

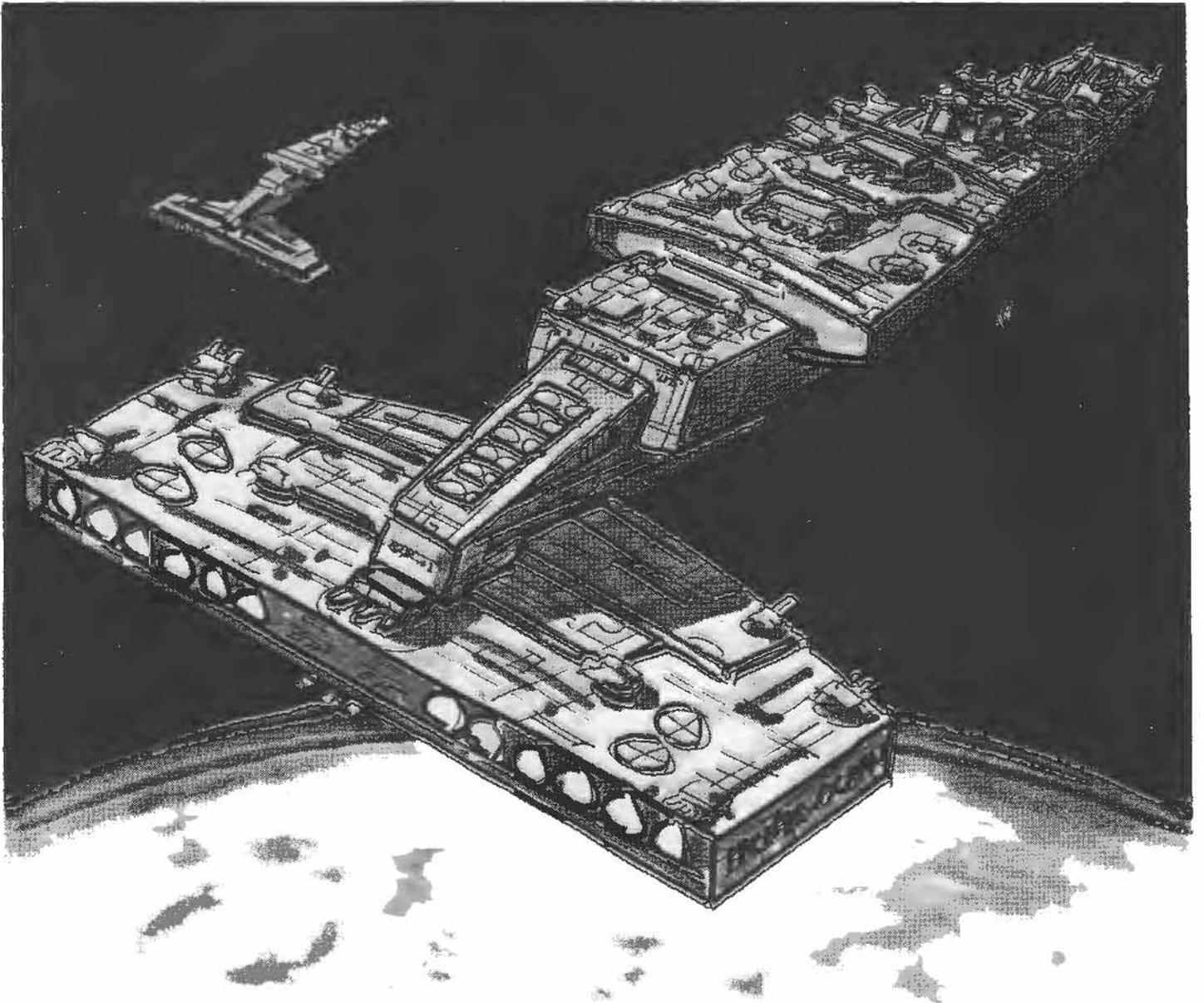
SUMMER 1994, VOLUME 8, NUMBER 4

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WARP

30

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



IN THIS ISSUE: CONVENTION REVIEWS (TRANSWARP '94, AD ASTRA 14, SPACE: DREAM AND REALITY, TORONTO TREK VIII), REVIEWS OF ALL THE SUMMER'S BIG GENRE MOVIES, TREK BIOS REVIEWED, PART 1 OF NEW DS9 STORY BY BRYAN EKBERS, BANDE DESSINÉE "LA CHUTE," AND MORE...

Roll Call

MonSFFA's Executive Committee:

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Cathy Palmer-Lister: Vice-President

Sylvain St-Pierre: Treasurer

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Keith Braithwaite (Newsletter, Membership, PR); Sylvain St-Pierre (Membership); Bryan Ekers (Post Office Box); Colleen Magnussen (Mailings); Bill Strople (Munchies); Michael Masella, Kevin Holden, David Legault, Trudie Mason, Andrew Weitzman, Dominique Durocher, Yolande Rufiange (Advisors)

Newsletter Staff:

Keith Braithwaite: Editing, Layout

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

Lynda Pelley: Word-Processing, Photo-Scans.

Berny Reischl: Non-Mac to Mac Computer File Translation

Murphy: Typos, Misspellings, and Other Errors

COVER-UP: *Warp* editor Keith Braithwaite provides us with this issue's cover art. The design of his two giant, space battleships was inspired by a Hoover upright vacuum cleaner. Says Keith, "Artists who imagine SF's vehicles for TV and the movies are sometimes inspired by such everyday objects as household appliances, or, as in the case of the hospital ship in *Empire Strikes Back*, an outboard motor." Keith's sketch will be one of the pieces up for grabs at MonSFFA's SF/F art auction, August 28.

1994 MonSFFA MEETING SCHEDULE

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

1994 MEETING PROGRAMMING (AUGUST-SEPTEMBER)

Programming subject to rescheduling and/or change

AUGUST 28: 11:00AM, slide-show presentation on the Montreal Science Fiction Festival. 1:00PM, a look at SF/F art, including a workshop/question-and-answer session with artists on illustrating techniques, and an art auction of some of the works of MonSFFA's artists. To be followed by a meeting of MonSFFA's writers' group.

SEPTEMBER 18: 1:00PM, a look at animation (cartoons, animated films, 3-D animation, and computer-animated FX in the movies).

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MARCH	13
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MAY	15
JUNE	12
AUGUST	28
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NOVEMBER	20
DECEMBER	11

Warp is published six times a year by the Montreal Science Fiction and Fantasy Association (MonSFFA). Address all correspondence to *Warp*, c/o MonSFFA, P.O. Box 1186, Place du Parc, Montreal, Quebec, Canada, H2W 2P4. Subscription rate is \$12.00 per year; however, the subscription fee is included in the annual membership to MonSFFA, which is \$20.00 per year. MonSFFA is a non-profit organization dedicated to the enjoyment and promotion of science fiction and fantasy in literature, films and television, art, music, costuming, model-making, comics and fanzines, and gaming. The opinions expressed in *Warp* are solely those of the individual writers and do not necessarily reflect the opinions of *Warp* or MonSFFA. The use of copyrighted material in this newsletter is a no-no, but is not intended to infringe on any of the rights of the copyright holders. Come on people, lighten up. This is an amateur publication, intended for enjoyment only. Modern art is what happens when painters stop looking at girls and persuade themselves that they have a better idea.—John Ciardi

FROM THE CENTER SEAT

Welcome back from the summer break. I hope everyone enjoyed their vacation and I hope everyone had a good rest. There are lots of club and SF/F events coming up in the near future.

Creation Entertainment will be in town on the weekend of August 13-14 at the Bonaventure Hilton with guest James Doohan (Scotty). MonSFFA will not have a club table there and will not be supplying volunteers, especially after how badly they treated us the last time. However, feel free to attend if you like this type of convention.

The MonSFFA meeting originally scheduled for August 14th has been moved to August 28th so as not to conflict with the Creation weekend, nor the event KAG/Kanada scheduled for the 14th. Also, some of us will be carpooling down to Plattsburgh for a late-night WCFE pledge drive Saturday, the 13th. Look for us on TV on channel 57 wearing our MonSFFA T-shirts!

The following weekend, on Sunday, August 21st, MonSFFA will be participating in "Expo-Jeux." This event is being organized by the R.A.S.F.F.Q., the people responsible for Conv-iction. MonSFFA has three tables at this event, so please bring your models, books, collectibles, and other display items. Set-up begins at 9:00 AM and the display is open to the public from 12:00 PM to 6:00 PM. Expo-Jeux will be held at the Holiday Inn Longueuil, attached to the Longueuil metro station. Because of its proximity to the metro station, this event is very accessible from downtown, so I expect to see a lot of you there. Admission is only \$5.00—very affordable.

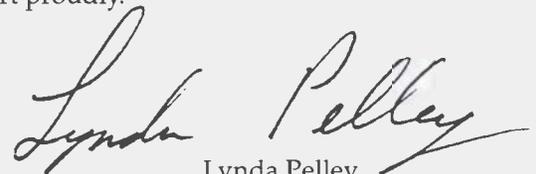
The August MonSFFA meeting on Sunday, the 28th, will begin at 11:00 AM with a slide show given by Chris Chartier and Andrew Gurudata. They will do a retrospective of last year's Montreal Science Fiction Festival and preview this year's Festival II, to be held September 24-25, 1994. (We understand the Fest has just added *Babylon 5's* Mira Furlan—Ambassador Delenn—to their guest list, which already includes Majel Barrett and Mark Goddard.) The meeting will then continue with our regular programming. This month's meeting theme is SF/F artists and artwork. We intend to have a mix of slides, video, live presentations by some of the local artists, and an art auction of some of their work. We want to showcase the work of some of MonSFFA's artists at this meeting, too. There are lots of talented people in the club. We would also like donations of artwork for the auction. Any type of art—drawings, paintings, sculptures, models—anything you consider art. This is your chance to show off what you can do.

August is going to be a busy month! Think about planning in advance for September, too, especially concerning the Montreal Science Fiction Festival II. I have made special arrangements with the Festival

organizers to have a group registration rate for MonSFFA members and their friends. For 15 or more people signing up as a group through MonSFFA, the pre-registration price for a weekend ticket is *only* \$30 each. The Festival is a rather expensive fan-run event, but well worthwhile. The regular price of a weekend pass is \$40, and a Saturday-only pass is \$25. If you want to attend this convention, your best option is to spend \$30 and pre-register for a weekend pass under MonSFFA's group rate. You will save *ten dollars!* The deadline for participating in the group rate is August 28th. I will be signing up people at the meeting, following the Festival slide-show, and at Expo-Jeux on August 21st.

MonSFFA is providing three hours of programming and many volunteers, including myself, to help staff the Montreal Science Fiction Festival II. Therefore, some of our usual people will be unavailable to staff the MonSFFA club tables at the convention. I have available one free weekend pass, one free Saturday pass, and one free Sunday pass for the Festival and require two or three *responsible and reliable* people to be in charge of the MonSFFA tables at the convention. Please let me know as soon as possible, preferably by the 28th of August.

Please support your club. As always, MonSFFA needs your input, your ideas, and your participation. Take advantage of our discount program and group rates. They are there to help you get the most out of the fandom experience. Remember to renew your membership on time, and be visible—wear your MonSFFA T-shirt proudly.



Lynda Pelley
President, MonSFFA

EDITOR'S NOTE: Bryan Ekers has written a terrific DS9 short story, "Risk and Sacrifice," which we begin serializing in this issue. Also, Georges Dodds has prepared an extensively-researched article on Lost Race novels, which we will be publishing in three parts beginning *next* issue. Watch for it! The promised piece on Creation and the future of *Trek* cons, which was supposed to run last issue and was bumped to this issue, is, unfortunately, still not ready. We will run it as soon as it is ready, hopefully in our next issue. In the meantime, check out the word on Canadian conventions in this issue's "Sensors," sub-heading "CanFandom."

- **Next MonSFFA meeting moved from August 14 to 28**
- **MonSFFA to attend Expo-Jeux August 21**
- **Special pre-reg rate for the Montreal Science Fiction Festival II is available to MonSFFA members and friends**

(See above, and "MonSFFAandom" for details)

MonSFFA Membership Benefits

The Montreal Science Fiction and Fantasy Association (MonSFFA) is a Montreal-based non-profit organization dedicated to the enjoyment and promotion of all activities which engage and support the interests of science fiction and fantasy fans. The benefits of membership in MonSFFA include:

Membership Card

Your MonSFFA membership card identifies you as a MonSFFA member, allows you free admittance to the club's monthly events and entitles you to certain discounts at SF/F-oriented retailers participating in MonSFFA's discount program!

Monthly Events

Attend MonSFFA's regularly scheduled events, held about every month (except during the summer), and meet other SF/F fans! Share interests, exchange ideas, view current and classic SF/F movies and TV shows, enjoy guest speakers and special presentations, participate in workshops and discussion panels, get involved in various club projects, and more!

Discount Program

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

Newsletter

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

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

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

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

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

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

MonSFFA Discount Program

Listed on this and the next page are the SF/F-oriented retailers/dealers participating in the **MonSFFA Discount Program**. *We encourage members to frequent these establishments.* A valid MonSFFA membership card must be presented in order to take advantage of the discounts offered under this program. (Note: Certain exceptions with regard to the MonSFFA Discount Program may exist at some of these establishments. Conditions subject to change.)

