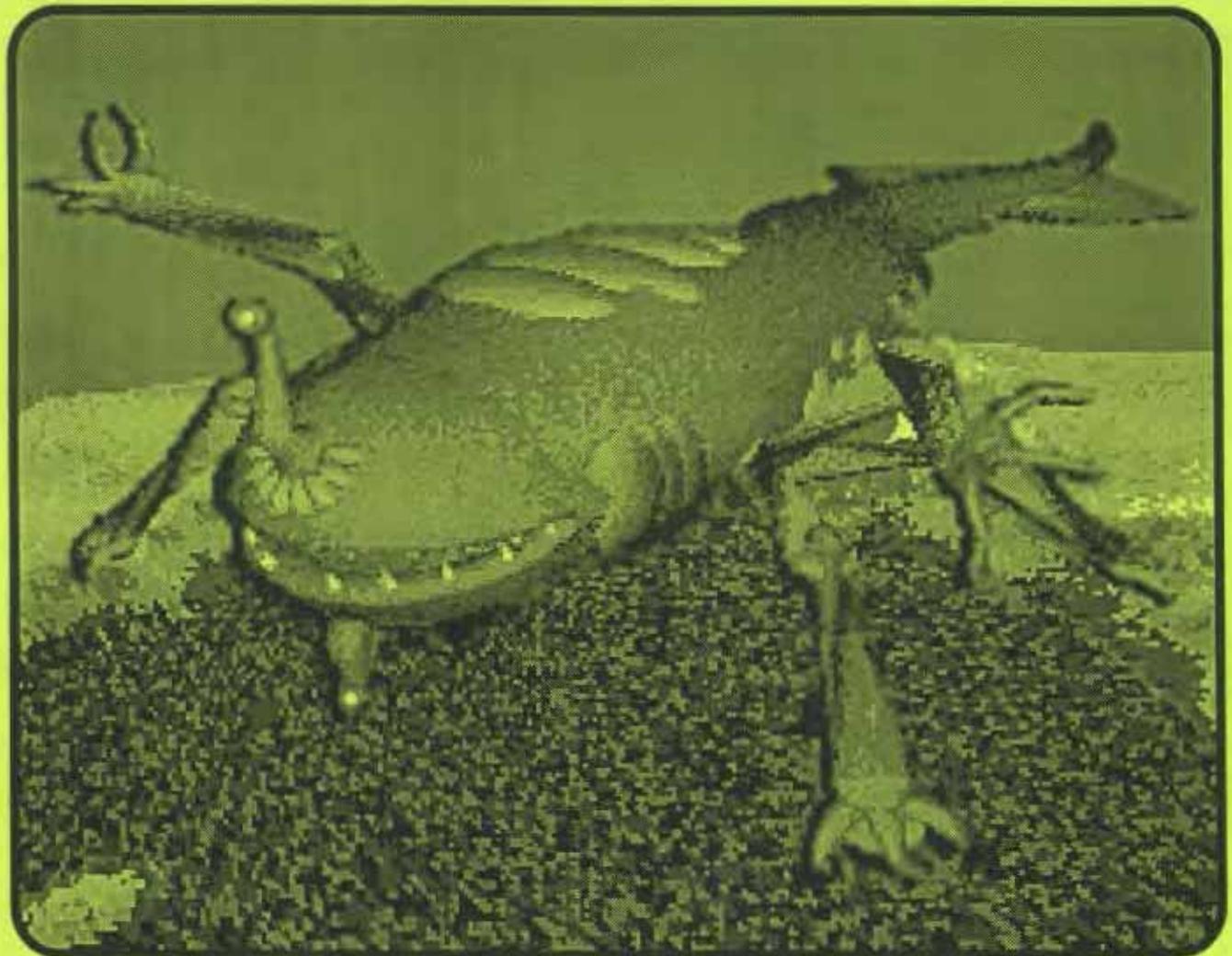


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WARP 44

THE OFFICIAL NEWSLETTER OF THE MONTREAL SCIENCE
FICTION AND FANTASY ASSOCIATION (MonSFFA)



Inside This Issue: Worldbuilding with the Writers' Workshop, British SF Conventions, Movie Reviews, Model Building, the latest SF Rumours, and More...

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1998 MonSFFA EVENTS SCHEDULE

ALL MonSFFA MEETINGS HELD SUNDAY
AFTERNOONS, 1:00PM TO 4:00PM (SOME
MEETINGS INCLUDE MORNING ACTIVITIES,
WHICH BEGIN AT 10:00 AM), IN THE
ST-FRANCOIS ROOM OF THE DAYS INN, 1005
GUY STREET (CORNER RENÉ LÉVESQUE),
DOWNTOWN MONTREAL

**EVENT PROGRAMMING*
(JUNE - DECEMBER)**

June 14 - The Epic Space Opera

1:00pm: The Magic of the Myth - slide show of the *Star Wars*
Exhibition at the Smithsonian.

