / Godzilla / X-Men

> Web Comics & Series / 12 Tozo / Project M

> > Literature / 13 Opera Vita Aeterna

### Events / 15 Costume Con / Free Comic Day

### **DEPARTMENTS**

You've Got Mail / 3 Upcoming Conventions & Events / 9 MonSFFA Discount Programme / 14 Awards / 17 MonSFFun Page / 24

### **MONSFANDOM**

Meetings from January to April / 19



Dear MonSFFen:

Thank you for Warp 87...life has been upside down lately, and I have taken a lengthy break from writing, especially with the neverending job hunt in progress. With some luck, I will be getting my life back to normal, and one of the best ways to do that is to get writing again. I

will have a good look at Keith's illustration of a typical Canadian bundled up in this horrific winter almost past (almost), and then dive inside.

My loc...I made more inquiries as to Ad Astra's dealers' room, but no one ever got back to me, so we made similar inquiries with CostumeCon and Anime North, and we got tables at both of those conventions. As I write, CostumeCon 32 is next weekend in Toronto. I have had only a little work since my work at Perennial Design, marking Grade 10 literacy tests with the Province of Ontario's Education Quality and Accountability Office, or EQAO. I did that for two weeks, just finished it up.

The Hugo ballot has just been released! I have not read anything on it, so I cannot vote, I do not recognize any of the Fan Writer nominees, only one Best Fanzine nominee (all the rest of bloggers), and two of the Best Fan Artist nominees. It looks like science fiction has truly left me behind, and I now know I cannot vote.

Next up...CostumeCon 32 is expected to be about 800 in size,

and it is four days long. We head into the hotel the Thursday night to set up our Penney's Steampunk General Store table, and I hope we can do some decent sales. Three weeks after that is Anime North, and we have a table there for three days. I am hopeful that we can make some money on these shows.

Take care all, and see you with the next Warp.

Yours, Lloyd Penney.

Hi, Lloyd!

I'm also trying to get my life back together after the deaths of 2 of my dogs, a major plumbing problem with the drains, the husband needing some minor surgery, and the dentist telling me I need grafts for my gums, never ends! As you've been getting back into writing to deal with issues, I've got back into gardening. Good for the spirit, not so good for the back!

I had hoped to go to CostumeCon, but with London on the agenda, I had to forego it. Just as well, given the bills that have been coming in this month.

The Hugos–I won't be voting either. I often don't, as there are few items I feel comfortable evaluating, usually just the novels and the short form drama. This year, I don't recognize any of the novels, although *Ancillary Justice* has been making a lot of waves. I was surprised to see The Wheel of Time, the entire series, on the ballot. Does that mean whenever an author concludes a series, the whole shebang is eligible? What if one or more of the individual volumes has already won?

Yours in fandom, Cathy



# **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, seriously damaging both ships.

#### **CHAPTER 22**



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?"

Ensign Harry Kim had the answer to Chakotay's question. His hands unmoving on the console, his voice quiet, "Captain....according to these readings we're on the other side of the galaxy. We're over seventy thousand light-years from the Alpha Quadrant."

Tom Paris slid out from under the conn. Still clutching a broken piece of wire he sat there open-mouthed on the deck, staring at Kim, hoping he had heard incorrectly.

Feeling as though she had just walked through a force field, Janeway stood frozen in place. Her eyes glued to the viewscreen and the alien array. Hiding her shock the captain managed to override the tightness in her throat, forcing her voice to sound normal. "Ensign, switch the viewscreen back to Chakotay."

She looked into the face of the Maquis leader. A face that was the mirror image of her own bewildered one. Concealing dismay, her mind in a whirl, Janeway turned in the direction of her ops officer. The captain's voice equally as quiet as his had been. "Mr. Kim, are you certain?"

Removing his eyes from the display, Harry Kim looked at Janeway. Looking, hoping for answers from his captain. "Yes ma'am."

Janeway had no answers. There was only one answer she good give. "I see."

Turning back to the viewscreen, Kathryn Janeway had no reply to the unspoken question.

"I heard." Chakotay spoke quietly, his mind beginning to

gasp the implications.



Stunned silence descended onboard the bridges of both ships. All movement halted as the crews turned to their captains for reassurance.

The Maquis leader and Starfleet captain resisted the rising sense of dread and panic.

Determined not to show before their crews the absolute shock and fear they were now feeling. Nothing in the experience of either one had ever prepared them for this. Two ships, desperately in need of help, alone in unknown space. Cut off from all they knew,

from all help. Just the two of them.....alone! The hunter and the hunted, two enemies, thousands of light-years from home.

Abruptly, startling everybody, bringing them back to reality, the silence was broken.

Onboard Chakotay's ship the somber voice of Evans drifted out of the comm system. "Chakotay, sickbay is a mess. Both the doctor and nurse are dead. We've activated the EMH but this place is full....with more arriving...."

At that moment the comm lines on Janeway's ship sputtered



a few times then...."Dr. Fitzgerald to bridge! Bridge respond!"

Expecting the worst, Janeway rested her hands on the conn panel. Trying to draw strength from the cold hard steel of the ship. At least her doctor had survived. "Janeway here!"

The reply came from a very impatient and irritated medical officer. "About time! I need help down here! In

no way am I able to cope with such a large number of massive

injuries." Dr. Fitzgerald added as an afterthought. "The nurse is dead! Meaning I have no one to assist me!"

Wishing her ship was equipped with an EMH Janeway turned to Kim. "Ensign, get down to sickbay!"

Realizing he had done all that he could, at least for the moment, Paris leaped to his feet. "Harry, wait for me!"

A frantic call from engineering demanded the captain's attention. "Carey to bridge. We're in shambles down here. Casualties heavy, including the chief. Danger of a warp-core breach!"

Janeway sprung into action. "Secure engineering systems! I'm on my way!" Turning from the viewscreen she glimpsed Chakotay also rushing in the direction of his turbolift, intent upon lending an experienced hand somewhere on his own crippled ship.

What she missed was the look Cavit, who had just returned to the bridge, threw in the direction of the Maquis. Janeway rushed past her first officer. "Mr. Cavit, the bridge is yours. Such as it is. Keep the comm line open with Chakotay."

The door slid shut as the captain stood rigid and tight-lipped in the center of the lift. "Engineering!"

#### **CHAPTER 23**

Janeway's quick strides carried her swiftly down the corridor to engineering. As the door opened she was forced to slow down by the sight greeting her. Gasping in horror, with tightly clenched fists, she stepped around a body stretched out across her path. Her distress grew as she looked around at the massive damage and carnage of what had been engineering, the burned, broken bodies of the dead. At those, who despite their own injuries, were offering comfort to comrades worse off.

As on the bridge, the destruction was beyond belief. She was amazed that her ship was still in one piece. To Janeway's relief an emergency medical team entered engineering, quickly taking care of the injured.

Her attention was immediately drawn back to the danger they faced by the callous computer voice chanting on and on....."Warpcore fracture, possibility of a warp-core breach. Warp-core fracture, danger......" Janeway spotted Carey standing with one of the few remaining engineers beside the core chamber.

Quickly she moved in their direction. "Carey! Lock down the magnetic constrictors!"

His head swung in Janeway's direction. "We might have a problem afterwards!"

The captain's voice nullified any addition argument. "No choice! We have to take the risk. Do it!"

"Yes Captain!" Carey jumped to the only functioning control panel. Fortunately, it stood just in front of the core. He input the necessary commands.

Mentally crossing her fingers, Janeway anxiously watched the warp-core. She counted the passing seconds one....two....three....four....five.... Suddenly, there was a burst of light as the seal slipped into place.

She held her breath as slowly, ever so slowly, the escaping nitrogen tapered down into nothing. She moved closer, placing her

hands on the railing.

Carey motioned to the young woman standing beside him.



"Grab that vice!" Kneeling down, the two engineers began swiftly working on the damage near the base of the core. Within minutes the fracture was repaired.

Standing up Carey looked over at his captain. "Now....to get the warp-core back on-line."

*'Yes now!'* Janeway thought to herself. Now the test. Would they be able to

reestablish the dilithium reaction?

She nodded to Carey. "Unlock the constrictors."

Returning to the console, the engineer quickly tapped the display, sending instructions to the computer.

Janeway waited! Carey waited! Once again the seconds ticking by.

Then, with a dazzling flash of blue light, the core flared back into life. Grinning, Joe Carey turned to the captain. "On-line!"

"Pressure?" Janeway, still with mentally crossed fingers, walked over to where Carey was standing. So far this had not been a good day!

Pressing the display buttons, Carey studied the figures. "Holding. The core will require additional repairs, however, for the time being we're out of danger."

Janeway breathed a sigh of relief. Yes, we might be out of danger here, however, what other risks are we facing?

"Mr. Carey...." Her words unfinished as the man before her shimmered and vanished.

Within seconds one, then two more dematerialized.

Startled, Janeway cried out. "Emergency lockout...." disappearing as she called out to an empty ship. Her words hung in the air for there were no ears to hear.

# **Technologic**

# Marquise\*

Basé sur les personnages de Tiger vs Lion.

# BUY IT, USE IT, BREAK IT, FIX IT, TRASH IT, CHANGE IT, MELT-UPGRADE IT...

Sous les longues boucles blondes sautillantes, les écouteurs de musique rythmaient les pas de la petite Kasandra en tenue de gymnastique une pièce. La jeune Kitsumatawa aurait bien tout autant porté ses médailles de tournois provinciaux, mais Monsieur Squeak les avait déjà vues et cela n'était pas pratiques pour atterrir sur les mains ou pour faire la roue. Apparemment, elle devait attendre d'être assez grande pour avoir de quoi les glisser et les garder sous son vêtement. Mais Kasandra se sentait assez grande... Elle l'était en tout cas assez pour monter les marches sur les mains et les descendre avec quelques culbutes arrières.