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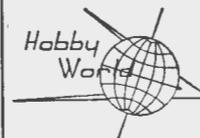


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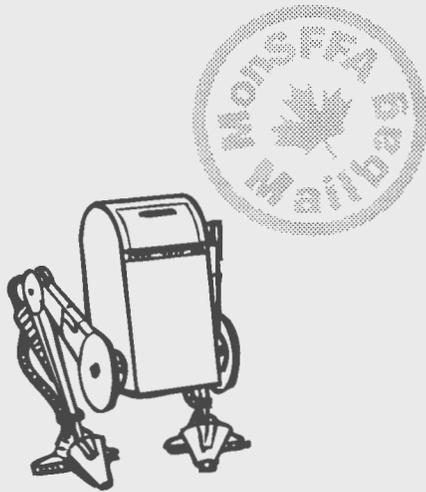
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MonSFFA and *Warp* welcome letters of comment and inquiry. Mail letters to: P.O. Box 1186, Place du Parc, Montreal, Quebec, Canada, H2W 2P4. Unless otherwise instructed, we assume all letters are intended for publication. Published letters become the property of MonSFFA. *Warp* reserves the right to edit letters where deemed necessary.

Hello All at MonSFFA:

I hope all is well. I hope a lot of you managed to attend TransWarp '94 and had a good time. I enjoyed myself, especially when the "Canadian SF Production" panel turned into a debate on culture and stuff—way off (topic), but fun.

Tek. Wow! (A budget of) \$36 million for 26 episodes, and a 100% Canadian production to boot. This is the most exciting news I've heard in a very long time. I know I can't wait, especially if the series is anything like *TekLab* or *TekJustice*. So what if it is not written by William Shatner, I think it's great! Every decade there's always been Canadian SF—*Rocket Robin Hood* ('60s), *Starlost* ('70s), *My Secret Identity* ('80s), and a few others—and now, *Tek*. Okay, they weren't all great, but they're there, and with \$36 million and the recent surge of Canadian special effects (production), I think we can expect *Tek* to be a great series. Look for it on CTV.

One thing I've noticed over the last year is that Lloyd Penney writes to both *Warp* and *Warp Factor* (the Warp 9 fan club's 'zine). Lloyd always manages to find something unique to say about each club, even though we are in the same city.

Pretty neat, I think.

Anyways, I am writing to update you all on our situation at Warp 9, and with the Montreal Science Fiction Festival II. I thought this would be useful since MonSFFA and Warp 9 have so many cross-over members. You may have heard that I have stepped down as president of Warp 9. This is true; I announced it at our last meeting (May 29). Jennifer Brown and Lou Israel will be taking over until our September elections. I really need the time off to decide if I can still handle fandom and all of its hassles and responsibilities. I will decide by our September elections. Some folks just don't understand that all that I do (and others do, too) for fandom is done in my spare time. Just ask Keith, or Lynda, and they'll tell you that it takes a lot of spare time.

The Montreal Science Fiction Festival II, September 24-25, 1994, has some problems at this time—we've sold out our hotel! Not bad, huh? We're looking for a back-up hotel at this time. Our pre-reg for this year's Festival is already higher than all of last year's pre-reg. Not bad for a fan-run convention! Other than Barry Morse (*Space: 1999*), we've added some make-up guests to this year's line-up. They will be making up a face for you—should be fun. We are currently looking to add to our Canadian line-up by hopefully adding some *Tek* people too.

We hope you got our revised fan-club tables and set-up stuff, and hope you'll get back to us.

We are going to have a great time this year! Remember last year? (This year) we'll knock the roof off for sure!

Chris Chartier
Montreal, Quebec

Good to hear from you, Chris. We are all well over here and hope that you and your's are the same, despite the burn-out you, personally, seem to be suffering. Fandom is a lot of fun, but involvement in the organizational side of things can be very taxing and we all need to take a break from it every so often. Be sure to take all the time off needed to recharge your batteries and consider the level at which you'll henceforth be involved in fandom. We send you our best wishes.

A good turn-out of MonSFFen attended TransWarp '94 and the event went very well for us. Our reading of it is that everyone had a good time. As always, we enjoyed working with your club and the others on TW and look forward to doing so again in '95. It's great that several of this city's fannish organizations can come together to put on an event like TransWarp for the benefit of all of Montreal's SF/F fans.

Lloyd Penney not only writes to our two fanzines, but to many, many others across North America and, indeed, around the world. He is, clearly, big into fanzine fandom! We always look forward to a letter from Lloyd.

Many of our members look forward, as you do, to the new *Tek* series.

We have received your SF Festival info package and Lynda is taking care of booking our tables (by the time this sees print, we should be all squared away). As you know, MonSFFA holds its monthly meetings at the Maritime Hotel. Might we suggest you look into the Maritime as your back-up hotel to handle any overflow of Festival attendees. It is located just across the street from your site hotel, the Ramada Inn Downtown. The Fest looks like it's shaping up to be a good con; we look forward to it.—Ed

Dear MonSFFen,

Many thanks for *Warp 28* (March 1994). Sorry it's taken such a while to get to it.

I hope you enjoyed the latest TransWarp. I can't see anything like that happening here, I'm afraid. The dozens of *Trek* clubs would overshadow any other groups.

All these nifty shows we can't get (re Kevin Holden's article, "Roadkill on the Information Superhighway," bemoaning the CRTC's preventing Canadians from receiving certain U.S. specialty cable services): Rogers Cable in the Brampton area does show the NASA Downlink/JPL Channel when there's a shuttle mission going. But, like everyone else, there's so much we can't receive. *Prisoners of Gravity* was fun and informative, but it has shut down.

I'd heard about the great attendance at Conviction '94 (February 19-20), but hadn't heard about the lack of SF programming. I guess being an alternative kind of

convention means having alternative programming.

SirtisCon (March 5-6) was a success? Well, I guess the flood of complaints to Paramount about her behaviour at last year's Toronto Trek convention must have made some difference. We wrote, and so did many others, in complaint. I have nothing against Ms. Sirtis, but first impressions do count, and I get the feeling she's trying to mend relations with her fans.

I have heard much about Creation attempting to clean up its act and trying to come to a compromise with local fans. At a recent Creation event here, with Leonard Nimoy and Nichelle Nichols attending on successive days, Creation was nice to the local clubs, and even provided flyer tables by their registration area! However, I would treat this as an aberration, given their previous behaviour.

That's all for now.

Yours,

Lloyd Penney
Brampton, Ontario

Conviction is more like a fair or a trade show than a traditional convention. Programming takes a back seat to the various rooms full of displays, dealers' tables, and club kiosques. While Marina Sirtis left a bad taste in the

mouthing of fans in your area, Lloyd, she came across just fine here in Montreal. Maybe you caught her on a bad day, or maybe we were lucky enough to catch her on a good one. As for Creation, they've done nothing to improve their standing in the eyes of the clubs who provided volunteers for the SirtisCon. The volunteers were, again, poorly treated by some (not all) of Creation's crew, and appreciation for our efforts was rather faint.—Ed

Bonjour passionné(e)s de science-fiction et de fantastique:

À cause de nos longues heures et de nos semaines de travail qui s'étendent parfois sur six jours, notre implication dans l'Association Montréalaise de Science-Fiction et de Fantastique est d'autant plus limitée. Cependant, nous croyons important de renouveler notre "membership" car nous avons bien l'intention de consacrer éventuellement plus de temps à notre passion commune, la science-fiction et les univers fantastiques.

Il est également primordial pour nous de rester en contact avec l'Association via la revue *Warp*. En effet, même si nous consacrons temps et budget à des activités liées à la science-fiction à la maison, la revue *Warp* est pour nous un moyen unique de conserver les liens avec le

reste de l'univers.

Merci à tous et à toutes d'influer votre grand dynamisme et votre énergie créatrice jusqu'à chez nous. Ils sont une source d'inspiration constante et nécessaire dans notre monde en péril. Afin qu'un jour nous puissions nous joindre à votre équipage et mieux servir la cause de l'imaginaire, nous n'avons qu'un seul souhait: que la Force soit avec vous!

Nous espérons aussi qu'un jour, très proche peut-être, avoir plus de temps libre et ainsi créer des liens plus solides avec l'Association. En attendant, nous vous saluons chaleureusement. Longue vie à l'Association Montréalaise de Science-Fiction et de Fantastique!

Nancy Gendron et Richard Lepage
Montreal, Quebec

Merci à chacun de vous de vos compliments, et merci aussi pour le renouvellement de votre inscription. Nous apprécions le soutien que vous avez démontré pour l'AMonSFF, d'autant plus que vos horaires personnels vous empêchent de profiter de tout ce que l'AMonSFF a à offrir. Nous espérons que vous trouverez du temps prochainement pour assister soit à une de nos réunions, ou à une autre activité du club. Dans l'attente de votre visite, veuillez accepter nos salutations.—Ed

Bulletin Bo

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WARP

AUGUST MonSFFA MEETING MOVED FROM
AUGUST 14 TO NEW DATE, AUGUST 28

ANYONE FAMILIAR WITH THE USE OF PSI POWERS IN SCIENCE FICTION AND FANTASY LITERATURE, AND INTERESTED IN WORKING ON A DISCUSSION PANEL FOR A FUTURE CLUB MEETING, PLEASE GET IN TOUCH WITH ME AT REGULAR MONTHLY MEETINGS.

JOSÉE BELLEMARE

MonSFFA Androm

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

AUGUST MonSFFA MEETING DATE CHANGED

Prompted by a number of unavoidable scheduling conflicts, MonSFFA has opted to move its August meeting from the 14th to the 28th, a more convenient date for all concerned. We have invited both the Warp 9 club and The High Council of Gallifrey to join us, so that they may present a slide-show retrospective of last year’s Montreal Science Fiction Festival, and talk about this year’s Fest (both of these clubs are very much involved with organizing and running the MSFF). This slide show will begin at 11:00 AM. MonSFFA’s programming will follow at 1:00 PM.

We have planned a workshop of sorts, at which MonSFFA members inclined to a talent in the illustrative visual arts will display examples of their craft and discuss the illustration techniques used to render their works. MonSFFArtists wishing to participate are asked to bring in a few of their pieces, perhaps including some works in progress.

The club is working on getting a *professional* SF/F illustrator (or two) to participate, as well, but it looks like we won’t be able to confirm whether or not that’ll happen until practically the last minute. We mention it here only as notice of what we *hope* to be able to feature at the August meeting.

Also, a few MonSFFArtists have offered to donate either originals or prints of some of their work to be put up for auction in the small art auction that we have set up in conjunction with this workshop. MonSFFA welcomes further donations of SF/F art for this auction. (All monies raised at our art auction will be used to help finance the activities of the club. We thank in advance those *very* generous artists whose donations will help us to raise operating funds for MonSFFA.)

MonSFFA’s writers’ group,

which had originally scheduled a meeting for this day’s 11:00 AM slot, will now convene following our art workshop/auction, which should wrap up at about 3:30 PM. The writers’ group will be filling the membership in on the progress of their radio-play project and casting parts for the play.

MonSFFA T-SHIRTS

A reminder to members that MonSFFA T-shirts are available (while quantities last) at club meetings and other events in both adult large and extra-large sizes. A big MonSFFA logo is printed, in dark blue, on the front of these aqua-coloured, 100% cotton, short-sleeved shirts. Cost: \$13 each.

Members are encouraged to help support their club by purchasing a MonSFFA T-shirt and wearing it proudly at club functions. All monies raised from the sale of our T-shirts goes to financing club activities.

MonSFFA AT TRANSWARP ’94

Transwarp ’94 took place on May 15 at the Maritime Hotel. MonSFFA joined its traditional TransWarp partners Warp 9, The High Council of Gallifrey, and KAG/Kanada’s Quemar Squadron, along with newcomers l’Association Québécoise des Joueurs de Simulation (AQJS), in putting on this third incarnation of the day-long mini-con.

The event was an unqualified success all around, chalking up TW’s healthiest attendance numbers yet—some 130—and record revenues, mostly generated by the popular afternoon SF/F Collectibles Auction. This auction serves as a fund-raiser for the TransWarp-sponsoring clubs and MonSFFA’s table-top full of auction items netted us over \$300 by the close of bidding. (A *big* nod of thanks goes out to the many MonSFFA members who very generously donated these items to us

Next MonSFFA meeting moved from August 14 to 28. Programming includes art auction; donations of art by MonSFFArtists welcome. (See item “August MonSFFA Meeting Date Changed.”)

MonSFFA to attend Expo-Jeux August 21. (See item “Expo-Jeux.”)

Special pre-reg rate for the Montreal Science Fiction Festival II is available to MonSFFA members and friends. (See item “Group Rate for SF Festival Available to MonSFFen.”)

Have you moved? If so, send us your change of address. (See item “Have you moved?”)

for the auction. The money we raise at such ventures helps to keep this club going.)

MonSFFA arranged to present perennial TransWarp guest Larry "The Doctor" Stewart, of Ottawa, with a small token of appreciation for his continuing friendship, and for his enthusiastic support of Montreal fandom. Larry's artwork was featured on the cover of *Warp 29* (which hit the streets at TW '94), and a special, colour-covered version of the issue was produced, dedicated to Larry, and signed by the heads of each of the TW clubs.