2:30pm: Modern space operas and their trend towards continuity
and epic story arcs.

July - Summer Break
No Meeting

August 16 - The End of The World is Nigh

1:00pm: 1-Threats to our existence and the SF it inspires.

2-The anatomy of a Hollywood disaster movie.

3-Distopian futures/Survival of the fittest.

September 20 - Sci-Fi from the Orient

1:00pm: Godzilla and other monsters, Mecha and robots,
cyberpunk, and fantasy.

October 18 - After The Midnight Hour

1:00pm: MonSFFA's Annual SF/F Garage Sale - Table sales, raffle,
and auction of books, posters, collectibles, etc.

2:30pm: Regards from Ravenloft.

November 22 - Points of Contact

1:00pm: 1-We come in peace/The "Prime Directive".

2-The invasion scenario.

3-Are there aliens already among us?

*All programming is tentative, and scheduling is subject to change.

JANUARY

18

FEBRUARY

15

MARCH

22

APRIL

19

MAY

24

JUNE

14

AUGUST

16

SEPTEMBER

20

OCTOBER

18

NOVEMBER

22

DECEMBER

12

COVER UP:

A Thalassan, one of the alien
races dreamed up by
MonSFFA members during a
worldbuilding activity at one
of our club meetings. This
creature artwork was
rendered by Sylvain St-Pierre
on his Amiga computer. See
cover story page 26.

Warp is published about five 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. A subscription to *Warp* is a benefit of membership in MonSFFA. MonSFFA is a not-for-profit organization dedicated to the enjoyment and promotion of science fiction and fantasy literature, film and television, comics, fanzines, art, music, costuming, model-making, gaming, etc. 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—yes, we know—verboten, but is not intended to seriously infringe upon any of the rights of the copyright holders. Come on, people...*lighten up!* This is an amateur publication intended for enjoyment only. "Definition of Expert: X is the unknown factor, and a spurt is a drip under pressure."

MonSFFA's Address: P.O. Box 1186, Place du Parc, Montreal, Quebec, Canada, H2W 2P4
MonSFFA's Web Site is at: <http://www.odyssee.net/~draken/monsffa/monsffa.html>

FROM THE EDITOR'S CHAIR



Deadlines, deadlines, deadlines! I've made a serious effort to keep *Warp* on a regular publishing schedule. However, I depend on you, the membership, to help. Please submit your articles, reviews and stories as early as possible. If you submit your items too close to the printing deadline, it means that I have too much work to do at the last minute. This can result in the issue being published late!

I have been trying to hand out your copies of *Warp* at the club meetings, whenever possible, to save MonSFFA money on the postage. (Of course, those who are not present at the given meetings will still receive their copy by mail—but even delivering some of the *Warps* in person, usually about half, helps.)

I used to be one of those people who didn't begin to write my convention and movie reviews until the newsletter editor was asking for them. They were often written hastily, under a tight deadline. I frequently had to consult the convention program book or other reference material to remember the finer points of something I had experienced months ago, but was only now getting around to writing about. I found myself thinking, if only I'd written my review sooner...

Becoming the editor of *Warp*, and being on the receiving end of things, didn't do as much to change my habits of procrastination as becoming involved with the immediacy of electronic communication. Yes, I'm talking about the internet. To get the most out of list-servers and usenet newsgroups, you have to stay current with the topics of conversation. That means uploading your ideas and points-of-view as soon as possible. I now usually write my movie reviews either the same night or the next day after I see the film. I must, if I want to participate in the discussion.

Of course, as editor of *Warp*, the needs of the club newsletter are never far from my thoughts as my electronic surfboard navigates the bitstream. The reviews that I upload to the net, as well as any good rumours I come across that would be suitable for the Sensors column, get accumulated in my e-mail box for later use in *Warp*.

My convention review of *Visions 97*, which appears in this issue, was originally written back in early December, in answer to queries of "How was it?" on one of the e-mail lists. All I had to do for *Warp* was paste it in place from my e-mail out-box.

So please, MonSFFA members, help me out. If you attend a fannish event and you feel others might like to read about your experience, write it up while it's still fresh in your mind. Then, send it to me. There is always room for one more item in my in-box.

That applies to photography too! Please bring your photos to the MonSFFA meetings so that I may borrow them for scanning into *Warp*, or you can e-mail the images directly to me in jpeg format.