# CHARGE IT, POINT IT, ZOOM IT, PRESS IT, SNAP IT, WORK IT, QUICK-ERASE IT...

La petite gymnaste était déjà bien préparée et Monsieur Squeak n'y était pas. Elle le cherchait désespérément pour peaufiner son entraînement, pour parfaire sa posture, pour lui montrer ses nouvelles positions. Bien qu'il avait habitude de l'attendre dehors en plein soleil il n'y était pas et Kasandra dû voir dans la maison et tout les recoins possibles si elle le trouverait. Et sa gorge commençait déjà à se dessécher à force de l'appeler sur tout les tons qui auraient contribué à le faire sortir de sa cachette si cela aurait été un jeu de cache-cache.

Après avoir épuisé ses tons enjoués, impératif, cajoleurs et inquiète, il ne lui resta que son ton angoissé qui n'avait pas eu d'écho.

# WRITE IT, CUT IT, PASTE IT, SAVE IT, LOAD IT, CHECK IT, QUICK-REWRITE IT...

Quoique sa musique dans le tapis lui donnaient envie de faire des bonds et offraient un certain réconfort, Kasandra devait trouver d'autres adultes pour la renseigner alors qu'il lui semblait ressentir comme une urgence.

En entrant comme un coup de vent dans la pièce de la maison qui servait d'atelier à sa mère, elle renversa quelques pièces de courrier près de devis, patrons et posters du Cirque du Soleil. En les ramassant Kasandra porta un intérêt tout particulier à qui il était adressé; Mireille Couture. Elle n'avait jamais comprit pourquoi sa mère recevait encore du courrier sous son nom de jeune fille. Sa mère, dans un de ses extravagants kimonos à motifs de saveur Québécoise, lui avait déjà répondu quelque-chose à l'effet que cela faisait partie de sa profession... Que cela lui serait difficile à changer!

# PLUG IT, PLAY IT, BURN IT, RIP IT, DRAG IT, DROP IT, ZIP-UNZIP IT...

Alors que le rythme de l'atelier, ponctué par la machine à coudre de sa mère cessa net, Kasandra débrancha un de ses écouteurs de ses oreilles. Son regard nerveux se connecta à celui occupé de sa mère. Alors que ses yeux perçants scrutèrent sa fille à travers les perles et les fausses fleurs qui pendaient d'une des baguettes de sa broche à cheveux, sa voix contrasta avec les murs bariolés d'affiches, de tablettes de textiles aux costumes mythiques et légendaires entourés de mannequins costumés pour la fête ou l'aventure.

lock it, fill it, curl it, find it, view it, code it, jam-unlock it...

"Que se passe-t-il, Kas? Tu sais que maman est encore sur ce costume pour les artistes du Cirque du Soleil.

- Je'l'sais bien mais... Je trouve pas, l'bonhomme! rétorqua bien innocemment Kasandra faisant pouffer de rire sa mère.
- -Ah bon! C'est nouveaux ça... Tu lui a trouvé ce nom-là en venant te cacher ici pour lui faire essayer des costumes? insinua du coup la mère regardant sa fille prendre une teinte rouge vif.

-MÔMAN...!"

Mireille Couture Kitsumatawa avait beau être une Québécoise bien étrange, versée dans les coutumes Japonaises et épouse d'un savant nippon tetralingue aussi ferru de mangas et aussi imaginatif qu'elle, il lui semblait que sa fille développait en grandissant une étrangeté encore plus nette. Était-ce l'influence, peut-être un peu douteuse, de Monsieur Squeak? Il était en service dans la famille depuis la naissance de Kasandra. Bien rare que des familles Franco-Québécoises -en quelque sorte-, avaient des hommes à tout faire dans leur foyer.

# SURF IT, SCROLL IT, POSE IT, CLICK IT, CROSS IT, CRACK IT, SWITCH-UPDATE IT...

Aux yeux de Mireille, Kasandra pouvait se montrer bien anxieuse envers Monsieur Squeak si il n'était pas dans les alentours immédiats. C'était même peu rassurant pour sa mère, de voir l'adolescente de douze ans ne pas ramener d'amis de l'école pour jouer ou étudier... de voir à quel point Monsieur Squeak semblait son seul ami et à quel point elle poussait son entraînement physique à des extrêmes qui normalement devraient accaparer bien des jeunes de son âge... Et ce, apparemment pour avoir toute son attention. Pas celle de ses parents; la sienne!

# NAME IT, RATE IT, TUNE IT, PRINT IT, SCAN IT, SEND IT, FAX-RENAME IT...

C'était effectivement le moment où la mère la sentit trop anxieuse pour rigoler plus longuement. D'ailleurs elle avait encore une collerette ou deux à terminer. Donc Mireille se décida enfin à tenter de rassurer sa fille;

"Tu l'aimes bien Monsieur Squeak?

-Bien sûr! Toi aussi, tu l'aimes bien... Tout le monde aime Monsieur Squeak!

-Ton père doit être avec lui en ce moment à parler à ton bonhomme que tu aimes tant." lança Mireille la mère en tentant de ne pas sonner trop sarcastique.

Elle soupira de soulagement quand sa fille remit son écouteur en place et se mit à faire la roue hors de la pièce en se rappelant de dire un "MERCI M'Man!" une fois dans le corridor.

# TOUCH IT, BRING IT, PAY IT, WATCH IT, TURN IT, LEAVE IT, STOP-FORMAT IT...

Kasandra se mit donc à la recherche de son père dans la maison, elle l'imaginait déjà devant ses ordinateurs et ses oscillateurs et ses plans complexes et ses bouts de vieux portables éventrés dans sa salle de travail, mais il n'y était pas. Il lui sembla pourtant entendre un certain raffut dans la remise adjacente et la blonde aux yeux quasi-bridés y courut en une pirouette qui se termina sur la pointe d'un fer à souder encore chaud -mais pas si brûlant- qui lui érafla la cuisse et lui décocha un "OUTCH!".

# BUY IT, USE IT, BREAK IT, FIX IT, TRASH IT, CHANGE IT, MELT-UPGRADE IT...

Le petit homme au teint doré, un peu trapu, dégarni, un brin bedonnant avec des lunettes aux verres bulbeux sembla lancer une imprécation contre sa fille qui, couvert par le chant de Daft Punk, ne semblait en rien faire partie des deux langues officielles du Canada! Mais, alors que Kasandra retira un écouteur et pencha la tête pour émettre un faible "Gome nassai...", le ton de son père Japonais enroulé dans le câblage qu'il tentait de remettre en ordre lui faisait apprécier de ne pas avoir laissé tombé l'écouteur encore tout près de son oreille.

# CHARGE IT, POINT IT, ZOOM IT, PRESS IT, SNAP IT, WORK IT, QUICK-ERASE IT...

Aux yeux de sa fille habituée à la protoculture de ses parents; Edoga Koichi Kitsumatawa, semblait sortit droit d'un classique film du genre cyberpunk... Bladerunner? Matrix Reloaded? Un de ces orientaux avec les clefs de toutes choses ou sachant retirer les réponses de partout, mais qui ressemblent à monsieur tout-le-monde bien ordinaire, juste là au milieu de sa panoplie d'outils dangereux. Et il était là, sévère, mais juste. Comme toujours. Comme à chaque fois qu'il revenait au Québec. Ses visites étaient toujours productives. Il réglait au-moins toujours un gros problème par visite. Kasandra en faisait son héro... Après Monsieur Squeak parfois. Mais même en colère à la gronder en Allemand ou en Japonais, Kasandra savait bien qu'au fond c'était pour son bien. Que ne ferait pas Kasandra pour son père? Le Japon n'est-il pas le pays à la recherche de la perfection Et la fille d'Edoga Koichi Kitsumatawa renoncerait-elle à la discipline même qui forge le caractère des karatékas, des samouraïs et des ninjas?

# WRITE IT, CUT IT, PASTE IT, SAVE IT, LOAD IT, CHECK IT, QUICK-REWRITE IT...

Le père de Kasandra réalisa finalement qu'il devait au moins parler dans une langue moins gutturale pour se faire comprendre de sa fille et laissa tomber au sol ses câbles électrique qu'il n'arrivait pas à démêler quand il était déconcentré.

"Je crois que tu sais apprit à regarder devant où tu va dans tes leçons. Fais attention mein Kawaï.

- -Hai... Kasandra ressortit une pointe de perceuse de l'eau savonneuse qui traînait dans un bol sur un coin d'étagère. Cela ne va pas rouiller papa?
- -Je huile après comme les toupies, le ton de son père semblait hésitant en montrant les lames de scie-ronde, et les autres là et là.
- -Je vois. constata Kasandra incertaine elle-même ou du nom correct pour un dremmel ou à savoir si le second "là" pointait vraiment sur la sableuse. Tu as vraiment besoin de tout laver aujourd'hui?

-Après usage, oui! fit son père réchauffant son français de façon si réconfortante que Kasandra abaissa de plus belle son écouteur. Ne touche pas approcher des outils. Sont dangereux. Popâ les lavent.

# PLUG IT, PLAY IT, BURN IT, RIP IT, DRAG IT, DROP IT, ZIP-UNZIP IT...

-Oui, je veux bien. Kasandra cessa de presser son index sur la pointe d'un poinçon et le remit en place en frottant ce qui semblait apparemment à de l'huile foncée de son doigt. Mais je cherches quelqu'un...