TransWarpers, this year, found four room's worth of activities available to them: The Fan Room featured the recruitment/display tables set up by each of the clubs, and a well-stocked snack bar; the Main Room was where the discussion panels and presentations (and later, the auction) took place; the Video Room screened videos; and the Gaming Room entertained the gamers. MonSFFA's Fan-Room table boasted, amongst other neat-keen SF/F things, a collection of foot-tall *Captain Scarlet* figures, brought in by member Robert Copot. Our table staff reported brisk business in *Warp* sales, and in the sale of our new MonSFFA T-shirts. A number of club memberships were also sold. Meanwhile, a rather eclectic selection of videos was running down the hall, including a quite impressive hour-and-a-half amateur production entitled *Delta Squadron*, which was made a couple of years ago by André Poliquin, who recently joined MonSFFA, and some of his friends. And, MonSFFAen Keith Braithwaite and Berny Reischl, joined by Larry Stewart, took a look at SF/F art during MonSFFA's turn in the Main Room (each club was responsible for hosting a 45-minute slot of programming here). They covered the topic from both an historical and style-and-techniques perspective, illustrating their presentation as they went with examples of the works of such notable genre artists as Frank R. Paul, Frank Kelly Freas, Frank Frazetta, Robert McCall, Bob Peak, and Michael Whelan.

TransWarp '94 wrapped up in the early evening; a good time was had by all.

We thank those MonSFFA members who contributed to the planning and running of TW '94. Thanks, also, to our fellow TW clubs, and to guest Larry "The Doctor" Stewart.

JUNE MEETING

June's MonSFFA meeting took place on Sunday, the 12th, in our usual room at the Maritime Hotel. Attendance was in and around 30 persons.

Following a few minutes worth of club business, MonSFFA president Lynda Pelley introduced her V-P, Cathy Palmer-Lister, who gave a talk on the Shoemaker-Levy 9 comet's coming collision with the planet Jupiter. Cathy, an avid astronomy buff, highlighted the significance of this celestial event and outlined the various theories advanced by scientists as to what effects the impact would have on Jupiter. She came armed with a plethora of charts, diagrams, and astronomy-magazine articles, which she passed around the room by way of illustration. She spoke, also, of the initial discovery of the comet, and of one of its co-discoverers, ex-Montrealer David Levy, who Cathy knows personally through her affiliations with local amateur astronomy groups.

Cathy was peppered with many questions throughout her presentation, including several on the probability of an S-L 9-size body striking the Earth and the consequences of such a collision. Our chances of being hit by a sizable celestial body are not as remote as we'd like to believe, says Cathy, and the consequences of such an event would almost certainly be catastrophic. She reminded her audience that a large meteorite is theorized to have triggered the extinction of the dinosaurs.

(In timely fashion, with Cathy's talk fresh in the minds of June-meeting attendees, a fiery meteor streaked across Quebec skies two days later, crashing to Earth in the rural community of St-Robert, near Sorel. The first of several meteorite fragments found that night and over the next several days was about the size of a softball. The province's news media were full of the story for

over a week. And, of course, the whole world watched about a month later when Shoemaker-Levy 9 bombarded Jupiter in a more spectacular manner than anyone had predicted.)

Keith Braithwaite followed Cathy at the podium, hosting a brief overview of SF stories which feature meteors colliding with Earth. Cited was such fare as the novel *Lucifer's Hammer*, the novel and subsequent film *When Worlds Collide* (this film was screened just before the start of the meeting), and the movie *Meteor*.

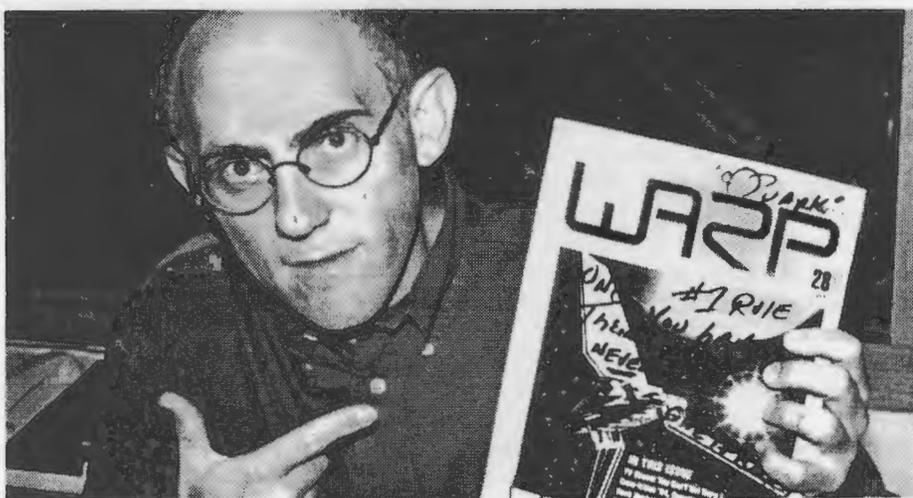
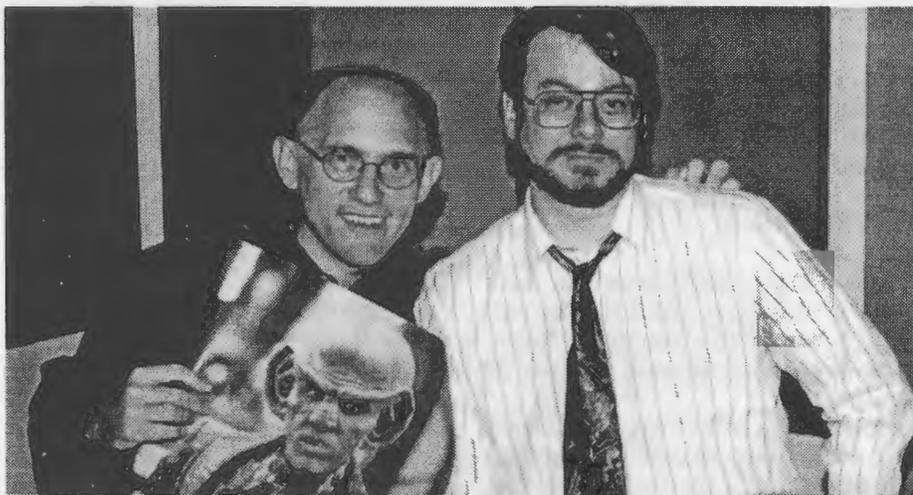
A 15-minute break marked the meeting's halfway point. During the break, the usual raffle was held. The six prizes up for grabs included a beautifully produced press kit for the movie *The Shadow*.

The second half of the meeting was devoted to a discussion of the seven seasons of *Star Trek: The Next Generation*, culminating in the final episode, "All Good Things." Lynda Pelley moderated as members commented on the finale (most thought it a pretty good, if flawed, story, but not among the best *TNG* has produced) and the series in general (here reviews were mixed, some finding that *TNG*, overall, did a good job of it, others arguing that it was only occasionally a good show). Just about everyone agreed that Picard was the most interesting character of the lot, due in no small measure to Patrick Stewart's abilities as an actor, and therefore that most of the best episodes were ones that featured him prominently.

MonSFFA thanks Cathy, Keith, and Lynda for their contributions to another informative, interesting, and entertaining meeting. Thanks, too, to those members who provided for the snack table and donated items for the raffle, and to everyone who participated in our June meeting.

BRYAN'S DEN

Over the years, long-time MonSFFA member Bryan Ekers has contributed numerous first-rate short stories to this newsletter, including his popular *TNG* tale, "Prankster," serialized over seven issues of *Warp* in '92 and '93. Bryan and *Warp* editor Keith Braithwaite are currently assembling a collection of some of Bryan's stories, which they are



Top: Armin "Quark" Shimerman poses for photo with MonSFFA member Kevin Holden (photo by Trudie Mason).

Above: Shimerman with autographed issue of Warp (photo by Kevin Holden).

calling *Bryan's Den*. "Prankster" and "Risk and Sacrifice," the *DS9* story part one of which appears in this issue of *Warp*, will anchor the collection, which will also feature a couple of unpublished pieces.

The plan is to publish *Bryan's Den* as a limited-edition fanzine. Tentative release date: the September 18 MonSFFA meeting. (Should this project meet with success, MonSFFA will look at producing other specific-focus 'zines—a collection of fan-created SF/F comics has already been suggested.)

QUARK AUTOGRAPHS WARP

Club members Kevin Holden and Trudie Mason, both employees of CJAD radio, chanced to be on hand when Armin "Quark"

Shimerman dropped by the 'AD studios a few weeks ago to do an interview (he was in town for the Space: Dream and Reality convention). They spoke with with him at length, snapped a few pix, and Kevin had him sign a copy of *Warp* 28. Shimerman interpreted the First Rule of Acquisition for the occasion; Kevin promises to offer up the *Warp* for raffle or auction at a future MonSFFA meeting (autograph collectors take note!).

EXPO-JEUX

The Conv-iction folks, who organized the St-Jerôme SF/F hobby fair that MonSFFA attended in April, have organized another fair, Expo-Jeux, which will take place at the Holiday Inn Longueuil (Longueuil

metro stop) on Sunday, August 21, from noon to 6:00PM. Admission to Expo-Jeux is \$5.

MonSFFA has accepted an invitation to participate, and we've secured three display tables from which to promote our club.

GROUP RATE FOR SF FESTIVAL AVAILABLE TO MonSFFA

Club president Lynda Pelley has negotiated an arrangement with the Montreal Science Fiction Festival II whereby MonSFFA members and their friends who plan to attend the Festival can benefit from a special group admission rate. Should we get together a group of 15 or more, the Fest will pre-reg each of us at \$30 (\$6 less than the advertised pre-reg rate!) for a full-weekend pass, a savings of \$10 each on the at-the-door price.

The deadline for taking advantage of this offer is August 28, the date of our August MonSFFA meeting. Lynda will be signing people up at Expo-Jeux on August 21, and at our meeting on the 28th. Payment may be made in cash, or by cheque or money order (make cheques or money orders out to MonSFFA).

The Festival takes place on Saturday and Sunday, September 24 and 25, 1994, at the downtown Ramada Inn, 1005 Guy Street. Guests include Majel "Lwaxana Troi" Barrett (*Trek*), Mark Goddard (*Lost in Space*), Barry Morse (*Space: 1999*), and Mira "Ambassador Delenn" Furlan (*Babylon 5*).

HAVE YOU MOVED?

Did you move on or around the traditional July 1st moving day? If so, please remember to send MonSFFA notice of your new address (and phone number, if it has changed as well) so that we may direct your club mailings to your new address.

RENEWING YOUR MonSFFA MEMBERSHIP

A good number of MonSFFA members are due to renew their memberships around about now. *Without your continued support, your club won't be able to continue!* Please renew your membership on time

CONVENTION REVIEWS

TRANSWARP '94
reviewed by Carl Phillips

This third TransWarp mini-con was put on by MonSFFA (SF/F fan club), Warp 9 (media-SF fan club), The High Council of Gallifrey (*Doctor Who* fan club), KAG/Kanada's Quemar Squadron (Klingon fan club), and l'Association Québécoise des Joueurs de Simulation (AQJS, a gaming club). TransWarp is Montreal fandom's yearly flagship exercise in intergroup co-operation, a reflection of the good relations maintained by this city's various fannish organizations and a hedge against the unfortunate bickering between groups (so called "fan feuds") that too often occur in fandom. Montreal fans are lucky to have in their current group leaders people who have no time to waste on feuding. May it always be so.

Four rooms at the downtown Maritime Hotel were set up for TransWarp '94, which took place on Sunday, May 15. The tried-and-true TransWarp formula drew some 130 people to the con, and generated record revenues.

Ottawa's Larry "The Doctor" Stewart was down as TW's special guest (as he was for the two previous TWs). A welcome fixture at many of Montreal's fannish events, Larry went at the day's programming with his usual enthusiasm.

The sponsoring clubs each set up a recruitment table in the Fan Room, from which were sold club memberships, fanzines, and promotional items such as T-shirts, pins, etc. Displays of various scale models, books, games, toys, and other SF/F collectibles decorated the tables and mirrored what each club is all about. Also located in this room was a well-stocked snack bar which did a booming business throughout the day, keeping the flock of fans fed and watered. The Fan Room proved to be the popular spot for hanging out and talking with friends.

Each of the clubs hosted a slot of programming in the Main Room. The topics covered were: games based on SF/F movies and TV shows, Canadian sci-fi, SF/F art, the

popularity of the genre's bad guys, and British TV SF. These discussion panels and presentations were well received by attendees, who found the fare quite diverse, interesting, and fun.

While the gamers congregated in the Gaming Room for an afternoon's worth of their particular passion, the Video Room screened relatively rare offerings, including an episode of the new Fox sci-fi series *X-Files*, and *The Ray Bradbury Trilogy*. Also shown were several fan-produced videos—the *Star Wars* parody *Hardware Wars*, the TNG parody *Star Trek: The Pepsi Generation*, and a 90-minute SF action/adventure number (locally produced)—along with highlights of both the Con•Cept SF/F conventions and the Montreal Science Fiction Festival.

The day's big event was the SF/F Collectibles Auction. This auction serves as a fund-raiser for the TW clubs. *Star Trek* props, movie posters, autographed photos of sci-fi TV stars, books, comics, videos, fantasy figurines, and more were all up for grabs as the auction ran past its allotted time (about the only beef that TW '94's organizers received post-con had to do with the auction running too long).