Still on the subject of submissions, MonSFFA would be pleased to publish articles of *short* fiction. However, the club maintains the editorial policy that we will not begin printing any story until we have a completed version. There is a reason for this decision. Often, due to length, a work of short fiction must be divided into multiple parts before publishing. What if we printed Parts 1 & 2 and the writer did not complete Part 3 in a timely fashion? Or, worse yet, what if Part 3 *never* got completed? Some of us are all too familiar with how *Space: Above and Beyond* ended! We wouldn't want to do *that* to our membership!

Finally, I must congratulate those MonSFFA members who made the effort to submit articles. Thanks to the few who sent in their material early. And thanks to all for submitting such high quality work, even if some of it arrived rather late.

It seems that *Warp* is regularly written by just over a handful of dedicated individuals. Let's get a few more people involved! Have you written anything for *Warp* lately? Why not?

Get started on those articles for our next issue *today!*

Lynda Pelley,
Editor



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 indicated, we assume all letters are intended for publication. *Warp* reserves the right to edit letters where deemed necessary.

MonSFFA continued to receive and respond to correspondence during Warp's recent, unscheduled hiatus. Here, for the record, is a sampling of our mail over the last nine months or so.—Ed

L'AMonSFF a reçu et répondu régulièrement à la correspondance pendant l'absence imprévue de Warp. Voici un échantillonnage du courrier des neuf derniers mois.—Ed

REÇU AOUT 1997:

Keith Braithwaite et Lynda Pelley,
Warp

Bonjour!

J'ai reçu votre dernier numéro de *Warp*, le numéro d'été '97. C'est aimable de votre part, et je le lis toujours avec plaisir. En toute honnêteté, je dois cependant vous signaler que je ne suis plus le directeur de (*la revue*) *Solaris*. À l'avenir, il sera sans doute plus honnête et direct d'envoyer les services de presse de *Warp* à Hugues Morin.

En attendant de se revoir, sans doute, à Boréal/Con•Cept, je vous prie d'accepter mes salutations les plus amicales, ainsi que toute la chance possible avec votre club et ses multiples activités.

P.S. à Keith: Je suis d'accord avec

toi au sujet de *Jurassic Park: The Lost World* ("Summer '97 Movie Reviews, Pt. 1"). Quelle déception, en effet!

Signé, un grand fan du premier,

Joël Champetier
Proulxville, Québec

Merci, Joël, de la mise à jour; nous te verrons lors du Boréal/Con•Cept.—Ed

RECEIVED SEPTEMBER, 1997:

Dear MonSFFen:

I have received issue 42 of *Warp* and I've got a little time to put together a letter of comment. I think it's a good move to make the opening column available to the general membership (as reported in "From the Navigator's Seat"), for it's another way to make the club more open to its members. Hey, folks, the club's made the first move, now it's yours, so take advantage and take part. On your May '97 meeting (modern Montreal fandom's first decade): it's always good to remember your roots and history. I remember Capucine Plourde phoning me to ask what was happening in Montreal fandom and asking for my contacts there, and meeting with John Dupuis (it was you, wasn't it, John?) at the downtown Toronto campus of George Brown College, talking about the possibility of launching a science fiction convention in Montreal and what the committee should keep in mind when managing the con. I also remember folk like Luke Fallon, Geoff Bovey, Chris Daly, James Poon, Tapio Voadlo, and *Final Frontier*, the magazine of the Montreal Star Trek Association. A few of the current MonSFFA crew were on the masthead of *Final Frontier* by the third and final issue.

The final *Star Wars* trilogy won't be shot (according to Lynda Pelley, in her reviews of the special editions of *Empire and Jedi*)? Hmm...never say never with George Lucas, as we've already found out. Public demand, and the opportunity to

make more billions, will probably persuade him to make those movies, probably some years in the future, at the twilight of his career. We may have to cash a pension cheque in order to afford the tickets.

The infestation of psychic hotlines ("*Dubious Employment for Ex-Stars*," by Joe Aspler) prove that the public is largely uninformed, uneducated, and gullible, at worst. Ignorance is on the rise, as is knowledge and technology, mostly because that knowledge and technology is for those who can understand or afford it. Those who can't understand or afford the tech must fall back on what they can grasp or buy. We're looking for easy answers and reassurance in an age of uncertainty, and people buy into the hotlines because they're cheap and provide what people want to hear. Nichelle Nichols should know better than to promote these hotlines, but she's making a living after her underpaid years on *Star Trek*, and we're all trying to do that.

Very informative (Con•Cept '97) flyers, and the first time I've seen the French-language version. We're (Lloyd and wife Yvonne) looking forward to getting to Con•Cept/Boréal '97 (as the con's Fan Guests of Honour).