Les yeux de Kasandra errèrent dans l'autre pièce en espérant y voir le visage familier et recherché mais tombèrent sur les titres plus ou moins bien traduits des inventions et futures inventions de son père posés sur les murs avec leurs plans. Genre Personnal First Prototype System Québec Unit Three Android Kitsumatawa que des espions se feraient un plaisir fou de venir voler quitte à même virer le tout aux clichés de films d'action. Genre bagarre, fusillade, infiltration, enlèvement, torture et tout le bataclan.

- -Et ce peut pas être ton popâ? lui lance-t-il avec une pointe d'ironie en allant lui reprendre le poinçon.
- -C'est Monsieur Squeak! Je dois me pratiquer avec et je suis en retard!
  - -Tu devrais pas t'attacher si près de PipSqueak...

# LOCK IT, FILL IT, CURL IT, FIND IT, VIEW IT, CODE IT, JAM-UNLOCK IT...

- -Mais papa... Moi, Monsieur Squeak je l'aime bien et on s'entraîne toujours ensemble.
  - -Trop familière avec... Pas ton copain comme les autres.
- -Y'en a pas d'autre justement pôpa; y'a juste lui pour m'entraîner. Tu as vu la dernière fois? Et puis, tu as vu mes médailles? Je le dérange pas!
  - -Tu es certaine? Tout va?
- -Je m'entraîne après mes devoirs. J'ai tout fini! J'ai le droit de jouer avec lui. Il aime ça lui aussi. J'ai des bonnes notes tu les a vues... P'pa?!
  - -Certaine?
  - -C'est l'heure! insista Kasandra.

# SURF IT, SCROLL IT, POSE IT, CLICK IT, CROSS IT, CRACK IT, SWITCH-UPDATE IT...

Edoga Koichi Kitsumatawa voyait bien que sa fille devait être encore bien naïve face à quelque une des choses de la vie auxquelles il espérait qu'elle ne serait pas exposé trop jeune. Kasandra semblait craindre sa réponse, comme si le pire était arrivé à celui qu'elle avait choisit en guise d'entraîneur. Cela pinçait un peu le cœur de son paternel, mais il sentait qu'il ne pourrait la faire attendre bien longtemps. Aussi, sur un ton difficile à déterminer entre sec et déçu, il lui répondit;

-Je l'a laissé au sous-sol.

-Ouf! Je commençais à angoisser! admit-elle en remettant son écouteur sans entendre le soupir étrange de son père qui fronça les sourcils d'un air ambigu avant qu'elle n'ajoute de la pièce adjacente; MERCI P'Pa!"

# NAME IT, RATE IT, TUNE IT, PRINT IT, SCAN IT, SEND IT, FAX-RENAME IT...

Kasandra déboula presque les marches vers le sous-sol quatre par quatre avec le grand sourire. Monsieur Squeak devait être affairé à l'atelier du garage ou à lui préparer une surprise. Elle tenta d'ouvrir la porte mais celle-ci était barrée, ce qui était plutôt rare et voudrait dire que quiconque dans la pièce y serait embarré, s'il s'y trouvait.

Un sourire vint aux lèvres de Kasandra en imaginant bien le désarrois de ce pauvre Monsieur Squeak prisonnier du sous-sol et ainsi oublié. Un regain de confiance la gagna alors que sur la pointe des pieds en tentant de ne pas faire craquer une planche elle alla chercher la clef de sa cachette. Après une grande respiration, tentant de rester silencieuse et taquinement de se faire attendre, elle s'imagina entrain de devenir l'héroïne du moment à venir délivrer le pauvre "bonhomme" de la cave, comme un pauvre petit prince à secourir de son donjon.

Elle réprima un fou-rire en essayant d'imaginer à l'avance une formule théâtrale, ou deux, afin de répondre de façon chevaleresque aux remerciements de son entraîneur.

# TOUCH IT, BRING IT, PAY IT, WATCH IT, TURN IT, LEAVE IT, STOP-FORMAT IT...

Enfonçant la clef dans la serrure et déverrouillant la porte, il ne lui sembla pas entendre de réaction. Ouvrant la porte, la noirceur la fit douter; avait-elle bien comprit son père? Son père avait-il confondu un mot avec un autre? Avait-elle raté Monsieur Squeak en chemin? Était-il arrivé quelque-chose?

Il lui sembla paniquer un moment et crut distinctement sentir une sueur froide couler le long de son échine. Comme si cela allait conjurer un quelconque mauvais sort, elle prit une grande inspiration et prononça son nom en allumant la lumière d'un coup sec.

Ne voyant personne dans la pièce dans les premiers abords, elle prit une position défensive de karaté et avança en réalisant dans la pause de sa chanson que personne ne lui avait répondue. Elle tenta de ne pas faire de bruits et de ne toucher à rien tout en glissant ses pas sur le côté en longeant les murs se demandant si quelqu'un était caché derrière l'établi central qui semblait dans un pire état ménager que d'habitude. Ses yeux, vifs comme ceux d'un chat cherchant une proie, scrutaient la pièce à la poursuite d'un moindre indice de vie.

#### **TECHNOLOGIC**

Alors qu'elle imaginait que quelqu'un allait lui sauter dessus en bondissant de là-bas, son talon rapide percuta un obstacle inattendu qui la fit choir. Elle ne put réprimer un cri aiguë et alors que ses deux mains couvrirent sa bouche. Mais rien d'autre ne bougea dans la pièce... Rien! Personne!

Toute raidie, les yeux encore entrain de scruter le vide connu de la pièce, essayant de reprendre son calme alors que le battement de son cœur semblait compétionner avec le tempo "house" qui la faisait normalement bondir pour des raisons différentes, Kassandra ressentit sous la peau de ses cuisses une sensation familière.

N'était-ce pas là la sensation du coton/polyester? Une des créations de sa mère pour un complet bien particulier? Bien malgré elle, les yeux de Kasandra descendirent sur l'obstacle sur lequel elle était maintenant assise. Un uniforme de chauffeur vert... sur son propriétaire.

#### **TECHNOLOGIC**

Kassandra eut un choc! Elle reconnut immédiatement Monsieur Squeak malgré des sections de son crâne exposées. Monsieur Squeak inerte! Dans un sale état!

Comme si elle était dans un rêve où tout était au ralentit, elle ne se souvint pas du nombre de fois où, impuissante, elle avait crié son nom à tue tête en secouant son corps inanimé cloué au sol avec ses membres dans des positions trop anormales pour le croire entrain de faire un gros somme confortable.

Elle ne put supprimer les larmes qui lui jaillirent des yeux en regardant le pauvre Monsieur Squeak qui faisait figure torturée de pantin désarticulé nez au sol. Il ne respirait pas et elle ne voulait pas tenter de le retourner. Elle ne voulait pas le regarder... voir l'expression de son visage sous sa courte tignasse grise argentée.

Elle n'aurait pas dû se montrer si émotive en ce qui concernait Monsieur Squeak, comme son père lui avait apprit de par le passé. Mais elle n'y était jamais parvenu encore. Qu'est-ce que son père pouvait avoir fait à son bonhomme?

### **TECHNOLOGIC**

La musique, son cœur qui battait et ses sanglots ravalés, empêchèrent Kasandra d'entendre son père qui arrivait nonchalamment derrière elle. Lorsqu'il se pencha pour lui mettre la main sur l'épaule elle sursauta et en perdit ses écouteurs;

"AAh!

-Je fais peur? demanda-t-il narquoisement à sa fille visiblement affolée. Je m'excuse; c'était seule chose à faire. Il fesait trop d'erreurs ces temps-ci.

-Mais il était bien, il ne m'a jamais fait de mal.

-Hmmm... Peut faire plus... Mieux? Approprié? Edoga Koichi Kitsumatawa avait cherché ses mots pour trouver celui qui lui sembla le bon.

-T'avais pas besoin d'le scraper! Il n'a fait JAMAIS rien de pas correct. insista Kasandra dans un pur Québécois qui semblait faire abstraction qu'une double négative faisait une positive dans une phrase.

-Juste, je devais savoir, j'avais pas choix... Ajuster choses

au clair?

- C'est pas juste; tu sais bien qu'il n'a jamais eu la tête à ça. insiste sa fille alors que son père rit de sa détresse momentanée quoique repentant.
- -Pas scrappé! Promit! Justement pour le tête; tu aimerais pas mieux un plus jeune? Ton âge? Cheveux bruns?
- -P'PA! rougit Kasandra avant de lancer un colérique. Non! J'en ai besoin pour pratiquer MAINTENANT, pas la semaine prochaine. Je l'aime comme ça, moi!"
- Le père de Kasandra partit à rire, se rappelant qu'effectivement Kasandra avait une compétition de gymnastique régionale en début de la semaine prochaine. Il va donc chercher

le tournevis et, pour le plus grand bonheur de sa fille qui remet en place ses écouteurs, le fiche dans le crâne de Monsieur Squeak. Après ce qui semble être aux yeux de Kasandra, quelques opérations bizarre dans faites dans la tête du corps inerte vêtu en chauffeur, il le réinitialise et le réactive!

Monsieur Squeak, Pip Squeak, le "Personnal 1st Prototype System Québec Unit 3 Androïde Kitsumatawa" était prêt à nouveau à résumer ses fonctions et, pour le moment, d'assister Mademoiselle Kasandra Kitsumatawa la fille de son inventeur.