I had a great time at this con, as I believe most attendees did. I enjoyed



Sylvain St-Pierre has his cake at Ad Astra 14's Cheesecake/Beefcake Show

the diversity of the Main Room programming, and while I'm not big on video rooms at cons, I liked TW '94's inclusion of the fan-made stuff. This con was a welcoming, friendly place to be and I can't think of anything really worth singling out as a negative. (Well, okay: They could have used more chairs in the Fan Room.)

And so, Montreal fandom has another TransWarp under its belt, the most successful yet, in fact. Kudos to all involved. Planners are already looking at next year, and a few changes to the con's structure may be implemented, I understand, just to keep things fresh.

AD ASTRA 14 (JUNE 17-19, TORONTO)
reviewed by Sylvain St-Pierre

The successive organizers of Toronto's oldest running fannish event have managed the *tour de force* of producing a consistently good con for at least as long as I have been attending it (my first was Ad Astra 6 in 1986). For sure, there have been weaker moments over the years, but, all things considered, this convention remains one of the better ones around.

The general orientation is still literary, but there's enough media, art, costuming, modeling, etc. sprinkled in to please just about everybody. A few events were scheduled, this year, at times/places that made them a bit awkward to attend without missing something else just as interesting. I have come to accept that you cannot possibly catch *everything* at a con. The first use fans will have for a holodeck when it is perfected will probably be to replay their favourite conventions several times, so they can attend all the tracks of programming.

The Dealers' Room offered a rather wide choice of goodies and vendors reported decent business. You had to watch the prices, though. One huckster was asking \$29 for a set of Boris cards that were selling for \$15 across the room! There seems to have been a drop in the availability of exotic, hand-made

stuff over the years, something which I hope is just a passing trend.

The Video Room had a nice selection of classics and the quality of the picture was, again this year, very good, but I have long felt that this particular programming track should present the kind of stuff you cannot get at the corner video store. Still, the room was often packed and it may be that not as many people have access to a VCR as I thought.

The Anime (Japanese animation) Room was even better than last year's, with a very wide choice of subtitled shows I had not heard of before. They ranged all the way from cute to gory, with a lot of humour thrown in.

The Model Show had a number of impressive dioramas, and some kit-bashed pieces showing clever improvements on the source commercial kits. Unfortunately, for some reason the door to the Model Show was almost always closed whenever I came by, and I was only able to spend a few minutes there over the weekend.

The now traditional Cheesecake/Beefcake Show (a charity fund-raiser where you pay to have a slice of cake fed to you by a scantily-clad member of the opposite sex) was back in force. I had a slice of rum-soaked cake, myself, and sweated out most of the calories even as I ate them (yum, pant, pant, pant)!

The Con-Suite was superbly run. It remains the only cheap-eating option in the Sheraton East Hotel and Towers, and a great, if noisy, place to chat. The lack of affordable eateries within easy walking distance is, in my opinion, the one, single problem with the Sheraton locale, especially in very hot and muggy weather, such as we experienced the weekend of the con.

Ad Astra's masquerades have grown a little sedated over recent years. I guess that with the economy in the shape that it's in, the price of sequins has gone out of range for many fans. I ended up as one of the judges, being lucky enough to have been seated nearby the Masquerade Director when one of the scheduled judges could not be found. An interesting experience.

Guests of Honour L. Sprague and Catherine Crook de Camp gave

a decent account of themselves, considering that they are in their 80s, and that a convention can be a tough ordeal. Diane Duane and Peter Morwood were the other pair of headlining guests, whom many of us remember from their appearance at Con•Cept '91. They were just as entertaining at AA14 as they were back then.

Room parties were numerous, with Con•Cept's Montreal Smoked Meat and Bagels Bash drawing long line-ups of fans eager for a taste of the real stuff.

Ad Astra programming, in general, seems to be drifting back to the kind of whimsicality that I have always fondly associated with fandom, with panels such as "Ideas We Never Want to See Again" and "Speakers' Corner in the Restaurant at the End of the Universe" (which ended up featuring Larry "The Doctor" Stewart as an impromptu guest).

When I left, attendance was expected to be a little over 700, a bit down from last year, but still quite decent these days.

If you're looking for a good out-of-town convention, not too far from home, that will cater to a wide variety of interests, then I strongly recommend this one.

SPACE: DREAM AND REALITY

reviewed by Keith Braithwaite

Held on July 9 and 10, this was a first-time convention organized by local entrepreneurs operating under the name Les Production M.B.D. Originally set to take place at the Palais des Congrès (site of Montreal's first Creation con), organizers announced a site change a couple of months before the con. It ended up taking place on the Université du Québec à Montréal (UQAM) campus. Also changed in the weeks leading up to the con was one of the guest line-up: John "Q" de Lancie cancelled and George "Sulu" Takei took his place beside Armin "Quark" Shimerman and *Trek* consultants Michael and Denise Okuda.

This *Trek* con boldly predicted an attendance of some 5000. It barely managed five, maybe six hundred, by my estimate. Advertising prior to the con seemed pretty thin and I

TW'94

AA14

S:D&R

TT VIII

TW'94

AA14

S:D&R

TT VIII

wonder how many fans knew about this con. Of course, S:D&R's pricey tickets, I think, had something to do with the less-than-anticipated turnout.

Fans were being asked to pay \$15 per guest appearance, *per guest!* (Each guest was scheduled for three appearances, or seminars, over the course of the weekend—the Okudas appeared together.) To see them all would run you \$45, rather a steep sum these days, even for the avid, star-struck Trekkie. I saw one potential attendee turn around and walk out upon being told of the prices. My guess is that a lot of other people did the same thing. But, fans could cruise the Dealers' Room for free.

Thankfully, because the Dealers' Room wasn't worth one red cent's admission. It was pathetically small and consisted of 99.9% local dealers. Now I'm not slamming these dealers, fine folk that they are, but whatever Capitaine Quebec and the others had to offer at this con is available any day of the week at their stores. A dealers' room should, certainly, include local retailers, but not *only* local retailers. Fans are drawn to a dealers' room mostly by the prospect of finding merchandise brought in by out-of-town dealers, new merchandise, unique merchandise, merchandise not locally available. S:D&R's dealers' room was, without question, the most disappointing that I have ever seen.

And, local fan clubs were noticeably absent from this dealers' room. The ludicrously high cost of club display tables (\$150 a pop, later dropped in desperation to \$75) was clearly beyond the always limited budgets of even the biggest clubs. (Con organizers should take note: The vast majority of fan clubs *simply can't afford* to pay for table space. So,

if your con wants fan clubs to participate—and their displays of scale models, collectibles, costumes, etc. add a lot of atmosphere to a con—then give them free, or at the very least *inexpensive*, tables. Or, work out some deal to swap volunteer helpers for tables—while clubs don't have a lot of money to play around with, they can usually provide armies of volunteers. Fan clubs can bring a great deal to a convention, not the least of which is the attendance of their clubs' members, but a con won't get the clubs involved if it insists on hitting them up for money as if they were dealers. Money is something clubs just don't have.)

S:D&R's small crowds played in favour of fans attending the guests' seminars. Unlike the couple thousand fans who fill a cavernous hall to see a *Trek* personality way up there in front at a Creation event, the 100 to 200 who took in this con's seminars found them to be far more intimate. These guests, by the way, were very friendly and approachable under these not-so-much-like-a-circus circumstances.

The small crowds again proved favourable to fans in the autograph line. There was plenty of time to spend a few minutes one on one with the guests. (To its own detriment, S:D&R set up the autograph sessions just beside the Dealers' Room and many a fan skipped the \$15 seminars in favour of a chat with the guests *for free* at the autograph table. This must have cost the con quite a bit in lost revenue.)

Overall, I found this con to be a low-rent version of a Creation con, and seeing as how I'm not all that crazy about the kind of con Creation runs, I certainly wasn't impressed with Space: Dream and Reality. And, from an organizational and operational point of view, I'd have to

give S:D&R a failing grade. I don't know, here, what the financial details are, but I'm guessing that this little venture will end up deeply in the hole, and unless the organizers have very deep pockets, I don't expect this con to be back next year.

TORONTO TREK VIII: A BRIEF REPORT

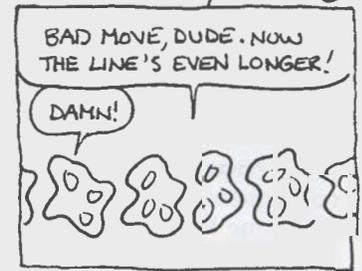
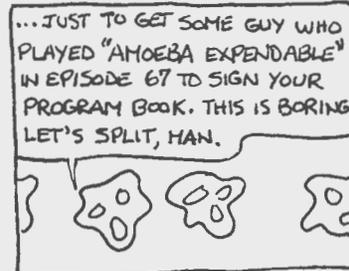
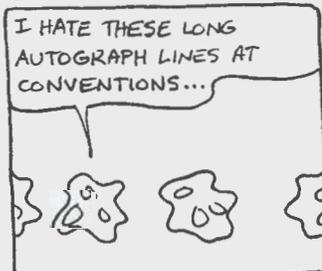
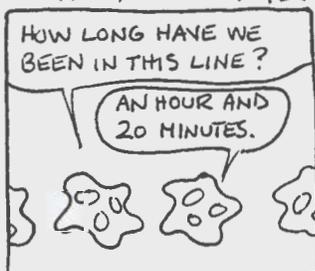
by Keith Braithwaite

The preliminary word on Toronto Trek VIII (July 22-24) is that attendance was down considerably this year over last year's TT VII, by as much as 1000 some sources suggest. That would put the TT VIII attendance numbers somewhere in the neighbourhood of 2000 to 2500. That's still a sizable crowd, but it *may* not have been enough to cover the con's costs, although TT VIII won't have to put out for Nana "Kira" Visitor, who cancelled her scheduled guest appearance at the very last minute.

A possible explanation for the drop in attendance, at least as it concerns Montreal fans, is that TT VIII's top-billed guest, Majel "Lwaxana Troi" Barrett, is scheduled to appear in September at the Montreal Science Fiction Festival II. Montreal fans may have balked at the idea of making the pilgrimage to Toronto to see Barrett when she'll be here in just a couple of months. Another explanation offered was that these big *Trek* cons are getting pretty damn expensive to attend, too expensive for many fans. Also, many Canadian fans may be saving their money to attend this year's WorldCon in Winnipeg and skipping cons that they might have otherwise gone to, like TT VIII.

A MonSFFA member who attended TT VIII felt that it didn't compare well to the TTs of the previous few years.

PRIMORDIAL SOUP



by KGB

THE SELLING OF TREK

Kevin Holden looks at the recent spate of *Star Trek* Biographies and Tell-Alls

It seems that the voyages of the original crew of the *Enterprise* are finally, sadly coming to an end. It was inevitable, I suppose, what with the unqualified success of *TNG* and *DS9*, and the great anticipation for the forthcoming *Star Trek: Voyager*.

What I suppose was also inevitable was that the original crew, sensing perhaps that they'd cashed their last Paramount paycheques, would now begin to sell the stories of their *Trek* odyssey, and take the opportunity to settle a few scores. This they are doing with a vengeance as a flurry of new *Trek* biographies and tell-alls hit the stands.

First up, let's look at *Creator*, the lengthy tribute to Gene Roddenberry, written by David Alexander. This is a largely uncritical outpouring of affection for the Great Bird, in which one can feel the heavy hand of *Trek* actress, and Roddenberry widow, Majel Barrett Roddenberry. The book has to be considered in contrast to the other Roddenberry bio out, *The Myth and the Man Behind Star Trek*, by Joel Engel, which is a gossip-ridden record of scandal and derision.

Interestingly, it is *Myth* which seems to have the greatest support from Roddenberry's former colleagues. Even long-time colleague Dorothy Fontana

throws her name behind it, claiming that Roddenberry was a drug-addicted, alcoholic, philandering fraud. Fontana and other *Trek*meisters, like David Gerrold, line up to spit venom at Roddenberry, alternately accusing him of plagiarism, megalomania, and borderline insanity.