On "Sensors":

As far as *Star Trek* goes, I think *Paranoidmount* must realize that its popularity is on the wane after the more than 10 years we've enjoyed/endured *TNG*, *DS9* and *Voyager*, plus the frequent movies. After the long drought of no *ST* following the initial series, we've had a glut of it, and we've been picky about what's good and what's bad. Perhaps what's needed is another drought, and I think that might be what Paramount has in mind. Also, the idea of Tim Burton directing the next Superman movie is disquieting, after what he's done to the Batman franchise. Let's hope the Man of Steel is more durable than the Dark Knight.

It's Aurora (*Awards*) time! I hope everyone is voting. Capucine Plourde has been nominated in each

of the three fan categories, and I think that's a first. I'm nominated and so is Yvonne. Please keep Yvonne in mind when you vote...she's the busiest fan I know who hasn't won one of these great, pointy trophies.

That's this letter for now. Word from Boston is that a contingent from NESFA is coming up to Montreal to attend Con•Cept/Boréal and I've also heard that the hotel rooms are sold out. Sounds like this Con•Cept will be very popular. We'll see you all there!

Yours,

Lloyd Penney
Etobicoke, Ontario

Warp's lengthy period M.I.A. has created something of a time warp, Lloyd. As we publish your letter, Con•Cept '97 has come and gone and the '97 Aurora Awards were handed out months ago.

We were, of course, pleased to welcome you and Yvonne to the con as Fan Guests of Honour. By all accounts, the con went very well and we know, by the comments in a subsequent letter that you've sent us and that we've run further on in this column, that you had a "wonderful time." Good to hear. We also know that each of you won one of those great, pointy Auroras last year and we congratulate you. The recognition, in Yvonne's case, was long overdue. And if MonSFFA's Plant 9 From Outer Space video-film had to lose out in the Fan Achievement (Other) category, we're glad it was to you, Lloyd.

We are gratified that the content of Warp 42 provoked comment on your part. By the way, the John you spoke to all those years ago about what would become Con•Cept was likely Matthias, not Dupuis. The former was chair of the first Con•Cept and did travel to Toronto (and Ottawa) seeking the advice of experienced con-runners. The latter was the con's treasurer.—Ed

RECEIVED OCTOBER, 1997:

Dear Sir/Madam,

I found the address to your

Montreal Science Fiction and Fantasy Association while searching for something on the internet. You cannot imagine how delighted I was to find out that I am not the only fan in this city. I was beginning to believe that this was indeed the case. Could you please send me all the information you can on your association with perhaps a telephone number or e-mail address where I can reach you. I would also like to know if you take new members, and if yes, how I would go about joining.

A bit about myself...I am a computer science teacher at a local technical institute. I've always loved to read SF and have recently begun to seriously write it. I have had a few of my short stories published in SF magazines in the U.S.

Thank you for taking the time to read my letter and I hope to hear from you soon.

Sincerely,

Arto Baltayan
St-Laurent, Quebec

We were happy to respond to Arto's inquiry and later welcomed him to our ranks. We'd love to have you drop by one of the club's writers group meetings, Arto.—Ed

RECEIVED DECEMBER, 1997:

Dear Sirs,

I would appreciate if you could send me your latest subscription form to Warp magazine. It is in Solaris number 110 that I found your address. I Thank you in advance.

Happy Holidays,

Robert Khayat
St-Laurent, Quebec

Warp is a benefit of membership in our club, Robert, and is mailed free to our members. A one-year membership in MonSFFA costs \$20, only pennies a day! In addition to this response to Robert's letter (capsulized here), we sent him an information sheet, our

flyer/membership application form, and a couple of back issues of Warp for his perusal.—Ed

REÇU DÉCEMBRE 1997:

Madame, Monsieur,

Je vous écris pour que vous puissiez m'envoyer toutes les informations nécessaires pour joindre votre association. De plus, j'aimerais que vous puissiez m'aider sur un point particulier.

Depuis l'introduction de la nouvelle version de la trilogie de *La Guerre des Étoiles*, je ne parviens plus à trouver deux cassettes vidéo de l'ancienne version, notamment *L'Empire Contre-Attaque* et *Le Retour du Jedi*. S'il est possible de me les procurer par le biais de votre association, je serais très heureuse que vous communiquiez avec moi.

Bien à vous,

Dolly Tremblay
Montréal, Québec

En réponse à votre requête d'information concernant l'Association Montréalaise de Science-Fiction et de Fantastique (AMonSFF), je peux vous dire qu'il s'agit d'un club d'intérêt général, couvrant toutes les facettes de l'imaginaire.