#### TECHNOLOGIC



# **Upcoming Events**

**Lloyd Penney** 

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

May 9-11 - Ottawa ComicCon, Ottawa Guests: Kane Hodder, Amanda Tapping, more. www.ottawacomiccon.com

May 10-11 - Toronto Comic Arts Festival, Toronto Reference Library, www.torontocomics.com

May 23-25 - Anime North, Toronto Congress Centre + 3 hotels, Toronto. www.animenorth.com

May 23-25 - What The Fur!? Montreal, QC Furry con with steampunk theme. Guest: Alex Cockburn. 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

**June 28 - Steam on Queen,** Campbell House, Toronto, ON Steampunk bazaar. *www.steamonqueen.ca* 

**July 4-6 - Polar Chill 2,** Toronto, ON Relaxacon, includes the 2014 Constellation Awards. *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

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

**August 1-3 - Condition vs. The Monsters**, London, ON. Furry con *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

August 28-31 - Fan Expo Canada Toronto, ON 20th anniversary event. www.fanexpocanada.com

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

**Sept. 19-21 - RocCon 2014**, Rochester, NY. Comics, gaming, SF, anime con Guests: Brent Spiner, Alaina Huffman, Vic Mignogna ,more www.rochesterscifianimecon.com

**Sept. 26-28 - JemCon,** Airport Hilton, Mississauga, ON Convention about Jem cartoons and toys. *www.jemcon.org* 

October 3-5 - CanCon 2014, Hotel TBA, Ottawa. Literary SF convention. Guest: Jo Walton. *www.can-con.org* 

October 3-5, 2014 - VCON, Vancouver, BC, hosting Canvention & Aurora Awards, Military Might: From Swords & Sorcery to Phasers & Grasers GoH: David Weber, David Mattingly, Bruce Heard Canvention GoH: Tarol Hunt, Melissa Mary Duncan http://www.vcon.ca/

October 10-12 - Creation Salute to Supermatural, Toronto, ON Guests: Jensen Ackles, Jared Padalecki, Misha Collins. www.creationent.com

November 14-16 - SFContario 5, Toronto, ON Guests: Robin Hobb, James Murray www.sfcontario.ca

November 22-23 - Toronto Mini Maker Faire 2014, Toronto Reference Library.

www.makerfairetoronto.com

**FutureCon 5 ?** http://futurecon.org/

January, 2015 - ConFusion 41, Hotel TBA, Detroit area. Guests: Karen Lord, Dr. Cynthia Chestek, Heather Dale, Monte Cook, Shanna Germain, Aaron Thul www.confusionsf.org

April 16-19, 2015 - FilkONtario 25. Filk convention. www.filkontario.ca

August 19-23, 2015 - Sasquan/73rd World Science Fiction Convention, Spokane, WA. Guests: David Gerrold, Leslie Turek, Tom Smith, Vonda McIntyre, Brad Foster.

www.sasquan.org

### Captain America – The Winter Soldier Josée Bellemare

If you're the kind of person that hates spoilers, now is the time to look elsewhere.

This is an exciting movie, full of action and adventure with great battle scenes as well as in depth character development. The movie has several sides to the story.



First, The Winter Soldier is Bucky Barnes, childhood friend of Steve Rogers and member of the Howling Commandos, Captain America's team during WWII. He survived the fall, was found by the enemy, brainwashed, and used as an assassin ever since. Hydra would put him in a freezer in between missions. It's only at the end that Cap manages to reawaken some long forgotten memories.

Second, as the story unfolds we find out that Hydra has been part of SHIELD from the very beginning, secretly increasing their numbers and moving up the ranks all the way to the top. After their defeat during WWII, Hydra decided it would be easier to fight the enemy by weakening it from the inside, while at the same time using SHIELD resources and learning all their secrets. Because of this, we don't know who the villains are or who can be

trusted.

And finally, all the secrets and lies lead Cap, several supporting characters, and by the end of the movie for the final battle, everyone working at SHIELD, asking themselves Who am I? Where do I belong? What do I believe in?

One interesting scene is when Steve Rogers, in disguise, visits the Captain America exhibit at the Smithsonian. There he is recognized by a little boy. Cap smiles at him and puts his finger on his lips, asking the boy not to say anything. The kid opens his eyes wide and nods.

Since this is a Marvel movie there are a few things to be expected:

This time out we see Stan Lee as the security guard who discovers the Captain America costume is gone. Before the final Battle Steve says a soldier needs a uniform.

Then we have the post credit Easter eggs. The first one involves a hydra lab and some twins and the second, at the very end, make sure you stay around for it, has to do with someone visiting the Captain America exhibit looking for answers.

Once again, Marvel delivers solid entertainment.

# Critique de Robocop Marquise\*





J'ai aimé; ce fut différent mais intéressant. Plus mature et dramatique sur le thème que l'humour noir sanguinolent des années 80 qui s'amusait alors de ce qui est maintenant réel. Ce Robocop fut revisité sous un angle humaniste et socio-politique subtil. Le spectateur s'amusant aux divertissement simples à grand coups d'action, de gore, de clichés et d'effets spéciaux sera déçu.

Ce type d'auditoire risque nettement d'en sortir avec un profond dégoût comme des gens sensibles le devraient; non pas pour l'hémoglobine, mais pour la critique sociale horriblement actuelle. Si la production s'est concentré sur un public plus général, elle a été très subtile sur ce qu'elle voulait aborder. En effet, on a réarrangé l'histoire pour être plus juste envers l'agent Murphy qui dans cette version perds presque la vie via sa voiture piégée dans des circonstances que je ne vous gâcherai pas ici.

On sent cependant un grand ensemble d'auteurs et d'influences dans le film. Par exemple, le techno-babillage fait du sens par moments et pour d'autres on comprends le sens du message mais il semblerait que l'on ait biffé du script la touche qui rendrait le tout crédible et homogène. L'histoire est abordée d'emblée par la vitrine socio-politique médiatique qui n'était dans l'original qu'une caricature ponctuant les transitions. Dans cette

version, il est question de manipulation de l'information de masse pour laver le cerveau des auditeurs au profit des grandes corporations contre le gouvernement le vote de lois. Le parallèle d'usage de drones au moyen orient et au contrôle de la population Américaine pour la faire vivre dans un climat de peur en y introduisant la même technologie pour éliminer le crime est dès lors une question heuristique. Le personnage de Keaton est un excellent postiche de Steve Job et compte accomplir ses desseins en corrompant un savant idéaliste que l'on sent assez intelligent pour tenter de sauver sa peau plus qu'être appâté par le gain.

On passe par programmer et manipuler Murphy pour ne faire fonctionner que la machine, d'en faire un produit commercial performant. Il y a un écho tête-coeur-main avec Métropolis ici . Et pour garnir le tout; l'acharnement médical, les fonds détournés qui étaient dédiés aux génies qui se consacrent au bien de l'humanité, l'industrie Chinoise, l'espionnage via internet et caméras de sécurité, la condition de vétérans, le surdosage d'anti-dépresseur, le besoin que dans une société ce ne soit pas à une machine que l'on donne le pouvoir de vie ou de mort, les poursuites baillons, la corruption policière et le traumatisme de guerre sur les enfants.

Le bon vieux stop-motion pour ED-209 me manque. Une scène d'action avec un grand nombre d'eux gardant OCP ne compense pas pour le côté imposant qu'un seul avait dans l'original. Avec tant de contenu, pour clore ce film, il était normal de simplifier le fascisme corporatif sur un seul individu

afin réduire le nombres de personnages sur lesquels focuser. C'est pardonnable si on tient compte qu'en abordant plus clairement ces thèmes une suite serait improbable. D'après moi, ce film n'aurait pas se faire sous l'ancienne administration américaine. Il mériterait aussi un bon 30 minutes de plus. J'attends le "Director's Cut"!

## The Lego Movie Reviewed by Sylvain St-Pierre

Did you play with Lego bricks when you were a kid? I did. In fact, I still have a large box of them, and still build things occasionally. The choice of parts was far more restricted back then; but I nevertheless had great fun, making spaceships, robots and complicated mad scientist headquarters, the latter both scale and life-sized.

The script writers did a very good job of making a movie that works on two levels: children will love it because they can see one of their favourite toys come to life, and many adults will fondly remember the many hours of fun that can be have when the time and inclination to enjoy that sort of things are not in such a short supply.

For sure, there is a lot of action, screaming and explosions in this movie, but the plot goes a step beyond that. The creativity aspect, the ability to make anything into something else, is a facet that has been extremely well covered, as well as the idea that - just

maybe - a little bit of us goes into the things we make and that our creations might be somehow aware of our existence.

The whole thing has - of course - been computer-generated, but the look and feel is very much the same as the many fan shorts made in stop motion with actual bricks. This is yet another reason why this movie should be endearing to people like us. Many of the effects, like explosions and a storm at sea, are cleverly done, and we all dream of



what it would be like to have so many Lego bricks at our disposal.

Perhaps not quite in the class of Toy Story, but certainly an above-average movie for that particular genre.



## Movie Reviews by Keith Braithwaite

### The Amazing Spider-Man 2

Yet another take on a familiar story. With countless issues of Spider-Man comics from which to draw, couldn't producers have



explored a fresh tale, one not yet seen on the screen? It wasn't so long ago, was it, that the Raimi/Maguire versions were screening in theatres? And while Peter is now dating Gwen instead of Mary Jane, the central Green Goblin plot remains essentially

unchanged while the other villains are poorly envisioned, in particular the most recent, Electro. Alfred Molina's Doc Ock in Spider-Man 2 (2004) represents the high-water mark when it comes to silver-screen Spidey villains. I can't honestly say whether Paul Giamatti's Rhino measures up to that mark or not given that he hardly appears in this movie, serving only to set up a sequel in the closing minutes, despite marketing that suggested he'd play a more prominent role.

What's better about these latest Spidey flicks, this one in particular, is the relationship between Peter and his girl (Gwen, in this case), which, upside-down-kiss-in-the-rain aside, shows a lot more spark. I never bought into the Peter/Mary Jane affair, largely because Tobey Maguire lacked the zeal exhibited by Andrew Garfield.