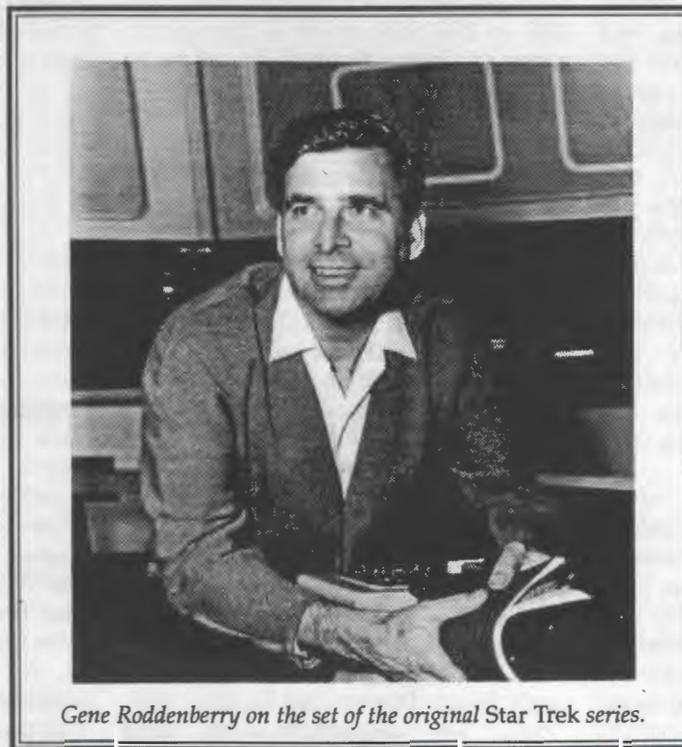
Justman and the late Gene Coon, Roddenberry regularly took credit for his colleagues' ideas and froze them out of the production entirely if they ever dared complain. Roddenberry once told Gerrold: "Every day I sit down at the typewriter, I'm afraid that this is the

Trek Memories is a rather pedestrian effort written by some unknown ghost-author and consisting mostly of old anecdotes from the original series, and Shatner reminiscing about practical jokes pulled on the set. This is stuff we have mostly heard before. It's a wimpy exercise that reveals little new and only hints at real scandal, like telling us that one of the "inside people" on the show sexually assaulted actress Grace Lee Whitney, but refusing to tell us *who!*

The only really interesting part is the end, where the captain discovers that the crew pretty much hated his guts, some refusing outright to even talk to him for his book. It's fun to watch that Galaxy-class ego squirm. Perhaps worth buying now that it's out in paperback.

Lastly, we are told that both George Takei and Nichelle Nichols are penning their own tales. George revealed at the recent Space: Dream and Reality convention here in Montreal that his book will be out in September. Being the super-nice guy that he is, he probably won't slam anybody. Nichelle, however, has promised to reveal all about her sordid affairs with Roddenberry, and Majel Barrett!

Me engines are overheating!



Gene Roddenberry on the set of the original *Star Trek* series.

The gist of it all is that although Gene might have come up with the idea for the original series, he had, by the late '70s, run completely out of ideas and was living off of his reputation. It was, apparently, easier to live off his rep than to live up to it. According to such *Trek* luminaries as Bob

day they're going to find out I'm a fraud!"

This book is worth reading much moreso than the David Alexander book because it corroborates information and views from a lot more sources than does the Alexander love-in, and also because dirt is fun.

William Shatner's *Star*

MOVIE REVIEWS

THE FLINTSTONES

I was somewhat worried. The very morning I left to see this movie, a reviewer on TV said that it was the most stupid show he had seen in years. Since then, I've met a couple of fans who share that reviewer's feelings.

Okay, this is not Academy Awards stuff, and some people may resent that anybody would tamper with an icon of their childhood, but all in all, I could think of worse ways to spend an hour and a half. Everybody seems to agree that the sets and special effects are great, except in a few spots (I think the film makers may have been trying too much to make it look like a cartoon). The plot was very cartoonish, and the mood generally light and funny, if not hilariously so.

Certainly, *The Flintstones* does not deserve some of the nastier comments I've heard leveled at it.—reviewed by Sylvain St-Pierre

WOLF

The werewolf thing done with high-priced Hollywood superstars Jack Nicholson is his wolfish self, and lead babe Michelle Pfeiffer is certainly no dog to look at. Otherwise, not much of a bite.—reviewed by Carl Phillips

THE SHADOW

Great sets, costumes, slick special FX, and a spiffy, understatedly humorous leading man in Alec Baldwin bring the classic radio-drama character to the big screen with much panache. *The Shadow* is bigger-than-life action and adventure, with a healthy dose of (sometimes dark) humour mixed in, just so the fantasy doesn't begin to take itself too seriously. This approach works fairly well, although all the

mumbo-jumbo Eastern mysticism and the whole thing with Shiwan Khan (he's the villain) and his robot-like Mongol horde gets a little silly at times.

A few scenes (almost worth the price of admission on their own) very accurately capture the atmosphere of the old *Shadow* radio shows, particularly our hero's rescue of Dr. Tam on a fog-cloaked bridge. *The Shadow* is a very stylish movie.—reviewed by Susan Denham

THE LION KING

The Lion King is Disney's best feature film yet. It has beautiful colours and a wonderful soundtrack. The technically superior animation was done using a combination of traditional cell painting and modern digital computer effects. I was especially impressed with the "rack-focus" scenes. These foreground-to-background focus changes within some scenes give the two-dimensional animation a three-dimensional feel.

The story is simple, well paced, with just the right amount of humour. It held my attention all the way through. *The Lion King* will stand up to repeated viewing.—reviewed by Lynda Pelley

THE MASK

Star Jim Carrey describes his performance here as "Fred Astaire on acid," and the rubber-faced comic is perfectly cast in this looney romp. ILM lend their top-notch computer-FX magic to the project, bringing us the best amalgam of live action and animation since *Roger Rabbit*. The dog deserves to be nominated for a Best Supporting Actor Oscar. And the dance numbers: *Smmokin'!* This movie will be a sleeper summer hit for sure.—reviewed by Keith Braithwaite



Top to bottom: *The Shadow*, *The Mask*, and *The Lion King*.

Risk and Sacrifice, Part 1

by Bryan Ekers, from a story idea by Keith Braithwaite

We begin serializing, in this issue, "Risk and Sacrifice," a new *Trek* story by Bryan Ekers set aboard the *Deep Space Nine* Station.

Daimon Rivak, like all good Ferengi, knew where the Rules of Acquisition ended and his own rules of self-preservation began.

Thus, he was very nervous as he watched Engineer Gekna scuttle around the containment field, making tiny adjustments here, little improvisations there. His tension was understandable; within that containment field was enough anti-matter to vaporize Rivak's ship, and at least 10 others like it.

Rivak tore his eyes away from Gekna's ministrations and walked forward, to the tanker's main bridge. There he tapped his first officer, Toras, on the shoulder.

"Report."

"Nothing, Daimon. We are crawling on manoeuvring thrusters only." The contempt and impatience in Toras' voice would fade with time and experience. "The fleet is in formation, estimated time of arrival at *Deep Space Nine* is forty quivas. Half a day as the humans measure it."

Rivak nodded calmly, although his tension had jumped another notch at Toras' reminder. The "fleet" trailed slightly behind Rivak's own ship. It was eight similar tankers, all carrying the same cargo, and no doubt having their engineers doing what Gekna was now doing, trying to pull their ships into barely passable condition for the inspections that awaited them on *DS9*. At a Ferengi port of call, the inspection's only concern would be how much to bribe the inspector. But *DS9* was run by the human Benjamin Sisko, who their contact Quark said was not likely to look the other way.

"I relieve you," declared Rivak to Toras. "Go below."

Toras nodded, abandoned the pilot's chair and left the bridge.

Rivak took his place, did a fast confirmation of the fleet's status (only a fool does not look for himself) and let his hand rest on the navigation console. He hated the formation set by High Daimon Javenn, who was in one of the trailing ships. The tight grouping would appear to enemy sensors as one huge ship with a single pilot vessel leading the way, something to scare away all but the most reckless of pirates. As well, Javenn had yielded the customary position as Daimon of the lead ship because of his fear of being the first to be fired

*The flash of light,
the searing pain and
the sounding of the
radiation alarm were
simultaneous.*

on if their port of call had been taken over by an enemy race (or worse, rival Ferengi). Rivak glanced briefly at the monitor. Automatic pilot was nominal; the manoeuvring thrusters would constantly make tiny adjustments to the ship's course, homing in on *DS9*.

The flash of light, the searing pain and the sounding of the radiation alarm were simultaneous. Through a haze of near agony, Rivak could see his fleet monitor. One by one, the ships were being consumed by a glowing cloud of anti-matter that grew ever larger as each destroyed vessel added its own cargo to the lethal mist. Blindly, he groped for the navigation manual override and slammed the ship into hyperspace. The damaged engines strained, pulled, and after only a few seconds of warp travel, failed. As

the waves of nausea passed through him, Rivak's eyes and ears and instincts told him many things. The fleet was gone. Warp drive was damaged. The computer was almost completely destroyed. His crew, including himself, was dead or dying from gamma radiation poisoning. Rivak coughed up a huge gout of blood, smearing the control panel. He could no longer move his left arm. He could not feel his right leg. As Rivak descended into delirium and death, a mindless litany escaped from his numbing lips:

"F-first Rule of Ac-acquisition. L-let the buh-buyer beware.

"Sec-second Ru-rule. Al-always truh-truh-trade up.

"Thuh-third Ru-rule . . ."

Major Kira Nerys smiled to herself as she tucked the sweater into her shoulder bag. Within 30 minutes, by her reckoning, she would be aboard the passenger shuttle. 12 hours after that, she'd be at Bajor's main spaceport in the Tarann province. Over the next day or so, she'd be on the magnetic monorail, electric tram, steam-powered train, geshen-drawn carriage, mule trail, and finally, on a path that became more primitive as she progressed, a three-kilometer walk to the village.

Her cousin Kira Taka swore he'd be waiting for her when she cleared the underbrush that ringed the village. That meeting, she figured, would take place in 45 hours, at most.

Five days after that, and Kira chose to push such thoughts aside, she would begin the journey back to civilization, back to space.

Back to *Deep Space Nine*.

Checking her quarters for the last time, Kira came across her Famba, a ceremonial stone formed by the volcano Damos in the Jinkal province. She slipped it into a pouch on her shoulder bag.

She thought herself prepared,

but a look in the mirror still surprised her. She'd been in uniform too long, seeing herself in civilian dress was unsettling. Straightening her collar and adjusting her shoulder bag a final time, she left her quarters, taking care to put a full security lock on the door. There was no way in hell she would leave her possessions unprotected, not with the thieving rabble that infested the station.

She hesitated when the turbolift doors opened; the Ferengi Quark was already in the car.

Quark grinned at her. "Don't worry, Major. I don't bite. Unless, of course, you request it."

His clichéd remark forced a contemptuous smile from her. "Operations," she ordered the turbolift. "And I'm not worried, Quark. And you shouldn't be, either. After all, I don't use my phaser. Unless, of course, somebody bites me." She mildly brushed a large bulge in her right pocket and let the conversation drop. Quark, wisely, followed suit.

Benjamin Sisko was settling into the mundane pattern of paperwork and bureaucracy that is the burden of all base commanders. Finally, a growing crick in his back forced him to stand up and stretch. "Computer," he mumbled. "Save all my work so far. I'll continue it later." He stepped out of his office and looked down on the Operations Center.

"Status, Lieutenant Dax?" he called out.

Dax looked up at him and smiled beautifully. "All normal, sir. And you, Benjamin?"

He frowned in mock anger. "That's Commander Sisko to you, Lieutenant."

She nodded. "Yes, sir, Commander, sir." Under her breath she added "Squidling."

Sisko's ears at first did not register the comment. When he at last understood it, a swirl of memories engulfed him, of a visit to a beach on Pharos III. A Pharoni Squidling, a creature at least two meters in length and possessing a seeming infinity of rubbery tentacles, had latched onto him while he swam in the blood-warm waters. He had panicked and thrashed around wildly, completely failing to free himself. On the shore, Dax had

laughed hysterically as the toothless and, to mammals, harmless squidling decided Sisko was not a good meal and indifferently moved on to more promising hunting grounds. After weakly clawing his way to shore and bringing his racing heart under control, Sisko had very nearly struck Dax, hard. But his friend's mirth was contagious, and soon Sisko was laughing, too.

Sisko shook the memory away. That Dax had been the "old man," not the comely young woman facing him now. He was about to re-enter his office when he heard Major Kira call out to him.

"Major," he said cordially.

She walked up to him, looking odd in rugged civilian dress. "Just a final warning, sir. Once I'm gone, you'll have to run the station by yourself."

He smiled very slightly. "Go on

*"Benjamin!" yelled
Dax. "There's a
ship coming out
of warp. It's on
collision course!"*

your shore leave, Major. We'll manage."

"It's not too late to accept my invitation."

"I'm tempted, Major, I really am. But someone has to mind the store. Next time, perhaps."

She chuckled. "The Jalani Festival only occurs every 17 years."

He nodded, remembering a bit of Bajoran trivia from his orientation lectures. "That's the comet festival, isn't it?"

"Very good, Commander. Every 17 years Preta's Herald swings close to Bajor. It's one of the reasons 17 is considered an unlucky number."

Sisko frowned with his eyebrows. "Unlucky?"

"Yes. Ancient legend has it that unless the Bajoran people behave with proper morality, Preta will

order her Herald to smite the planet, destroying everything. In anticipation of the Herald's coming, it's customary to speak prayers of atonement and engage in fasting and celibacy."

"So where does the Festival come in?"

She smiled wickedly. "Once the Herald has passed and Bajor is safe for another 17 years, we eat and dance for days."

He laughed. "And carouse, of course."

"Of course. More children are born in the year following the Jalani than at any other time."

"And you want me in the middle of this?"

She shrugged and pointed at Sisko's door. "That office was mine before you showed up, Commander. I know how stuffy it can be. Besides, despite all our political trouble, bringing the Emissary of the Prophets would be a major coup for me. Last chance."

"I'm sorry, Major. I have too much work to do."

"Suit yourself. By the way, the Herald should be visible from the station by now."

"Really? Lieutenant Dax?"

"Way ahead of you," replied Dax. "On screen."