Nous nous réunissons environ une fois par mois, à la salle St-François du Days Inn Centre-Ville, au 1005 rue Guy, coin de René Lévesque. C'est à quelques pas de la station de Métro Guy. Les sujets de discussion sont extrêmement variés, et nous sommes toujours à l'écoute de suggestions. Dans le passé, nous avons parlé de programmes de télévision, de films, d'effets spéciaux, de légendes Arthuriennes, de vampires, de sites SF intéressants à visiter. Nous tenons fréquemment des ateliers sur le modélisme, la peinture, les déguisements, l'écriture. Tout ceci, bien sûr, sur des thèmes de science-fiction et de fantastique. Nous avons environ 75 membres, les trois-quarts d'entre eux anglophone. Les activités se tiennent donc généralement en anglais, mais le

français est parfaitement compris et est utilisé par plusieurs membres.

Le club a un fanzine, *Warp*, publié quatre ou cinq fois par année. Il est distribué sans frais aux membres, qui sont grandement encouragés à soumettre des critiques, des nouvelles, des bandes dessinées.

Nous avons également un programme d'escompte auprès de plusieurs marchands, donnant droit à des réductions sur un large choix d'articles sur présentation de la carte de membre.

Les frais d'adhésion sont de 20\$ par année.

En ce qui concerne votre question touchant la trilogie de *La Guerre des Étoiles*, l'ancienne version n'est plus officiellement en vente dans le commerce. Les dernières copies ont été retirées lors de la parution de la version remaniée. Certaines boutiques de seconde main peuvent toutefois en avoir en stock.

Nous vous signalons également qu'un des services offerts à nos membres est la possibilité de publier sans frais de petites annonces dans *Warp*, et plusieurs affichent ainsi des offres de vente ou d'échange de films, livres ou bandes dessinées.—Ed

REÇU DÉCEMBRE 1997:

Bonjour,

Mon nom est Jean Bilodeau, je suis auteur et éditeur d'un roman s'intitulant *Bleu de Cobalt: les Éramiens*. Ce roman de science-fiction, signé Neil Bryand (pseudonyme), possède beaucoup de technique avantgardiste. Il contient de nombreux éléments de terreur, à la Stephen King, et aussi plusieurs touches d'humour. Sans vouloir vous dévoiler l'intrigue, l'histoire est basée sur un conflit entre les Terriens et les Éramiens, peuple microscopique, sans qu'il n'y ait jamais de rencontre entre eux. Le roman contient beaucoup de dialogues, s'adresse aux adolescents et aux adultes qui ont gardé, dans leur coeur, une place pour l'imaginaire et le fantastique.

Mon roman se détail 14.95\$, plus taxe, en librairie. Je serais disposer à

vous faire un prix spécial pour vos membres, soit 12\$ taxes incluses pour un exemplaire, 10\$ taxes incluses pour 20 exemplaires ou plus.

Au plaisir de vous lire,

Jean Bilodeau/Neil Bryand
Saint-Romuald, Québec

Jean/Neil, nous informons nos membres de ton livre avec la publication de ta lettre. Peut-être qu'il en résultera des intéressés. Nous sommes désolés de n'avoir pu nous en occuper plus tôt; mieux vaut tard que jamais.—Ed

RECEIVED JANUARY, 1998:

To: Keith Braithwaite and Lynda Pelley, co-editors of *Warp*

Greetings!

Enclosed please find proof positive that the Canadian Unity Fan Fund (CUFF) is alive and well, namely 10 copies of "First Call For Nominations" and 10 copies of the "100 Eligible Nominees" list. You'll note that (as the fund administrator) I've done three things: 1) narrowed the nominee focus to fanzine fandom, 2) kept the aperture wide open for nominator eligibility (fanzine activity and/or club activity and/or concom activity), and 3) opened up the definition of fanzine activity to include as many potential nominees as possible. Consequently, many members of MonSFFA are eligible. Granted, it's a bit silly for a Montreal fan to win a free trip to Montreal, but should the 1998 CUFF winner be from Montreal or vicinity, CUFF would pay transportation (bus ride? cab fare?), hotel room, con membership, Aurora banquet fee (if any), meal allowance, and maybe other stuff, details to be negotiated. So, a Montrealer winning is not so silly after all. In any event, I would like you to forward to me any names (with credentials) that you feel should be added to the nominee list. I would also like you to distribute copies of the "First Call" and

"Nominee List" to any potential nominees or nominators you can think of. And I would be especially grateful if you would print and distribute the "First Call" sheet with your next issue of *Warp* (if it comes out before nominations close on March 31). All in the interest of promoting Canadian Fandom, of course. Truth to tell, I wish I were running for CUFF this year! I've always wanted to meet Forrest J. Ackerman (*Con•Cept '98's Fan Guest of Honour*), a childhood hero of mine. Sigh.

The last issue of *Warp* I received was the Summer 1997 issue. I hope I haven't been cut from your list. I know it's been a long time since my last *Space Cadet* (one the 'zines with which *Warp* trades). But my next issue will be out by mid-February and will be almost entirely devoted to a history of CUFF I think you will find fascinating, not to say hilarious.