#### Godzilla

Purists will be pleased with the nods to classic Godzilla that producers have included in this modern CGI-heavy remake, not the least of which is the design of the titular beast himself, which nicely echoes the original. Spectacular scenes of Kaiju destruction and a well executed, tantalizingly slow



reveal of the King of Monsters are top-notch, but the human story falters badly after the initial sequences featuring Bryan Cranston as nuclear engineer Joe Brody, who has figured out what's going on but exits the story much too soon, leaving things to be resolved by far less interesting characters.

### X-Men: Days of Future Past



Likely to end up one of the best movies of the 2014 summer blockbuster season, this is one terrific X-Men film! Many of the principals of the original trilogy of X-Men movies and of

2011's X-Men: First Class are brought together in a time-bending plot that rewrites X-Men history, not unlike what the recent Abrams reboots did with classic Star Trek. From a future equally

dystopian for both mutants and man to early-1970s America under President Nixon and the Paris Peace Accords, the story introduces a few new mutants and cleverly intertwines fictional mutant and real-world history to highly entertaining effect. Wolverine is central to proceedings and his narrative is teasingly advanced as he encounters a young William Stryker.

An engaging story coupled with both snappy and spectacular action sequences is all the better for it's judicious moments of mirth, from brief quips and sight gags—Nixon going "off the record" in the Oval Office—to amusing character driven

scenes—Quicksilver's actions in the Pentagon prison-break sequence. The Quicksilver featured in this film, by the way, is said to be a different interpretation of the character from that of the same character appearing in the Avengers franchise; there is apparently no mixing planned of the X-Men and Avengers.

Montrealers will find Days of Future Past's settings familiar; the film was shot in and around our fair city and many of the locations will be recognizable to locals.

The expected after-credits scene sets up X-Men Apocalypse, so stay in your seat until the house lights come up!



# **REVIEWS:** Webcomics & Series

# **Tozo:** Empire of the Spider Reviewed by Sylvain St-Pierre

Scripted and drawn by David O'Connell, this visually pleasing and cleverly convoluted Web comic is reminiscent of the style of several artists of the classical Franco-Belgian school; such as Hergé and Bob de Moor, with a dash of Moebius thrown in.

The story is set in a retro-futuristic universe where technology borders on the steampunkish and is now in its second volume.

In a Venetian-inspired city where the cars fly but television

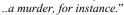
is still black and white, police officer Tozo finds himself embroiled in a web of intrigues involving the secular and shapely female Doge, the religious powers who control a mysterious Shard that fell from the sky and the sinister-sounding and rival Empire of the Spider, led by the Eternal Widow.

Well worth reading and a cut above the average.

http://tozocomic.com/



"I am a public servant. Do not ask me to understand or comment on the workings of my masters the rulers of this island city. Just believe that they work for the greater good. My concern is with life's more mundane mysteries...













# **Projet-M:** a new Quebec-made SciFi Web series Reviewed by Sylvain St-Pierre

In the near future, fresh water has become a very valuable commodity and Quebec has become an independent and



prosperous nation, headed by a female president (the script was written before the last provincial election...). Given that even its vast resources are not unlimited, the government has an eye on the ice world Europa as a possible future source. To this effect, a crew of Quebecers is put into orbit for a thousand days to test the feasibility of a trip to

Jupiter. Everything goes well until all communications with Earth are lost and the crew left to fend for themselves.

These are the premises of Z-Télé's new Web series *Projet-M*, which started last April 9<sup>th</sup>. Judging from the first few episodes, the production values are quite high and the result very watchable!

The sets for the inside of the space station are very slick-

looking, and at par with major Hollywood productions. Strangely the outside, depending on the viewing angle, can look like a number of famous spaceships. Those special effects that I have seen so far are extremely good, especially the space walk.

The script-writers have avoided falling into the trap of making the whole thing overly nationalistic, and the four-person crew is quite diverse. For example, the mission commander, who is also the second man to have walked on Mars, is named Vincent Köhler and another member is black. The story leans more towards the psychological thriller style than light-saber battles, but actual science is given a lot of respect and there are plenty of suspenseful moments.

Of course, you'll need to understand French, and a small background in Quebec history will help you get some of the references. The Webisodes can be viewed at:

http://www.ztele.com/emissions/projet-m/emission



# **REVIEWS:** Literature

"First, a piece explaining why **Opera Vita Aeterna** is nominated for a Hugo this year. Yes, it needs an explanation. Second, my review of **Opera Vita Aeterna**. It's all very tawdry and unpleasant." **—Danny Sichel** 

# UNPLEASANT NASTY GOSSIP OF THE SF WORLD Danny Sichel

The Hugo nominations have been controversial as far back as records were being kept, and presumably even before that; here's what happened this year.

Larry Correia decided that the Hugos were being monopolized by Elitist Left-Wing Politically-Correct Censoring Coward Liberal Bullies, and were too much of a popularity contest, and etc, etc. Thus he mounted a campaign on his rather popular blog. He came up with a list of right-wing conservative Christian writers – I'm not 100% sure if it was one in each possible category, but he certainly did his best – and told all his readers to buy supporting memberships for Worldcon and follow his list of nominations exactly. And it worked. All of his selections are on the final ballot, and it was all completely legitimate.

Many of them are by good creators whose work I genuinely enjoy -- Brandon Sanderson, for instance, or Howard Tayler (Correia neglected to confirm that Tayler had an eligible work in 2013, and thus Tayler's not on the ballot). Even Correia himself (nominated for 'Best Novel') is a competent author.

And then there's Theodore Beale, aka "Vox Day". Yes, his nom de plume is based on the Latin for "voice of God".

Beale is a shit-stirrer par excellence, the sort of casually misogynistic, brutally racist monster you wish was just trolling,

but isn't. He's hyper-rightwing. He's a creationist. He's so racist and misogynist that it got him kicked out of Science Fiction Writers of America. He is, in brief, a horrible person. And yes, he was a member of SFWA because he writes science fiction and fantasy. You can probably guess where this is headed: Beale wrote a story, called "Opera Vita Aeterna", and Correia told all his readers to nominate it because of Beale's politics, and now it's on the ballot for 'Best Novelette'. If you watch the video of the nominations being announced, the crowd gasps after Beale's name is mentioned. It's a controversial story not for its content, but because of its writer; some people have said that they refuse to read it and will rank it below 'no award', based solely on how horrible a person Beale is -- thus perhaps fulfilling Correia's predictions about Elitist Left-Wing Politically-Correct Censoring Coward Liberal Bullies who will reject a story based solely on the author's politics. Others have said that they will read "Opera", and give it a fair shot (one prominent blogger has said that "Opera" "isn't a shit-pile of misogyny and homophobia. It's a bland, semi-religious anecdote, with an elf."). I've found myself in the second category; Beale and his publishers made the novelette available for free download, and I grabbed a copy. And overall... I'm not impressed.

## Opera Vita Aeterna Reviewed by Danny Sichel

"Authors are human, and humans can do things that are unpleasant, hateful, or bordering on the criminal. Should we let this affect our view of their work?" (topic of the Separating Authors From Their Work panel at Concept a few years back; one of the preconditions to discussion was "let's please not talk about any living authors")

So with this in mind, I read through *Opera*, giving it a fair shot, and... I'm not impressed. The conclusion had a genuine "oh, how sweet and sentimental" moment, but overall it's flat and unimaginative.

An elf becomes interested in human religion? There's so much you could do with that. But in a world where the existence of multiple nonhuman sapient species is indisputable fact, it's just not plausible that the theology would be so similar to ours. Considering elves (and, one would assume, goblins) to be wholly soulless? If they use tools and language, then they could be an asset to the Church and there should be some attempt to convert and absorb them. Maybe orphaned goblin children are being raised in the monastery because villagers are afraid of them? With the basics of this world's theology (how would the notion of "celestial incorruptibility" be affected by having two moons? Might the complex orbital mechanics and frequent partial eclipses make it more obvious that they're moving in three-dimensional space?) being provided to the children as part of elementary instruction, and the elf being present, and asking inconvenient questions which would also provide an interesting look at opposite viewpoints, maybe something about how can you believe in miracles if an elf can do magic? If the existence of magic and demons is a fact, then what even is the distinction you're making between magic and miracle, between angel and demon? Why doesn't the elf ask this? Why accept this as a god to be worshipped but that as a demon to be feared? Yes, the elf calls "exorcism" a "banishment spell" and calls "prayers" "rites", and... that's it? No explanation about why he's wrong, just a statement that he is?

And if we added goblin children, then when the goblin raiders attacked the monastery later, there could have been a poignant moment where a monk was killed trying to protect the children from the raiders, and then the raider killed the children,

and the elf considered who was worse – the monk who believed that the goblins had no souls but wanted to protect them anyway, or the raider who worshipped the goblin god but killed goblin children. Or maybe even if a goblin child had grown up during the elf's stay in the monastery, and become a novice monk, and so many more things that could have been done with this basic scenario. Instead we just got... this.

Why wasn't there anything about the elf's *own* religion, even if only to indicate how human religion was preferable? If the monastery was getting yearly visits from a demon creature that kept telling the elf "come back to the Collegium", then why was it *just* goblin raiders who destroyed the monastery? Why wasn't there a note left in the wreckage that said "YOU SHOULD HAVE COME BACK TO US"?

It's even got BAD THEOLOGY. How can an *immortal* elf who knows his own age (he says he's "more than three hundred years old") argue that "either there are no incorruptible things to be found in the world, or no incorruptible thing ever begins to exist"? In case Vox ever reads this and doesn't understand my point, let me be more clear: a physically immortal being is incorruptible (unless you've made some distinction between the two concepts IN WHICH CASE YOU SHOULD HAVE MENTIONED IT), the elf is immortal and incorruptible and exists in the world, and the elf has a definite age which means that the elf has a beginning, which means that the elf is making an argument which is disproved by his own existence. If the priest had said this, the elf could have replied that he was not immortal, the oldest elf ever died at the age of only 1253...