Sisko had seen many things in his career, but the beautiful purple and blue comet at once took his breath away. With its lovely mane of hair stretching for a hundred thousand kilometers, he could see why Bajor held it in such reverence.

Dax, with her 300 years behind her, was unimpressed. "I've just run a computer projection. The comet will miss Bajor for at least another 1000 orbits."

Sisko looked at her, slightly annoyed at her lack of appreciation. "Unless Preta decides otherwise."

"Well spoken, Commander," commented Kira. "Well, I'll see you in about seven days, longer if I can help it."

"Goodbye, Major. And good lu-

"Benjamin!" yelled Dax. "There's a ship coming out of warp. It's on collision course!"

Sisko had heard that tone before, though until recently it would have been a few octaves lower. "On screen, and hail it."

The main viewer shifted away from the comet. At first, the image was of empty space.

"Magnifying," said Dax. The squat, ugly form of a huge Ferengi cargo vessel came into focus, screaming toward them at maximum impulse.

Sisko ran over the itinerary in his mind. "We weren't expecting them for another 12 hours, and nine ships, not one. Any response to our hails?"

The communications officer on duty, a Bajoran named Daram, had tried three times. "No response, sir."

"The ship's hull is laced with gamma radiation. Most of its systems are malfunctioning. Collision in 60 seconds!" yelled Dax.

"Use a tractor beam. Push them away," ordered Sisko.

At once, the powerful beam locked onto the Ferengi vessel, deflecting it. The ship's malfunctioning computers mistook the beam for a gravity pull and worked to compensate. The port manoeuvring thrusters fired, trying to correct the ship's course back toward the station.

"Tractor beam engaged," commented Dax. "Collision in 50 seconds."

Sisko leaped down to the Operations level. "Sound collision alarm! Shields at maximum!" Around him, officers hastened to obey.

Kira had used her communicator badge to alert Constable Odo, warning him to mobilize Base Security to prevent the spread of fires and looting after the collision. That is, if anybody was still alive.

Sisko's jaw was clenched as he watched the monitors. "Lock photon torpedoes and—"

"No, don't fire!" screeched Kira. "Tie in reactors four through eight to the tractor beam."

Sisko glanced briefly at her.

"Hold your fire, Dax. Tie in the reactors."

Dax nodded. "Tractor beam power increased by 80 percent. The ship is being pushed away. Damn! Its own engines are fighting us. Collision imminent on section 12 of the docking ring!"

"Clear that area!"

"20 seconds. Shields holding at maximum on the point of impact. Emergency bulkheads closing."

"Damage control parties to the docking ring," yelled Sisko. "All personnel brace for collision!"

Dax's hand had shot out, touching Sisko's shoulder briefly. He seemed briefly surprised by the contact, then smiled grimly at her. "Old man."

"Five seconds, Benjamin," she said. "Three, two . . ."

Everyone in the Operations Center had wrapped a hand or an arm or a leg around something solid.

Even through the crashing din of alarms, Sisko could have sworn he heard whispered prayers. He own hands locked onto a railing. He closed his eyes and thought of his son, Jake.

The impact threw everyone to the deck, in total darkness.

The freighter struck the station a glancing blow, at well over 80,000 kilometers per hour. The shields absorbed most of the impact but physical contact was still made. The section struck was gone, not damaged or dented, but truly gone. The ship began to cartwheel, its crushing momentum checked only slightly. Four seconds and a 100 kilometers beyond the station, the ship's own cargo destroyed it, in a burst of light and gamma radiation. The cloud of released anti-matter continued on the path the ship had taken and disappeared in the void.

*Even through the
crashing din of
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have sworn he heard
whispered prayers.*

RED MARS

by Kim Stanley Robinson
reviewed by David Legault

Kim Stanley Robinson has a real winner in *Red Mars*.

The descriptions of the planet's surface really make you feel as if you're there, and Robinson's characters are solidly three-dimensional. Starting out as innocent scientists—except for one of 'em—they end up being swept along by the political machine as the colonization and exploitation of Mars runs out of control. The character relationships are complex right from the start.

Being cooped up in their spaceship for the long flight to Mars has its effects on the crew, and, in realistic fashion, some of the conflicts at the beginning never end up resolved. Russians and Americans make up the bulk of the ship's crew, but the author avoids stereotyping them and gives these characters a human face, getting past their national ideologies and exploring their life histories to show us how that made them who they are now.

The whole novel is set against the backdrop of a resource-depleted Earth, where population is on the rise and huge corporations are more powerful than the governments of the world. This is a beautifully executed novel. A high-tech background cut across with basic, human emotion combines to form a fast-paced and very powerful story.

Red Mars is the first of a trilogy, and the quality of this book makes me look forward to reading, now, the second installment, *Green Mars*.

Continued in our next issue of *Warp*

LA CHUTE

TEXTE & DESSINS : ANDRÉ POLIQUIN

André Poliquin 1988





ILS SE LAISSENT DIRIGER PAR LEUR PEUR!

ILS N'ONT PAS LE DROIT DE ME FAIRE SUBIR ÇA!

ARGH!

C'EST INTOLÉRABLE!

ENFIN LIBRE!

UN COURT CIRCUIT VIENT DE SE PRODUIRE AU LOGEMENT DE DÉTENTION DE DESSUS.

IL N'Y A PAS UNE SECONDE À PERDRE!

SI L'INSTABLE VENAIT À SE LIBÉRER...

...DIEU SEUL SAIT CE QUI POURRAIT ALORS SE PRODUIRE!

LA BARRIÈRE ABAISSÉE, SON ESPRIT SE DÉCHAÎNA TEL UN FLOT D'IMAGINATION SOLIDIFIÉE !



LA MAÎTRISE DE SOI FUT VITE SUBMERGÉE PAR UN DÉLUGE DE PANIQUE CONTAGIEUSE INCONTROLABLE.



LA SAGESSE QUI PRÉSERVAIT LA CIVILISATION S'EFFONDRA SOUS LA MATÉRIALISATION DE LA PENSÉE.

ET LES AILES DU CHAOS PLANÈRENT SUR LA CITÉ Y RÉPONDANT SA FOLIE DÉMENTIELLE.



ALORS, L'INTELLIGENCE UNIVERSELLE RETIRA CES POUVOIRS FABULEUX ET TERRIFIANTS DES MAINS D'UNE CIVILISATION INSUFISAMMENT ÉVOLUÉE POUR PARVENIR À LES CONTROLER.

EUX QUI AUPARAVANT CRÉAIENT LEUR NOURRITURE, LEURS VÊTEMENTS ET LEURS HABITATIONS PAR LE POUVOIR DE LA PENSÉE SE RETROUVAIENT MAINTENANT AU MOYEN ÂGE.



IL NE PERÇUT PAS LA CHUTE DE SA CIVILISATION...

Fin

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

Information for this column was culled primarily from the fanzines *ConTRACT*, *Warp Factor*, *The Foreman Report*, *BCSFAzine*, and *The OSFS Statement*, and from *Starlog* magazine, *Entertainment Weekly* magazine, *The Montreal Gazette*, and fandom's grapevine, both spoken and electronic.

TREK VII

If the *Star Trek: Generations* script marked "Final Draft—March 16, 1994" (copies of which are making the rounds at *Trek* conventions these days) is to be believed, the plot summary we published in *Warp* 29 (May 1994) is pretty much accurate. We can elaborate a bit on Data's behaviour as a result of his plugging in his emotion chip: He begins to experience different emotions, but so intensely that he is unable to function properly—when feeling fear, for instance, he freezes up and cowers in a corner. By the end of the movie, he's started to get a handle on his new-found emotions. There is nothing anymore (if, indeed, there ever was) about Data's being seduced by Klingon sisters Lursa and B'Etor, who, by the way, meet their end in the story.

Warp staffers who've read the script generally give it good reviews, highlighting a few exceptional scenes (Kirk's disappearance into the Nexus, the destruction of the *Enterprise-D* and crash-landing of its saucer section), but cautioning that other parts read as a little silly (a scene on a holodeck-generated pirate ship).

CANFANDOM: A QUICK LOOK AT SOME OF WHAT'S GOING ON IN CANADIAN SF/F FANDOM

WorldCon

The 1994 WorldCon is but weeks away! Canadian (Winnipeg

Convention Centre, Winnipeg, Manitoba, September 1-5) will be the first Canadian-hosted WorldCon in 21 years, and only the third ever. Dragonwriter Anne McCaffrey is the scheduled Guest of Honour.

A Canadian progress report some months back informed us that the con's membership stood at 3870—704 Canadians, 3004 Americans, and the remaining 162, overseas fans, mostly from Great Britain, Germany, and Japan. (More recent info pegs the total membership at around 4500.)

Fans who've waited until the last minute to decide if they're going to attend will find the at-the-door admission fee for the five-day event a hefty \$200. (American fans will be enjoying *very* favourable currency exchange rates while in Canada—their dollar is currently worth over \$1.35 Canadian.)

A vote of praise, support, and thanks goes out to the many dedicated people involved in the organizing and running of Canadian, from the successful bid campaign on through to the con itself and the wrap-up afterwards. Good luck to you all on C-week; may it be a rousing success!

Miscellaneous

On Monday, August 1st, here in Montreal, the Klingon Imperial Diplomatic Corp (KIDC), an arm of KAG/Kanada, hosted an evening "Gathering of the Klin" (a reception) to promote awareness of their group. 20 or so people attended and KIDC reports that they added 10 Klin to their membership roles. Klingon cuisine was served up and everyone had a good time.

Following on the success of their one-day mini-con, *The Science of Murder* (a murder-mystery dinner-theatre with an SF slant) back in March, Vancouver's British Columbia Science Fiction Association (BCSFA) are planning

another mini-con, for Saturday, October 22, around the theme of hostile environments.

Conventions on the Decline

"The number of conventions in Canada continues to decrease," says the July/August 1994 issue of *ConTRACT*, Canada's newsletter of con listings and convention news (published out of Winnipeg). Indeed, we have seen, over the past few years in our area (Quebec and Ontario), the demise or hiatus-taking of a number of cons, and the coming-up-short or downscaling of a lot of others.

Ottawa's long-running *Maplecon* skipped a year, downscaled considerably, and eventually folded following its 1992 undertaking. (A new Ottawa con, *Concinnity*, is set to premiere this year in *Maplecon's* old end-of-October slot. It'll be a smallish event, featuring solely fan guests.) Montreal's own *Con•Cept*, riding a four-year tide of success, saw its attendance plummet to a near-disastrous low in 1993. The con had to take '94 off to regroup. (*Con•Cept* plans to return in the spring of '95—hopefully back on track—with guests Spider and Jeanne Robinson, and Hugo Award-winning artist Vincent DiFate.) This year, it was the turn of Toronto's mega-*Trek*/media con, *Toronto Trek*, to experience a dramatic drop in attendance. The city's annual lit-con, *Ad Astra*, also charted lower attendance numbers than last year, and *may* have lost a few dollars in the process. *Rhinocon* started up just a few years back in London, Ontario, but today is defunct. Waterloo, Ontario's *Wilfcon*, reportedly, won't be back next year. Again in Montreal, the just-concluded premiere of *Space: Dream and Reality*, a *Trek* con, drew far fewer attendees than organizers had predicted, and was generally not well received. Bets are that it won't

return. Meanwhile, the newly established Montreal Science Fiction Festival is burdened with a deficit which, if not in large part eliminated this year, could sink the Fest, hardly out of the starting gate. Ottawa's CanCon, too, is a recently established con running on borrowed (donated?) money.

Further away, cons seem to be struggling and dying as well. V-Con was retired by BCSFA not too long ago, and February's OnoCon '94 in Calgary attracted only "40 or so," not nearly enough people to make even this small, low-key venture workable. (We should note, here, that Alberta's winter weather probably played some role in OnoCon's tiny turn-out.) There'll be no Sprucecon for B.C. fans in 1995, and devotees of Nova Scotia's Wolfcon will have to wait until '95 for their con to return.

The common thread in all of this: Canadian conventions are, at best, pulling in fewer people and losing money, and at worst, folding like a bad poker hand.

There are exceptions to be sure. Montreal's French-language Conviction grew to two days and posted record attendance numbers this year, and club-sponsored, no-big-name-guest events seem to be doing okay if our TransWarps and BCSFA's Science of Murder mini-con are any indication. And, the U.S.-based, pro-run Creation cons are flourishing. Creation's shows in Ottawa and Montreal these past couple years have been drawing *very* well. (They're back in Montreal with a second show this year, featuring James "Scotty" Doohan. It'll take place on Saturday and Sunday, August 13 and 14, at Place Bonaventure; tickets are \$20 at the door.)

But *ConTRACT* is right when it says that, overall, Canadian conventions are disappearing. Those that are hanging in are, invariably, losing ground (slowly or rapidly), and the new cons that spring up don't seem to be able to stay in business for more than two or three years.

Why?

It's difficult to draw any definitive conclusions; there are a lot of factors that come in to play, here. But we'll put forth a couple of possible explanations:

First, that the changing face of fandom, not to mention the mainstreaming of SF/F, has marginalized many of the kinds of cons fandom has been running for the past three decades. "Faanish" cons in particular are quickly becoming obsolete, with lit-cons not far behind. And as for the fan-run media cons, they just can't compete with the big-money pro-media-con industry (read: Creation). And so, the convention scene is shrinking.