Or perhaps the problem is *BCSFazine* (published by the British Columbia Science Fiction Association and another of *Warp's* trades)? Are you still getting *BCSFazine*? Since stepping down as (its) editor and becoming (BCSFA's) archivist, I've sort of lost track of the day-to-day affairs of the club, especially since they usually hold meetings when I'm at work (I work evenings, 3:30PM to midnight). I don't know who handles the trades list, for instance. So if you haven't been getting *BCSFazine*, do let me know! I'll get you back on the list.

Cheers!

R. Graeme Cameron
1998 CUFF Administrator
Vancouver, B.C.

Bonjour from over this side of the country. We received your letter and information sheets regarding CUFF '98. Thanks for including us in your mailing. We don't really know how much interest there is in these parts (we suspect not much, sadly), but we did disseminate the information you sent amongst our club members. Regrettably, Montreal fandom—English fandom, at least—has

little knowledge of such Canfannish institutions as the CUFF and the Auroras, largely because we've received precious little information on them. We've been organized and active since the late '80s but only in recent years—and often sporadically or too late—has the info come our way. Thus, familiarity with and participation in these things is decidedly scant. Your exhaustive treatise on CUFF can only help to educate.

You asked about the whereabouts of Warp, and whether we were still receiving BCSFAzine. The Summer '97 Warp you received was the last one to go out before our prolonged production snafu hit. You were not cut from our mailing list. We were just tackling, among other setbacks, Ice Storm '98. Many MonSFFen—including Keith and I—found themselves without electricity for a week or more just as the Christmas holidays ended. Suddenly, we were all dealing with sub-zero temperatures, frozen pipes, damaged roofs and such. Fannish pursuits were put on hold! Thanks for continuing to send BCSFAzine along on a regular basis during all of this.

Because production of our newsletter was held up for so many months, your letter sees publication in the wake of the '97 CUFF race, with Toronto's Lloyd and Yvonne Penney the winners and headed to Con•Cept for another guest stint.—Ed

RECEIVED JANUARY, 1998:

Ms. Cathy Palmer-Lister

Dear Ms. Lister,

The Canadian Red Cross Society wishes to thank you and your collaborators for the wonderful cooperation and assistance extended to us during the recent Blood Donor Clinic at Place Alexis-Nihon.

The clinic allowed us to collect 87 units of blood. We would like to express our thanks to these generous donors for their fraternal gesture.

Could you possibly extend our gratitude to all volunteers who participated in this event.

Sincerely yours,

Danielle Rocheleau
Consultant
Recruitment and Marketing
Canadian Red Cross Society
Montreal, Quebec

MonSFFA is glad to help the community whenever we can. Cathy, our club president, extends your thanks to our Nexus Costumer's group and other MonSFFA members who participated in the Blood Donor Clinic which took place during the Christmas season.—Ed

RECEIVED MARCH, 1998:

Cathy Palmer-Lister, the Nexus Project

Dear Mrs. Palmer-Lister,

Please accept our sincere thanks for supporting Aliment Action LaSalle. Your donation of food is very much appreciated and necessary. We have received at least a 50 percent increase in donations this year to help us meet our new challenge, and we hope we can look forward to your continued support.

Aliment Action LaSalle is an official part of the LaSalle disaster plan, and so, with your help we were able to respond to over 400 requests for help from the general public in a two-week period. We were happy to be able to respond.

Please accept our warmest and heartfelt thanks.

Sincerely,

Mrs. Aldis L. Lee
President, Aliment Action LaSalle
LaSalle, Quebec

Cathy, our club president, is glad we could be of help. The food donated were snacks and such left over following a Red Cross blood drive the Nexus Project (our club's costumers group) was involved in. Rather than see perfectly good food dumped in the trash, a resourceful member of our team thought to bring it down to you good

people.—Ed

RECEIVED MAY, 1998:

Dear MonSFFen,

Issue 43 of *Warp* is here. It's been a while since the club has sent me a 'zine, but I gather it's been a while since it's produced one. And once I looked inside I found out why.

Bravo to (*departing Warp co-editor*) Keith Braithwaite for sticking with the job for so long. Life sometimes catches up with you, and suddenly there's marriage, kids, and responsibility. It's not a matter of getting a life, but having your life and fandom, too. Enjoy your "retirement," Keith, and once (*infant daughter*) Erin is old enough, perhaps fandom will still be around and she might gather up an interest in whatever's popular then. With that retirement, maybe we'll see the whole family at Con•Cept this year!

And, of course, this means that Lynda's in charge. Full thrusters and I don't need to wish you luck, because the 'zine you and Keith (*and Mike!*) have been putting out all this time has been just great. By the way, Lynda, I applied for a job at the Toronto office of the NFB; wish me luck!