The best thing about this story is the ideas it inspires in me as to how it could have been done better; it's barely even interesting, and only for what it could have been. It's competently written only in that it does not have significant errors of grammar, spelling, or vocabulary. It's not Hugo material. I am ranking this story '0', below 'no award', and leaving it off my ballot.

What's really interesting is the "other works by this author" section at the end. Apparently, Vox has written an anthology called "Altar of Hate". I'm not sure which would be worse – if he realized the implications of this title, or if he didn't.



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

Imagination Hobby & Collection, Inc 10% off all merchandise (webstore) www.imaginationhobby.com Millenium Comics 15% off all merchandise 451 Marriane-est http://www.milleniumcomics.com/



The weather turned out to be awfully cold and rainy for most of that April 25<sup>th</sup> to 28<sup>th</sup> weekend, but fortunately we were not there for the Great Outdoors and the delightfully warm Toronto Sheraton Airport pool was fully enclosed under a nice dome.



not familiar with the event,

can be aptly described as the costumers' WorldCon, and this 32<sup>nd</sup> edition was an earth-shattering success. In size alone, it surpassed previous efforts by an order of magnitude, and when I left on Monday the attendance had

been estimated at close to two thousand.

Costumes do have their place at nearly all genre gatherings, but here there was hardly anything else. The Dealers' Room offered an endless supply of clothes,

Yes, those are tentacle plushies... fabrics, beads, patterns, masks

a n d various accessories; there was a stunning display room of award-winning costumes and another one devoted to elaborately dressed dolls.

The numerous panels, of course, covered every possible aspect of the art of garbing oneself in



Dealers' Room - Masks

splendour. Where to find ideas and materials, how to put them together, how to present your creation, and a lot more. I did

contribute an expended version of my Fashion in SF&F presentation, which some MonSFFA members may remember from the May 2012 meeting. Even though it was held at 2:00 PM on Friday – a traditionally slow time at any con – there were over twenty people in the room, which was quite gratifying. Other MonSFFA-related items were the Two Wacky Pin Guys TARDIS pins given to the first ten pre-registered entries, which were most welcome by the recipients.





Above: Exhibit of famous costumes

Left: I remember this one from Maplecon, decades ago!

(Somehow, I'm not surprised Sylvain remembers this one! –CPL

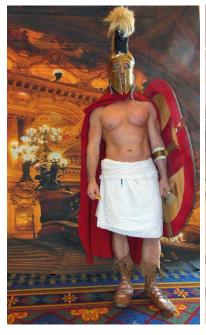
Below: Ouch! Careless use of scissors



The hall costumes alone were dazzling, and there were no less than two formal masquerades, as well as a Future Fashion Show. The Science Fiction and Fantasy masquerade had 88 entries, which made it one of the largest ever at a Costume-Con;

and the Historical Masquerade, which usually has trouble reaching twenty entries, ended up with 31. Both events were extremely good, with most entries being not only visually pleasing, but also well presented.

The Disney movie *Frozen* turned out to be the theme of choice for several entries, but they all turned out to be unique and entertaining. The very last such, in fact, cleverly built her skit on the very fact that there were so many Elsas and Annas before her.







Hall Costumes

Far left: (Or lack of it...)

Left: A gentle faun

TARDIS Kimono

Being heavily involved with the running of the Historical Masquerade meant that I missed on a number of things that I would have liked to see, but this was compensated by the fact that backstage at such an event can be quite fascinating. I did get to leaf through the amazing documentation that some participants put together for that very specialized genre, and in a couple of instances it was nearly as breathtaking as the costumes themselves.



Documentation for the Athena Parthenos Historical Masquerade Entry, Below: Historical Masquerade Trophies and some of the paperwork



That of the Athena Parthenos entry, for example, was presented in the form of a full colour lavishly illustrated book shaped like the Parthenon, and the one for Queen



Documentation for Elizabeth the First

Elizabeth the First was so full of ornamental pearls that it won a special Honourable Mention for Prettiest Documentation award.

One also gets a feeling of great satisfaction when contributing to the success of an such a large event, and I do not regret one bit the hours I put on designing the various forms and making the trophies. This should be taken into consideration if you are hesitating to volunteer your time to fandom: believe me, it is worth it!

Costume-Con is a "roving" event, held in a different city each year. The next one is scheduled to occur in Charleston, South Carolina, on May 15-18, 2015. It will most probably be warmer than the previous one, but it will have a hard time being better.

### Free Comic Book Day 2014 Josée Bellemare

For several years now the first Saturday in May is Free Comic Book Day, a promotional event where various publishing companies give away samples or previews of new titles. Some publishers consider this event as possibly the most important day in the industry. Indeed, for some stores the event gets bigger every year, almost a mini-con.

My local store, La Boite à BD on Dagenais blvd, had a magician, people in costumes and several artists among which

S.V. Bell and Yann Brouillette, creator of Heroes of The North. I saw amine characters, Ghostbusters, superheroes and villains. The Darth Vader was so convincing that a little boy started to cry and the puppies sniffing at his cape went scurrying back to their owner.

The store was packed, customers coming and going all day. Definitely a success in spite of the weather.







Sv Bell

François Donatien

Yann Brouillette



Josée joins the Ghost Busters

Magician entertains kids

Owner of Boite à BD, Laval



# SFF AWARDS

C. Palmer-Lister



The ballot for the Constellation Awards was announced on March 8<sup>th</sup> at the Toronto Comicon. The presentations will take place at Polar Chill, July 5<sup>th</sup>. Voting closes on June 1<sup>st</sup>. To keep up to date with events, go to <a href="http://constellations.tcon.ca/">http://constellations.tcon.ca/</a>.

1) Best Male Performance in a 2013 Science Fiction Television Episode:

John Hurt, for "Doctor Who", episode "The Day Of The Doctor"

Jordan Gavaris, for "Orphan Black", episode "Variations Under Domestication"

Matt Smith, for "Doctor Who", episode "The Time Of The Doctor"

Robbie Kay, for "Once Upon A Time", episode "Nasty Habits" Stephen Amell, for "Arrow", episode "The Odyssey" Tom Mison, for "Sleepy Hollow", episode "Necromancer" Tony Curran, for "Defiance", episode "Everything Is Broken"

# 2) Best Female Performance in a 2013 Science Fiction Television Episode:

Amy Acker, for "Person Of Interest", episode "God Mode" Billie Piper, for "Doctor Who", episode "The Day Of The Doctor"

Felicia Day, for "Supernatural", episode "Pac-Man Fever" Rachel Nichols, for "Continuum", episode "Second Opinion" Taraji P. Henson, for "Person Of Interest", episode "2 Pi R" Tatiana Maslany, for "Orphan Black", episode "Variations Under Domestication"

Trenna Keating, for "Defiance", episode "The Bride Wore Black"

### 3) Best Science Fiction Television Series of 2013:

"Arrow" "Defiance" "Continuum" "Orphan Black" "Supernatural"

# 4) Best Male Performance in a 2013 Science Fiction Film, TV Movie, or Mini-Series:

Benedict Cumberbatch, for "Star Trek Into Darkness" Martin Freeman, for "The Hobbit: The Desolation Of Smaug" Robert Downey Jr., for "Iron Man 3" Simon Pegg, for "The World's End" Tom Hiddleston, for "Thor: The Dark World" Ty Olsson, for "Borealis"

# 5) Best Female Performance in a 2013 Science Fiction Film, TV Movie, or Mini-Series:

Jennifer Lawrence, for "The Hunger Games: Catching Fire" Jewel Staite, for "State Of Syn" Rinko Kikuchi, for "Pacific Rim" Sandra Bullock, for "Gravity"



### The ballot for the Aurora Awards

was announced on May 1<sup>st</sup>, and the voters' package was made available for download on line soon after. The electronic versions of these nominated works are made available to CSFFA members through the generosity of the nominees and their publishers. The package is there to give you the ability to become more familiar with each nominated work so you can make an

educated vote. Considering that part of the package includes several entire novels, the 10\$ membership fee is a real deal!

The awards will be presented in Vancouver at VCON 39 http://www.vcon.ca/ on the weekend of October 3-5, 2014 at a banquet on Saturday

Sadly, there were not enough nominations for a fanzine award. A minimum of three nominated works with each getting at least five nominations is required for a category to be placed on the ballot. There are several excellent 'zines produced by Canadian fans, including WARP, so this was quite disappointing. There is a proposal being brought to the AGM that fan categories

### 6) Best Science Fiction Film, TV Movie, or Mini-Series

"Borealis" "Gravity" "The Hobbit: The
Desolation Of Smaug" "Star Trek Into Darkness"
"The Hunger Games: Catching Fire" "Pacific Rim"

# 7) Best Technical Accomplishment in a 2013 Science Fiction Film or Television Production:

"Elysium" - Cinematography. Trent Opaloch

"Gravity" - Visual Effects. Tim Webber

"The Hunger Games: Catching Fire" - Costume Design. Trish Summerville

"Pacific Rim" - Visual Effects. John Knoll

"Supernatural" - Visual Effects. Mark Meloche

"Thor: The Dark World" - Music. Brian Tyler

"The Walking Dead" - Makeup. Greg Nicotero

# 8) Best Overall 2013 Science Fiction Film or Television Script:

"The Almighty Johnsons - Mike In The Mirror", written by Michael Bennett & James Griffin

"Almost Human - Pilot", written by J. H. Wyman

"Continuum - Second Time", written by Simon Barry

"Doctor Who - The Day Of the Doctor", written by Steven Moffat

"Gravity", written by Alfonso & Jonás Cuarón

"Orphan Black - Variations Under Domestication", written by Will Pascoe

"Supernatural - Sacrifice", written by Jeremy Carver

# 9) Outstanding Canadian Contribution to Science Fiction Film or Television in 2013:

"Being Human" "Defiance" Ty Olsson "Mr. X" (Visual Effects Studio) Tatiana Maslany



be combined in future if there are not enough nominations in a category.