In addition, the so called information superhighway is bringing anything and everything right into the home, making it unnecessary for fans to leave their basements and go out to a con for their fix of *Trek*, or D&D, or what have you. The day may soon be upon us when the idea of gathering together in a hotel function room for a convention will seem as ancient as changing TV channels by getting up out of the chair and turning a knob on the set does today. We'll all just plug into our VR units and have us an electronically-generated con! (Okay, maybe we got a bit ahead of ourselves with that last one.)

Second, that some cons (probably quite a few) falter or fail because the fans running them don't know what the hell they're doing. Fans are not known for their business acumen, for the most part, and con-coms often have an inflated view of just how much of a market there is out there for their particular con. Unrealistic expectations from the outset and poor financial management throughout *certainly* are responsible for the failure of many cons.

We won't even get into how a rampant ego ("Look at me, I organized this con, I'm a big-name fan, now, I'm important!") can see a con implode.

ConTRACT is predicting the death of Canadian fandom (which they seem—falsely—to be defining as solely convention fandom). "Canadian may be the swan song," they write. Well, if you had a nickel for every time someone predicted the death of fandom, you'd be rich. Fandom's been around for a long time, has weathered many storms, and has a way of adapting to new realities. Fandom is evolving, we think, not dying.

CUFF Offer Comes Too Late

The Canadian Unity Fan Fund (CUFF)—in which a fan from Eastern Canada is funded for a trip to a western Convention (Canada's national SF/F con), and vice versa—apparently offered any fan east of the Ontario/Manitoba border who wanted it free transportation and membership to, and accommodation at, the Winnipeg WorldCon (Convention this year is being held in conjunction with the WorldCon)! No one took them up on it!

Well here in Montreal, *we didn't know this offer had been made!* There are a lot of local fans, unable to attend the WorldCon because they can't afford to, who would have jumped at the chance. Why didn't we know about the CUFF offer until it was too late?

The folks who are running such CanFannish institutions as the CUFF, or the Aurora Awards (Canada's Hugos), shouldn't be surprised at our lack of participation in these things when we get word of what's going on *too late* to do anything, if we get word at all. Much is written in Canadian fanzines on the apathy of the CanFan when it comes to these icons of our fannish collectivity. But the fact is, these institutions are a mystery to an awful lot of Canadian fans. Do the directors of these projects assume that everyone knows all about them, and how to participate in them? If so, their assumption is wrong.

An information campaign, and more efficient administration of our CanFannish institutions, are *badly needed* if they are to have any presence in Canfandom and any real value to Canadian fans.

Warp 9 Loses President, High Council Loses Members

Chris Chartier, founder of Montreal's Warp 9 media-SF fan club, has stepped down as the club's president, a temporary move that could become permanent. He's been W9's one and only president since the group began in earnest some four years ago, and cited his need to "consider my position in fandom... to continue or not" as one of his reasons for quitting the post.

Chris' fiancée, Jennifer Brown, has taken over as Interim President until the W9 membership can vote on a new leader at their scheduled September elections. Chris promises to decide by then if he'll run for another term as W9 president, but states that if he does come back, he won't start at the job until sometime in December. No doubt, Chris has his hands full for the rest of the year with the September Science Fiction Festival II (of which he is co-chair) and, of course, his October wedding.

Chris Chartier has done a lot for Montreal fandom, and MonSFFA congratulates him on all that he has contributed to our city's fannish life. We wish him our best on whatever future path he chooses. And last but not least, we congratulate him and Jennifer on their coming nuptials.

Meanwhile, word is that Warp 9 has seen somewhat of a drop in attendance, and revenues, at its meetings, lately. The club is talking of paring down the number of meetings it holds if this seeming trend continues. And, a recent issue of *Warp Factor* (W9's newsletter) points to a lack of support from W9's members for the club-sponsored SF Festival.

Andrew Gurudata is the president of The High Council of Gallifrey, Montreal's *Doctor Who* fan club. In a recent editorial in the Council's newsletter, *The Foreman Report*, Andrew laments the apparent waning of interest in the club by some long-time members. Meeting attendance is down, as are membership renewals, and Andrew wonders "What's wrong?" He urges his membership to write him with some answers.

(W9 and The Council are probably just experiencing a low point in the normal ebb and flow of membership enthusiasm/participation which any club experiences from time to time.)

In that same editorial, Andrew takes the SF Festival (the con-com of which he is a member) to task for their "fan-unfriendly" policies this year, which include charging fan clubs for fan-dealer tables, locating said tables in a hallway rather than in a room, and allowing for a free weekend Festival pass for one representative of each club, but not permitting that the pass be

transferable to other club reps so that the club could staff its table in shifts.

Other club leaders, including MonSFFA's president, expressed concerns about the Festival's policies as well. The Fest has since modified its policies to everyone's satisfaction.

SAME BAT-FRANCHISE, DIFFERENT BAT-STAR

Michael Keaton, who played Batman in the first two *Batman* movies, will not be reprising his role for the third Bat-film, *Batman Forever*. He and new director Joel Schumacher (sitting in Tim Burton's old chair) don't see eye to eye on the tone the movie should take, with Keaton having wanted to emphasize the good guy moreso than the psychotic bad guys who dominated the first two films.

Now cast as Batman: Val Kilmer. Jim Carrey is The Riddler (Robin Williams, we gather, opted not to take the part), Oscar-winner Tommy Lee Jones is Harvey "Two-Face" Dent, and Chris O'Donnell is Robin. Rene Russo, 40, is now considered too old to play Batman's love interest (while Keaton is 42, Kilmer is almost a decade younger, at 34), so she's been dropped from the project. Sandra Bullock (who drove the bus in *Speed*) is, apparently, under consideration as a replacement, as are a couple of models-turned-actresses.

Shooting starts in September.

TV SF

seaQuest DSV has been renewed for another season, but changes will be apparent when the show starts up again this fall. Stephanie "Dr. Westphalen" Beacham did not follow the production company when it moved from California to Florida, so her character will be written out. Also exiting are Stacy "Hitchcock" Haiduk and Royce D. "Crocker" Applegate. Unhappy with the way the show has been going, Roy "Captain Bridger" Scheider, reportedly, came close to leaving as well but decided in the end to stay. The show will introduce five new characters, including an ESP-gifted ship's doctor, a weapons expert, and a rookie ensign. Some talk suggests that the *seaQuest* will be redesigned

to resemble a more conventional submarine, but other sources have only some of the interior sets undergoing a rework. Writers will be bringing less science and more science fiction to the stories, and the character of young Lucas may be played up more in an attempt to draw younger viewers to the show.

A new SF series will be positioned as the lead-in to *seaQuest* on NBC's fall sked. *Earth 2* is about a group of people who've crash-landed on a rugged, wilderness planet and their efforts to survive until they can be rescued. The series is produced by Steven Spielberg's Amblin Entertainment company, which also, of course, does *seaQuest*.

Babylon 5 returns for another season, as well, but minus its commander. Michael "Sinclair" O'Hare has decided to leave the show. As a safety measure against a cast member's leaving, producers have included a "trap door" for each character in their story arc, allowing for the departure of any character from the series, even a lead character like Commander Sinclair.

Also renewed are Fox's cult hit *X-Files*, ABC's *Lois and Clark* (which promises new villains and more in the way of action this season), and of course, *Star Trek: Deep Space Nine*. Canceled is the syndicated *Time Trax*.

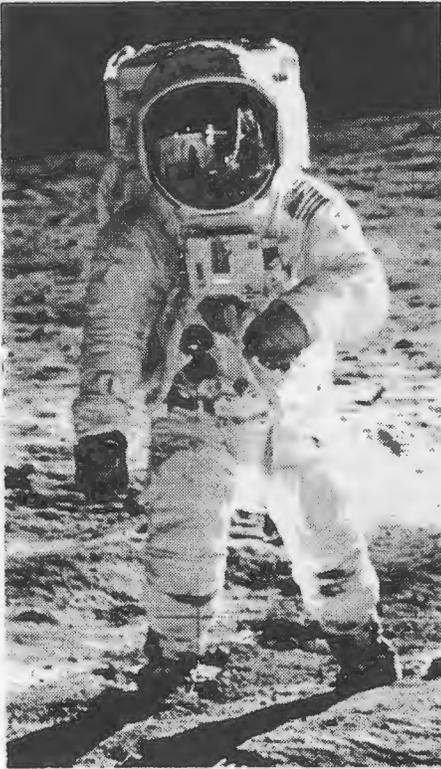
INDIANA JONES

The Family Channel will run George Lucas' four new *Young Indy* TV movies, beginning in November with *Young Indiana Jones and the Hollywood Follies* (Indy works as a stuntman in the early days of Tinsel Town). *Young Indiana Jones and the Treasure of the Peacock's Eye* will air next, sometime in early '95. And, the *Young Indy* series might be rerun on Family (a deal is in the works), including several episodes that ABC never aired.

Meanwhile, Harrison Ford will once again don the brown fedora as the adult Indiana Jones in a coming fourth feature film.

25TH ANNIVERSARY OF FIRST MANNED MOON LANDING

This past July 20 marked the 25th anniversary of the Apollo 11 moon landing. Those older of us



Man reaches the Moon: July 20, 1969

remember the indescribable excitement we felt as the Lunar Module *Eagle* touched down on the moon, and later, astronaut Neil Armstrong made his giant leap for mankind by stepping off the LM's ladder, becoming the first human

being to set foot on another world. Science fiction became reality before our very eyes as we watched the flickering black and white TV pictures originating from the moon's Sea of Tranquility. Suddenly, Asimov and *Star Trek* didn't seem so impossibly far out.

Man has yet to venture beyond the moon (although his machines have), and it remains a touchstone for a whole generation of Earthers, who in the mid-summer of 1969, vicariously lived mankind's greatest adventure. 25 years later, we gaze up at the moon and know that men from Earth have stood on its surface and looked back at the blue globe that is our home in this vast cosmos, looked back at *all* of humanity, at all that we are. And we are still awe-struck by what was accomplished on that momentous day.

RED DWARF SUBJECT OF NASTY RUMOUR

A nasty rumour has been circulating on computer bulletin boards to the effect that *Red Dwarf* star Craig "Lister" Charles has been arrested in Britain for rape (!), along with several other (presumably behind-the-cameras) people connected with the show. We have tried to confirm whether or not this rumour has any basis in truth and

have found no other source that supports the claim. If this turns out to be some computer hacker's idea of a prank, it is in *very* poor taste.

TIDBITS

John Cameron, director of the *Terminator* movies and *Aliens*, is looking at Johnny Depp, Luke Perry, or Jim Carrey as the potential big-screen Spiderman. Depp is said to be the favourite.

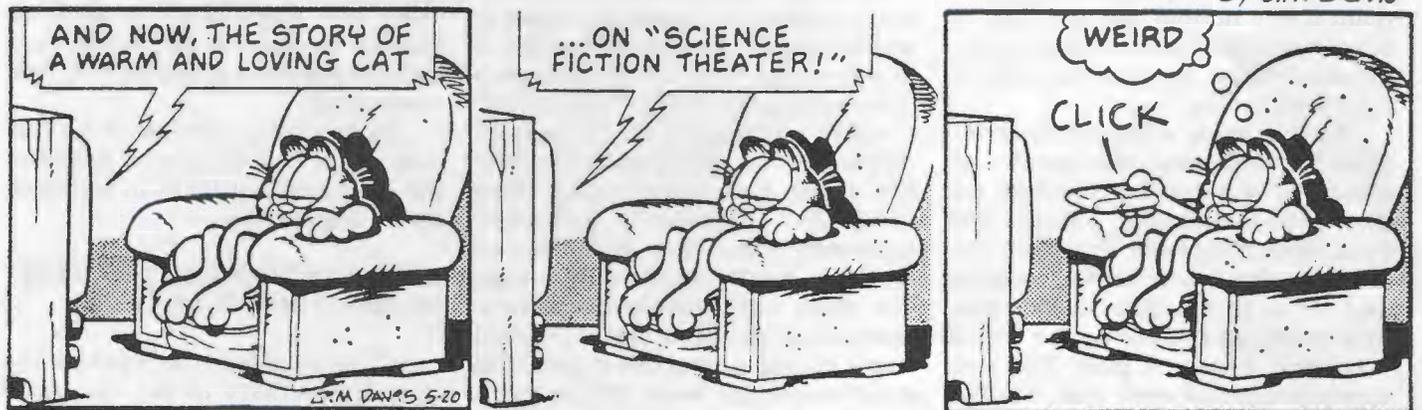
Pre-production work proceeds on the second trilogy of *Star Wars* films, set to begin shooting back to back next year. George Lucas may direct the first one (the last movie he directed was *Star Wars*).

Back in June, the CRTC approved 10 new TV channels for broadcast in Canada, but the sci-fi and 24-hour cartoon channels that had put in bids were *not* among them. (Sigh.)

Possibly the largest complete skeleton of a Tyrannosaurus Rex known to science was uncovered a couple of months ago in Saskatchewan. The rare find (there are only a dozen complete or near-complete T-Rex skeletons known in the world) suggests an animal some 15 feet high and 50 feet long.