I guess the last time I wrote to you was just before Con•Cept '97 and there's a lot to catch up on. Con•Cept was a wonderful time and we thank you all for a great weekend. The Convention was in Toronto at Primedia that same month and the Auroras were presented—Yvonne and I both won in our categories! That weekend was a real high and I'm not sure we've come down from it yet. Then, we attended a book launch for Robert Sawyer's novel, *Illegal Alien*, in which I'm Tuckerized as Dr. Lloyd Penney, a forensic psychologist with a penchant for wearing tacky Hawaiian shirts. Robert's seen my wardrobe! And, we attended John Millard's 80th birthday party at the Merrill Collection. John was the chairman of Torcon II, the 1973 WorldCon in Toronto. While we were

MonSFFA Thanks

CLAUDE LALUMIERE

for his many years of friendship and patronage of our club through his shop, Nebula Books. Claude recently sold the store with plans to move on to other things. He can take great pride in having built one of the finest genre bookshops in the country, one much appreciated by the SF/F fans of Montreal.

*Good Luck, Claude,
and Best Wishes!*

there, John got a surprise visit from Ned McKeown, the chairman of Torcon I, the 1948 WorldCon. I've always liked the idea of fandom having a history and in talking to both John and Ned, my sense of fannish history got a real jolt. This year continued the good fortune. The FAAN Awards are given out by 'zine fans every year at the fanzine convention, Corflu. I finished a respectable second in the Best Letterhack category, second to the most venerable fanzine letterhack of all, Harry Warner, Jr. Then, Yvonne and I threw our hats into the ring for CUFF '98, and we won! Mind you, we were unopposed. This means that

as Con•Cept '98 hosts the Convention this year, we'll be coming back, this time as the CUFF delegates.

After reading and hearing both sides of the Claudia Christian saga (*the issue's cover story*), all I can say is that, as usual, the truth must lie somewhere in the middle. Since this story broke, I've also heard that the person who is truly at fault is Claudia's agent, who took too long with negotiations with Warner Bros. and screwed up on the contract. However, we may never know the full story. I'm enjoying this fifth (*Babylon 5*) season, but not as much as in previous years.

The only movies I saw of those you reviewed were *Men in Black* and *Contact*—enjoyed both, and I notice that both are on the Hugo ballot for this year.

That's all; byefernow!

Yours,

Lloyd Penney
Etobicoke, Ontario

You guys have certainly been keeping fannishly busy. We look forward to seeing you both again in October. And good luck with that NFB job prospect. If you land it, put in a good word for me!—Ed

MonSFFAandom

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

Warp's absence through last fall, winter, and spring has left us with a lot of ground to cover in this column and not much space, so we'll have to keep it brief.

RETURN OF WARP

After some nine *Warpless* months, MonSFFA's newsletter resumed publishing with the April '98 issue, number 43. *Warp* was shut down by a variety of factors, including events in the personal lives of both now-departed editor/co-editor Keith Braithwaite and newly solo editor Lynda Pelley that kept them from devoting much time to the newsletter. And, of course, there was that nasty ice storm and its aftermath which put all of our lives on hold for a while. Anyway, *Warp* is back, and we'll be catching up on things this issue and next. That submission you handed in months ago will see print as soon as we can work our way through the backlog.

EXTENSION OF MEMBERSHIPS

As reported last issue, the club has moved to address the problem of our out-of-action newsletter by extending by three months all MonSFFA memberships. We hope this will give us sufficient time to see to it that all members receive the *Warps* they are due. Should further measures be required, we will act on a case by case basis to insure that we deliver the goods.

DISCOUNT PROGRAM: ERROR CORRECTION AND UPDATE

The Discount Program page, you will note, now appears at the back of

each issue.

The information we ran on last issue's (*Warp* 43) Discount Program page was in error. An old computer file, containing outdated information, was mistakenly used to create the page, resulting in, among the misinformation, the false impression that El Paso Comix had gone out of business. This is *not* the case, and we apologize to El Paso Comix, and to our members, for this glitch.

We regret having to pass on the news that Hobby Mania has gone out of business. We thank the folk at Hobby Mania for their patronage of our club these past couple of years, and we wish them well in whatever future endeavour they undertake.

Many members have already taken note of Empire Comics' move to a larger space just next door from their former spot. They are now at 1221 Crescent.

Claude Lalumiere, who started Nebula Books about a decade ago, having recently decided to get out of the retail book business, has sold his shop. The new owner plans no drastic changes and informs us that the club's Discount Program arrangement with Nebula will remain in effect.