For more information:

http://www.prixaurorawards.ca/

The nominees are:

### **Best English Novel**

A Turn of Light by Julie E. Czerneda Red Planet Blues by Robert J. Sawyer River of Stars by Guy Gavriel Kay The Tattooed Witch by Susan MacGregor Tombstone Blues by Chadwick Ginther

#### **Best French Novel**

was awarded at Boreal. There was a tie for first place:

Sébastien Chartrand : Le crépuscule des arcanes 1. L'ensorceleuse de Pointe-Lévy

Ariane Gélinas: Les villages assoupis 2. L'île aux naufrages

### **Best English Young Adult Novel**

The Ehrich Weisz Chronicles: Demon Gate by Marty Chan Ink by Amanda Sun
The Lake and the Library by S.M. Beiko
Out of Time by D.G. Laderoute

Resolve by Neil Godbout

The Rising by Kelley Armstrong

# **Best English Short Fiction**

"A Bunny Hug for Karl" by Mike Rimar, Masked Mosaic, Canadian Super Stories

"Angela and Her Three Wishes" by Eileen Bell, The Puzzle Box "The Awakening of Master March" by Randy McCharles, The Puzzle Box

"Ghost in the Machine" by Ryan McFadden, The Puzzle Box

"The Gift" by Susan Forest, Urban Green Man

"Green Man She Restless" by Billie Milholland, Urban Green Man

"Living Bargains" by Suzanne Church, When the Hero Comes Home 2

### **Best English Poem/Song**

"A City of Buried Rivers" by Clink, David

"Awake" by Peter Storey

"The Collected Postcards of Billy the Kid" by Helen Marshall

"Lost" by Amal El-Mohtar

"Night Journey: West Coast" by Kernaghan, Eileen

"Turning the Leaves" by Amal El-Mohtar

### **Best English Graphic Novel**

Looking for Group by Ryan Sohmer and Lar DeSouza Rock, Paper, Cynic by Peter Chiykowski Weregeek by Alina Pete Wild Game: Sweet Tooth Vol. 6 by Jeff Lemire

#### **Best English Related Work**

The Puzzle Box by The Apocalyptic Four Urban Green Man edited by Adria Laycraft and Janice Blaine On Spec published by the Copper Pig Writers' Society Suzenyms by Susan MacGregor, <a href="http://suzenyms.blogspot.ca/">http://suzenyms.blogspot.ca/</a>

Imaginarium 2013: The Best Canadian Speculative Writing edited by Sandra Kasturi and Samantha Beiko

#### **Best Artist**

Erik Mohr, cover art for ChiZine Publications
Melissa Mary Duncan, illustrations and cover art
Dan O'Driscoll, covers for Bundoran Press and the SF Aurora
banner

Apis Teicher, body of work

Tanya Montini, cover design for The Ehrich Weisz Chronicles: Demon Gate

#### **Best Fan Music**

Brooke Abbey for writing and publishing 12 songs
Debs & Errol for CTRL+ALT+DUETS, EP
Chris Hadfield for his performance of Space Oddity
Kari Maaren for Beowulf Pulled My Arm Off, CD
Devin Melanson, Leslie Hudson and, Kari Maaren for Pirate
Elves in Space, CD

#### **Best Fan Organizational**

Evelyn Baker and Alana Otis-Wood, co-chairs Ad Astra, Toronto

S.M. Beiko and Chadwick Ginther, co-chairs Chiaroscuro Reading Series, ChiSeries Winnipeg

Sandra Kasturi and James Bambury, co-chairs Chiaroscuro Reading Series, ChiSeries Toronto

Randy McCharles, chair When Words Collide, Calgary Matt Moore, chair Chiaroscuro Reading Series, ChiSeries Ottawa

Rose Wilson, Art Show Director, VCON 38, Vancouver

### **Best Fan Related Work**

R. Graeme Cameron, weekly column Amazing Stories Magazine Steve Fahnestalk, weekly column in Amazing Stories Magazine Robert Runté, "Why I Read Canadian Speculative Fiction: The Social Dimension of Reading", Scholar Keynote Address at ACCSFF '13, Toronto

# MonSFFandom: January to April

Keith Braithwaite, photos courtesy of B. Reischl & S. St-Pierre

### **JANUARY 2014**

MonSFFA's January 19 meeting marked the opening of the club's 2014 events calendar. MonSFFA's 2014 elections were first on he agenda. Chief Returning Officer Cathy Palmer-Lister officially confirmed Berny Reischl, Keith Braithwaite, Lindsay Brown, and Sylvain St-Pierre as, respectively, MonSFFA's 2014 president, first vice president, second vice president, and treasurer.

Following the elections, **Cathy Palmer-Lister** segued into her scheduled talk on exo-planets. Distributing hand-outs and

offering the latest science on exo-planets, or extra-solar planets – those celestial spheres found beyond the boundaries of the solar system – Cathy turned her presentation into an astronomical game of sorts, dividing the group into two teams and assigning each a task involving our own solar system. One was to match moons to planets, the other, organize (relatively) nearby heavenly bodies by size, largest to smallest. The teams made a few mistakes but managed to pass the test. (Keith cheated—he sketched a Doomsday



Organizing the solar system by size



Machine which "ate" the mistakes – CPL)

After the midmeeting break, during which our usual fundraising raffle was held, club president **Berny Reischl** set up to record video of club members reiterating their New

Linking the moons to their planets Year's resolutions. These recordings will be reviewed at the end of the year to see who managed to keep their promises, and who did not! As the camera rolled, several MonSFFen chose to approach the undertaking with tongue firmly in cheek. Unfortunately, a technical glitch rendered

the footage shot unusable and so we'll take the time for a redo at our February meeting.

**Keith Braithwaite** oversaw what was dubbed our "Fan Fiction Pot Luck" to close the day's proceedings. After a brief primer on fan fiction, focussing in particular on the common practise of penning sci-fi franchise crossovers – writing stories combining situations and characters from two (or more) film or television properties – Keith offered a few tips to the group before outlining the challenge he had prepared for the occasion.

Given an hour and writing on a single sheet of lined paper, folk were charged with composing a short, short story (in the range of about 250-350 words); or, the outline for a longer piece; or, a treatment for a fan film. Writers were permitted to choose the franchises they favoured from a list provided, then required to include a variety of elements determined by a roll of the dice – specific settings, fictional characters, real life historical events or guest stars, monsters and aliens, etc. A writer having chosen to create a crossover between Star Trek and Battlestar Galactica, for example, or Game of Thrones and Doctor Who, might find himself having to work into his scenario the raid on Pearl Harbour or Montreal's Richard Riot, along with Godzilla or the mythical Minotaur, all while welcoming a cameo appearance by Amelia Earhart or Sheldon Cooper!

MonSFFen took up Keith's challenge and came up with some rather interesting results, which they promised to flesh out and finalize for publication in Warp. (See WARP 87 for contest details and stories that were submitted).

A particular nod of thanks to Cathy Palmer-Lister, Berny Reischl, and Keith Braithwaite for the afternoon's programming.



FanFic Potluck: MonSFFen deliberate



## FEBRUARY 2014



MonSFFA's February16 meeting was lightly attended, Valentine's Day obligations no doubt superseding fannish pursuits on this specific weekend. Fair enough!

**Josée Bellemare** heroically did double duty, hosting both of the afternoon's scheduled presentations. Shuffling the deck a little, she began with the first instalment of what we intend as a semi-regular feature of club meetings this year, our R.I.P. – Remembrance in Profile report.

Josée covered the career of the late Bob Anderson (not

television producer Gerry Anderson, as we erroneously published in last month's Impulse). Robert James Gilbert "Bob" Anderson was renowned as Hollywood's greatest swordsman (no, that's not what we mean; get your minds out of the gutter!). He died on New Year's Day, 2012, at the age of 89.

Genre film fans may not recognize his name, but have thrilled to his handiwork in many movies. Anderson's career as a fight choreographer and stunt man spanned some 50 years. A former Royal Marine and Olympic fencer, he specialized in

sword-fighting and coached such action stars as Errol Flynn, Sean Connery, Antonio Banderas, Viggo Mortensen, and Johnny Depp.

British-born, Anderson emigrated to Canada mid-career and became technical director of the Canadian Fencing Association in Ottawa as well as chairman of the Fencing Academy of Canada. He staged the famous lightsabre duels in the original Star Wars

trilogy, donning the Darth Vader costume in Empire Strikes Back and Return of the Jedi when insurance underwriters expressed concern over having David Prowse, who played Vader, do his own fighting for the latter two of the trilogy's episodes.

Anderson served as a stunt performer or sword master in

several Bond films. and was responsible for the swordsmanship in such genre favourites The Highlander, Princess Bride, First Knight, The Phantom, both The Mask of Zorro and The Legend of Zorro, Pirates of the Caribbean: Curse of

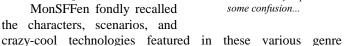


Robert James (Bob) Anderson

the Black Pearl, and the Lord of the Rings trilogy. An uncredited stunt man in Superman II, he also appeared as an Imperial officer in Empire Strikes Back, and as a guard in the 1968 Doctor Who serial Enemy of the World. He served as sword master for the Highlander television series in the early-'90s and at the time of his death, was working on The Hobbit.