Garfield



By Jim Davis



THE 1994 MONTREAL



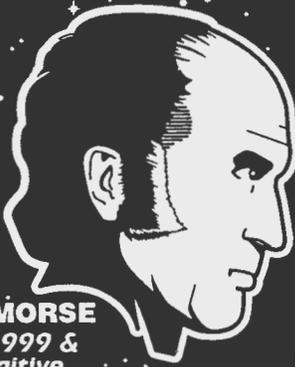
SCIENCE-FICTION

FESTIVAL III

MONTREAL'S LARGEST & UNIQUE FAN-RUN MEDIA SCIENCE-FICTION CONVENTION
WITH SATURDAY NIGHT CABARET STARRING GUESTS & GIFTED FANS!

MONTREAL (DOWNTOWN) 1994

DAYS INN - SEPT. 24 & 25



★ **BARRY MORSE**
Space: 1999 & The Fugitive
Mr. Morse's presence is tentative at this time

★ **MAJEL BARRETT**
Lwaxana Troi & Nurse Chapel, Star Trek



★ **MARK GODDARD**
Major West, Lost In Space



WE'RE BACK!

AT
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DOWNTOWN: SEPT. 24 & 25

THINGS TO LOOK FOR:

- ★ Autographs
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- ★ Video Room
U.S. & British
- ★ Charity Auctions*
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- ★ Cabaret
- ★ Discussion-
Panels (2 Rooms)
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- ★ and more...



MIKE CUNEO
*Master Model
Builder, Star Trek*



JUST ADDED:
MIRA FURLAN,
MINBARI
AMBASSADOR DELENN
"BABYLON 5"



ARNE STARR
*DC Comics Inker
ST:TNG.*



FAN GUEST OF HONOUR: BERNY REISCHL,
from KAG/KANADA QUEMAR Squadron



LARRY "THE DOCTOR" STEWART
Master of Ceremonies Extraordinaire

RATES AT THE DOOR:

- Sat. \$25/person
- Sun. \$20/person
- Pre-registration: Week-end
Until Aug.15, \$36 (\$33US)

HOTEL:

Days Inn (formerly
Auberge Ramada Inn).
Montreal Downtown
1005 Guy Street
Montréal, Québec
(514) 938-4611

INFORMATION:

Communications Warp 9
Chris Chartler
P.O. Box 311, Station B
Montréal, Québec
Canada H3B 3J7
(514) 931-1815
9 am to 10 pm.

ALL GUESTS WILL BE AVAILABLE FOR AUTOGRAPHS! ★

* Proceeds to Quebec Society For Disabled Children
KAG/KANADA will accept donations of non-perishable goods.

Graphics by NOMICS
(514) 691-6361

THE 1994 MONTREAL SCIENCE-FICTION FESTIVAL III

MEET OUR INVITED GUESTS:

MAJEL BARRETT RODDENBERRY

Known and loved by all Star Trek fans since the 1960's when she played "Nurse Chapel." This is also "Lwaxana Troi" from The Next Generation & Deep Space Nine.

BARRY MORSE Mr. Morse played "Professor Bergan" in "Space: 1999."

Meet the classiest Festival Guest, and help us commemorate the 20th anniversary of the series!

MARK GODDARD

Known best as "Major West" from "Lost In Space". Ask him about his experiences on this classic TV series.

ARNE STARR

The "Gossip Man" will offer sneak previews of the latest or upcoming movies and TV. Inker for ST:TNG comic mag!!!

MIKE CUNEO

The master model-builder from Star Trek: The Next Generation and Deep Space Nine.

BERNY REISCHL

Our "Fan Guest of Honour" will entertain you with his experiences in Klingon and Science-fiction fandom.

JOHN PEEL

"Star Trek" and "Doctor Who" Novelist. Talk to the man who wrote "Here There Be Dragons" and "Power Of The Daleks."

LARRY "THE DOCTOR" STEWART *Master of Ceremonies Extraordinaire!*

A gifted Impressionist, artist and story-teller. Meet the most loved friend of fans and the Festival.

HOTEL: Ramada Inn Downtown Montreal. 1005 Guy Street, Montreal, Quebec. (514) 938-4611. Three blocks south of Guy Metro (Guy exit). Rooms: \$72 per night, single or double. Room reservations are almost complete. Call (514) 931-1815 for alternative locations.

VOLUNTEERS for the FESTIVAL:

We need you! Call (514) 931-1815. All Volunteers will be rewarded.

DEALER ROOM & CLUB TABLES:

All are welcome! Call (514) 931-1815. Ask for Jennifer Brown.

CABARET & MASQUERADE CONTEST, SAT. NIGHT:

See Special Table at the Festival. \$5.00 additional charge for attendees at Cabaret.

HOSPITALITY SUITE:

On the 7th Floor. Saturday Only.

VIDEO ROOM: A sampling of British and North American.

TV, film, and Sunday morning "Master of Disaster" shows. Opens 9AM, Saturday and Sunday.

MAKE-UP & PROSTHETIC DEMONSTRATION:

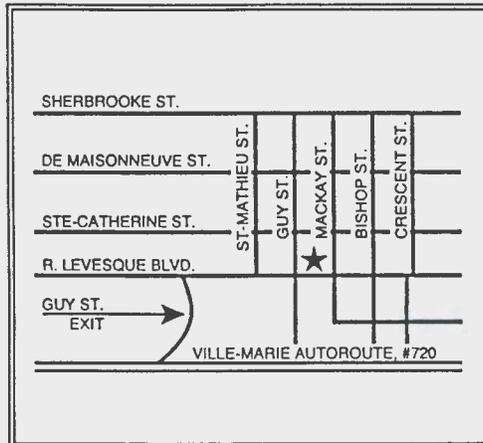
Watch the Experts at work! Saturday and Sunday.

MODEL-BUILDING WORKSHOP (on Saturday):

With Mike Cuneo & Lynda Pelley. \$5.00 additional charge for attendees, at the door. Bring your own models, and watch Mike build a Borg Ship from kitchen utensils!

ACTING WORKSHOP:

With Mark Goddard. \$5.00 additional charge for attendees, at the door. Mark will show you the trade secrets of being an actor.



NOTE: Guests or Activities may be changed without notice. Please check with Warp 9 for Festival updates. All guest appearances are subject to professional commitments.

PRE-REGISTRATION INFORMATION:

NAME: _____

ADDRESS: _____

POSTAL CODE: _____

COUNTRY: _____ TEL: (____) _____

Cheques are payable to The Montreal Science Fiction Festival. Sorry, no refunds.

Where did you hear about the Festival? _____

S-F Club Affiliation: _____

RATES -- PRE-REGISTRATION (Weekend):

Individual Attendee Price: \$36 (\$33US)
Saturday & Sunday. (Until Aug. 15, 1994).
Limited number of tickets available. Additional charge only for Cabaret and 2 Workshops.

RATES -- AT THE DOOR:

[Canadian funds only!]

- Individual price, \$40, Sat & Sun together.
- Saturday only, \$25 per Day.
- Sunday only, \$20 per Day.
- Half-price for children 12 years or less.
- Free for children 5 years or less.
- Must be accompanied by an adult.
- Proof of age required.

FROM ONTARIO OR WEST ISLAND: Trans-Canada Highway (340) to Decarie Autoroute (#15) South. Decarie to Ville Marie Autoroute (#720) East. Take "Guy Street" exit, and follow signs to Guy Street. You will see a Ramada on your right when you reach the corner of Guy and René-Levesque (Dorchester).
FROM USA OR SOUTH SHORE: Approach Montreal and use Champlain Bridge into city. Look for signs for Ville Marie Autoroute (#720) East. Use "Guy Street" exit and follow signs to Guy Street. You will see a Ramada on your right when you reach the corner of Guy and René-Levesque (Dorchester).

COSTUME CON 13

THE THIRTEENTH ANNUAL COSTUMER'S CONVENTION

PRESENTED BY

TORONTO MEDIA FAN CONVENTIONS CLUB



MAY 26 - 29, 1995

**TORONTO, ONTARIO
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Scarborough, Ontario M1T 3G2
(416) 299-1500 or 1-800-325-3535

Fax: (416) 299-8959

**Room Rate: \$87.00 Cdn
(single/double)**

MEMBERSHIP RATES:

	<u>\$CDN</u>	<u>\$US</u>
To September 10, 1994:	40.00	30.00
September 11, 1994 - at the Door:	45.00	35.00
Supporting Memberships: (at all times)	25.00	20.00

FOR MORE INFORMATION:

Mail to: Costume Con 13
Suite 0116, Box 187
65 Front Street West
Toronto, Ontario Canada M5J 1E6

E-mail to: Compuserve: 76437, 1712
GENie: C.Lyon4
Canada Remote: Martin Miller

Phone: (416) 699-0479

Fax: (416) 699-5512

COSTUME CON 13 PRE-REGISTRATION FORM

Please send in one pre-registration form per person. Please print clearly.

Name: _____

Address: _____

City: _____ Province/State: _____ Postal/Zip: _____

I am interested in helping out at Costume Con 13.

In what area: _____

I am interested in being on a panel(s) at Costume Con 13.

What Topic: _____

Weekend membership \$ _____

Supporting membership \$ _____

Total Enclosed \$ _____

Make Cheque or Money Orders payable to: **Costume Con 13**, Suite 0116, Box 187, 65 Front Street West, Toronto, Ontario Canada M5J 1E6

Montreal's Science Fiction and Fantasy Convention

Con•Cept '95

Invites you to meet

Spider and Jeanne Robinson

Co-authors of the Hugo award winning *Stardance* and *Starseed*. Spider Robinson has also authored the incredibly funny *Callahan's Crosstime Saloon* Series and has won the John Campbell Award, several Hugos and a Nebula Award for his work which includes *Mindkiller* and *Time Pressure*.

Vincent DiFate

Well known artist, Vincent DiFate has won the Hugo and several other awards for his work which has appeared on the covers of many magazines and books. Vincent DiFate has also worked for NASA. His work has appeared in museum exhibits in North America, Japan and Europe.

On March 31st, April 1st and 2nd, 1995

At the Holiday Inn Crown Plaza Metro Centre

Convention hotel:

The Holiday Inn Crown Plaza Metro Center is within walking distance from downtown Montreal and directly above Sherbrooke Metro Station. The hotel has promised us convention space that is less spread out than last year's and an elevator will also be reserved for Con•Cept's use.

Holiday Inn Crown Plaza Metro Center
505 Sherbrooke St. East, H2L 1K2,
Tel.:(514) 842-8581
Room rates are: \$85 for single and doubles
\$95 for triples and quads

Mention Con•Cept when making your reservations.

Others Guests:

Our guest list is filled with many people active in the world of fandom including: authors, fans, media people and other neat folks of all kinds. Will be present: Brian Daley, David G. Hartwell, Donald Kingsbury, Glenn Grant, Jack McKinney, James Luceno, Karen Wehrstein, Kathryn Cramer, Paul Davidson, Shirley Meier, SN Lewitt, TJ Glenn and many others!

Membership Rates:

Membership rates for Con•Cept are:

Week-end: \$20.00 before September 30th, 1994;
\$24.00 before March 15th, 1995;
or \$29.00 at the door.
Friday only: \$8.00
Saturday only: \$18.00
Sunday only: \$13.00
Friday and Saturday: \$20.00
Saturday and Sunday: \$25.00

A special group pre-registration rate is also available. Please write to the address below for more information or to be on our mailing list:

Con•Cept
P.O. Box 405, Station "H"
Montreal, Quebec
H3G 2L1 Canada

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

MonSFFA

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

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

AMonSFF

C.P. 1186, Place du Parc
 Montréal (Québec)
 Canada, H2W 2P4

The Montreal Science Fiction and Fantasy Association (MonSFFA): Membership Application

Name _____
Birthdate (optional) _____
Mailing address _____
 Apt. _____ City/Town _____
 Province/State _____ Postal Code _____
Telephone (home) _____
 (work) _____

Interests (optional)

- Science Fiction _____
- Others _____
- Fantasy _____
- Horror _____
- Movies/TV _____
- Writing _____
- Art _____
- Gaming _____

Others _____

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

- You have my permission to pass on said information.
- Please do not pass on any of said information.

Formulaire d'adhésion à l'Association Montréalaise de Science-Fiction et de Fantastique (AMonSFF) :

Nom _____
Date de naissance (optionelle) _____
Adresse _____
 App. _____ Ville _____
 Province/État _____ Code Postal _____
Téléphone (rés.) _____
 (trav.) _____

Intérêts personnels (optionels)

- Science-Fiction _____
- Autres _____
- Fantastique _____
- Horreur _____
- Films/TV _____
- Écriture _____
- Art _____
- Jeux de rôles _____

Autres _____

Il arrive que d'autres organismes nous demandent la liste de nos membres afin de les contacter. Veuillez indiquer ci-dessous si vous nous autorisez à transmettre les renseignements inscrits sur ce formulaire à ces organismes.

- Je vous autorise à transmettre ces renseignements.
- Veuillez ne pas transmettre ces renseignements.

52 World

SCIENCE FICTION
CONVENTION

GUESTS OF HONOUR

Author Guest
Anne McCaffrey

Artist Guest
George Barr

Toastmaster
Barry B. Longyear

Fan Guest
Robert Runte



CONADIAN

September 1 - 5, 1994

Convention Centre

Winnipeg, Canada

Registration

CONADIAN

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Manitoba Canada R3C 4A7