Josée immediately followed with a nostalgic review of the

SF/F TV shows we enjoyed as youngsters in the 1960s and '70s, a golden age for sci-fi television. Her lengthy list included many a Saturday morning cartoon series. Ubiquitous among these were productions from the prolific Hanna-Barbera company, like The Flinstones, The Jetsons, Scooby Doo, Space Ghost, Birdman and the Galaxy Trio, Jonny Quest, Super Friends, and The Atom Ant/Secret Squirrel Show.





Children under 40 may experience some confusion...



A picture that Josée used in her presentation. The entire audience moved close to the screen and spent several minutes trying to see if we could identify all the characters.

The adventures. Canadian-produced Rocket Robin Hood affectionately remembered, as was The Mighty Hercules, a Canada/US co-production. A number of Japanese and British imports, often dubbed in French for broadcast in Quebec, were favourites. These included Marine Boy, Speed Racer, Captain Harlock (known in French by the title Albator), the puppet series Thunderbirds and Captain Scarlett, and the Kaiju-inspired

Ultraman. Live-action prime-time series like Lost in Space, Voyage to the Bottom of the Sea, The Invaders, Land of the Giants, Wild, Wild West, and of course Star Trek were also must-see programs for our younger selves.

Josée put stills from the shows up on the big screen as she worked through her list and the group offered comment on beloved characters and what it was that they liked about each series.



Berny films our own resident Eve Ville, Mark supervises

As a technical glitch scuppered the video footage we'd shot, at our January meeting, of members reciting their New Year's resolutions, Berny Reischl oversaw a redo. These recordings will be reviewed at the end of the year to see who managed to keep their promises, and who did not!

We also discussed recent club business and worked out

the particulars of our upcoming Sci-Fi Book Sale.

The closing portion of the meeting was devoted to a discussion of sci-fi's greatest love stories, with each of the folk present contributing a few of their personal favourites. The films Ladyhawke, Somewhere in Time, and The Lake House were mentioned, as were memorable movie and TV moments, like Han Solo's "I know" in response to Leia's profession of love for him moments before he is frozen in carbonite, or Captain Kirk allowing perhaps his utmost love, Edith Keeler, to die in an automobile accident so that the future might be saved in the classic Star Trek episode City on the Edge of Forever. Nurse Chapel's pining for Mr. Spock was brought up as a good example of unrequited love, with King Kong - particularly the 2005 remake - cited as a Beauty and the Beast narrative that is the ultimate unrequited love story. Lois McMaster Bujold's A Civil Campaign, one of the novels in her Vorkosigan Saga, was highlighted as an excellent meld of the science fiction and romance genres.

Paranormal romance was acknowledged as a popular literary genre but what one might think obvious examples, like the

Twilight, Vampire Diaries, and Hunger Games stories were largely dismissed by the group as hackneyed teenage romances unworthy of serious consideration.

Examples of non-romantic love were cited, like the friendship-bordering-on-love between a boy and his giant robot in Iron Giant, and the love of a teenager for his car in Christine,

although there's a strong element of supernatural possession going on in the latter, which, it was argued, did not constitute real love.

We extend our thanks to **Josée Bellemare** for the heavy lifting on this occasion, as well as to all who helped plan and run the meeting.

# **MARCH 2014**

MonSFFA's March 23 meeting was very well attended as club members availed themselves of a marvellous shopping opportunity, a members-only sci-fi book sale in advance of the big Super Sci-Fi Book Sale we've scheduled for April 13.

The club has been entrusted with the sale of a large collection of SF/F books kindly gifted to MonSFFA by one **Henri Duval**, who will soon be moving to smaller housing. Explaining that he won't have room for his collection in his new quarters, Henri wanted to ensure that the many books he has enjoyed over the years may now be enjoyed by others. We are pleased to facilitate that goal and grateful for Henri's most generous donation to the club.

We thought to give our own members first crack at the inventory and so organized this pre-sale shopping opportunity for that



Sorting & shopping!

purpose. Members were invited to come in early and help us sort through and organize for sale the many genre books we have amassed. Then, at 1:00PM, we opened the sale tables to our Platinum members, allowing them first crack at the inventory. At 1:30PM the tables were open to all

club members and purchases were made throughout the afternoon while the regular meeting unfolded. Bargain priced, hundreds of books were eagerly snapped up by MonSFFen, netting the club

over \$80 by the mid-meeting break.

**Keith Braith- waite** led off the a f t e r n o o n 's programming with a dissertation on SF/F movie "taglines", those catchy slogans

employed in the marketing of the films. "In space no one can hear you scream" was used to great effect in promoting Alien (1979), for example, and is considered one of the top movie taglines of all time. Keith parsed the phrase, explaining how the marketing people expertly





composed the slogan to appeal to specific emotions and audiences, thus generating in moviegoers a fervent interest in the

film. He put other well-known taglines up on screen for all to see, analysing each, and included poor examples as well as those from an earlier era, which by today's standards read rather melodramatically. In closing, the group was challenged to correctly match taglines to movies.

The mid-meeting break was followed by **Sylvain St-Pierre's** amply illustrated presentation on robots. His extensive cast of





The mechanical dolls of the Edo were the starting point of Japan's love affair with robots.





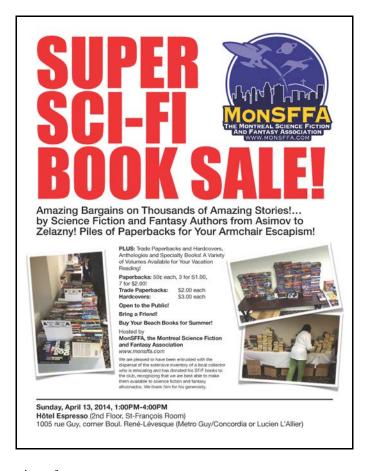
Stills from Sylvain's presentation

automatons drew from sci-fi pulps, comics, TV and movies, and the sciences, detailing all things robotic from Capek's R.U.R., Metropolis' Maria, Gort, and Robby to Asimov's famous mechanical men, Westworld's gunslinger, Cameron's unrelenting Terminators, and Optimus Prime and other the Transformers. Screening brief video clips, Sylvain highlighted real-world robots as well, including NASA's Mars rovers, a human-like Japanese-made robotic servant, robot vacuum cleaners, and the amazing technologies under development by the Defense Advanced Research Projects Agency (DARPA).

Unfortunately, time ran short and we were not able to hold our planned workshop on acting in sci-fi fan films. We rescheduled that workshop for our April 13 meeting.

The club thanks presenters **Keith Braithwaite** and **Sylvain St-Pierre**, those who organized and helped haul boxes for our members-only book sale, and everyone who contributed to the planning and running of this meeting.

Easily a couple thousand science fiction and fantasy paperbacks, plus hundreds of hardcovers and trade paperbacks, were offered at astounding markdowns during our "Super Sci-Fi Book Sale", held in conjunction with April 13th's club meeting. By the end of the afternoon, this latest MonSFFA fund-raising event had added over \$400 to the club's balance sheet, twice the amount anticipated! Coupled with some \$80 taken in at a special members-only pre-sale held in February. our total take comes in just shy of \$500, making this MonSFFA's most lucrative fund-



raiser of recent years.

Divesting himself of his thousands of mostly SF/F paperbacks, local sci-fi fan **Henri Duval** very kindly donated his impressive book collection to the club, certain that we were best positioned to find "good homes" for the many novels. To that bounty were added numerous boxes of books from the club's own library, and still more publications gifted us by a number of club members and friends. **Brian McCullogh** brought in several dozen boxes of books, all in excellent condition.

All of this stock was organized atop a dozen tables set up in the club's meeting room and priced to move, with discounts increasing exponentially the more books customers bought. Proving exceptionally popular was our "Big Bulk Bargain"— for just \$10, folk were invited to pick for themselves as many books as could be contained in a large storage box, typically about 60-80 volumes! So pleased were patrons with the selection and pricing that they often donated a few dollars.

Turn-out was healthy, with a steady stream of booklovers paying us a visit throughout the afternoon, warmly welcomed and directed to the categorized merchandise by Cathy Palmer-Lister, Danny Sichel, Berny Reischl, and other helpful MonSFFen. Keith Braithwaite served as cashier and a team of club members helped to cart the boxes of books in, and sort them for sale. Volunteers from the Montreal Used Book Swap group were particularly helpful. <a href="https://www.facebook.com/groups/291349947657505/">https://www.facebook.com/groups/291349947657505/</a>

As buyers perused the inventory, MonSFFA's regular meeting programming unfolded, with Keith Braithwaite and

Marquise Boies hosting a brief workshop for those interested in acting in fan films and other such creative ventures, and Steven Janssen speaking on the fascinating topic of cybercrime, leading a lively discussion of the real-world issues raised in the online worlds of fantasy gaming.



Stephen, part II of true crime in the cyber world

As our sale progressed, as well as post-event, we received a lot of positive feedback on social media. We have also since been approached by several people wishing to donate books to our cause, and have received inquiries as to any plans for future sales. We can say at this time that the club is currently looking at maybe hosting another book sale sometime in the fall; stay tuned!



We are thrilled by the success of our "Super Sci-Fi Book Sale" and are pleased to have been able to offer so many quality sci-fi books to sci-fi fans. We are also, of course, very appreciative of the revenue this sale has provided MonSFFA and wish to thank all those who bought books. Thanks, as well, to our dedicated staff of MonSFFen, who helped organize, promote, and run the sale. And last but not least, we extend a special "thank you" to our kind benefactors, whose generous donations of books made this sale possible.

VECTOR TWO

Once upon a time, when the Doctor had a major accident...