MonSFFA takes this opportunity to thank Claude for his many years of friendship. He joined the Discount Program on day one and has supported the club's activities over the years, donating numerous items to our fund-raisers. He can take great pride in having built an excellent genre bookstore, one of the finest in the country, and one which this town's SF/F fans very much appreciate. We wish him all the best.

1998 EXECUTIVE

As is our practice, the club

selected its executive for the coming year at its January meeting. Returning in '98 is the '97 executive, Cathy Palmer-Lister, Dave Legault, and Sylvain St-Pierre, president, vice-president, and treasurer, respectively. They are halfway through their mandate as we run this item, but we nevertheless wish them a good year.

10TH ANNIVERSARY PARTY

MonSFFA celebrated the club's 10th anniversary at a party/dance held at MonSFFA's downtown Days Inn meeting locale on Saturday evening, November 8. Kevin Holden (the only founding member of the club still around) presided over the handing out of the tongue-in-cheek Get A Lifetime Achievement Awards (the GALAs), which he put together along with Keith Braithwaite and John Matthias. John's attractive, suitable-for-framing GALA certificates made a nice souvenir of the event for the 30-odd "distinguished" MonSFFA members who received a nod in recognition of their active involvement in the club.

DJ John Zmrotchek provided a varied mix of dance music throughout the evening and well into the wee hours of the morning.

A good time was had by all!

MonSFFA thanks Kevin, Keith, the two Johns, and the party's organizing committee for staging a great 10th anniversary event.

CHRISTMAS PARTY '97

MonSFFA's annual Christmas party took place on Saturday, December 13. The club welcomed its members and friends to the familiar Park Place Bar for an evening of seasonal celebration. The party's

usual features where in place—shooters, snack bar, back-room pool tournament, mega-raffle (which offered as one prize a *FedEx Files*: "Moxie" T-shirt, in promotion of the club's *Plant 9 From Outer Space* sequel, currently in post-production).

As is traditional at the Christmas party, the club collected both non-perishable food items and toys for donation to the Sun Youth charity's Christmas Basket Drive.

Thanks to the Park Place's Debbie Gordon and her staff for their hospitality; thanks to Keith Braithwaite for setting up the party and providing tunes throughout the evening; thanks to Cathy Palmer-Lister for taking care of the Christmas Basket Drive collection; and thanks to all who donated raffle items and/or stocked the buffet table.

MonSFFA MEETINGS, JANUARY-MAY, 1998

Very briefly, now, hitting just the highlights:

January

January 18th's meeting began with the acclamation of the club's executive for 1998, the same trio who were '97's executive (see item "1998 Executive," above). Featured programming was a look at the Robin Hood legend, historically, in literature, and as presented in film and television. Josée Bellemare and Mark Durocher put a presentation together that included numerous video clips of the various Robins over the years.

February

The February 15 meeting focused on Mars. Keith Braithwaite, John Dupuis, Mark Durocher, and Georges Dodds sat on a panel which dealt with Mars as depicted through the years in science fiction literature and film. Guest speaker David Schuman, an amateur astronomer, followed with a fabulous slide-show of photos of the martian surface,

taken during the *Pathfinder* mission by the Sojourner rover.

March

A whopping big blizzard kept attendance at the March 22 meeting to just over a dozen hardy, snow-capped MonSFFers. Among them were scheduled speakers Mark Shainblum and John Dupuis, there to discuss *Arrowdreams*, the recently released collection of Canadian alternate history stories they had edited together. Their talk included perspectives on the process of editing an SF anthology.

April

April's meeting, held on the 19th, was devoted entirely to the craft of sci-fi scale-model building. Mark Burakoff and Dominique Durocher began with an overview of the hobby, discussing the various types of kits, glues, and paints available, and some of the tools required and techniques used. A hands-on workshop followed, during which members were invited to try their hand at building a small kit under the tutelage of Dominique, Mark, and two other of the club's master modellers, Wayne Glover and Ernst-Udo Peters.

May

Ernst was front and center again for the May 24 meeting, along with Lynda Pelley. The topic: *Star Wars*. Talk of the upcoming prequels, of course, was of great interest, with discussions of costuming and collecting in the *Star Wars* universe following later in the meeting. Lynda's planned slide-show of the Smithsonian's *Star Wars* exhibition didn't come off (her slides were late getting back from the developer); it was bumped ahead a month to the June 14 meeting.

Thanks

Our usual meeting features, the snack bar and raffle, ran successfully

at each of these meetings, with the exception of March's snowbound huddle. A thank-you goes out to the members who took care of these two operations.

Thanks to all of our programming participants, January through May; a special nod to February guest speaker David Schuman for taking part.

CLAUDIA CHRISTIAN AUTOGRAPH SIGNING

On May 29, former *Babylon 5* star Claudia Christian, who was in town making a film, took time out from her schedule to meet fans at Nebula bookstore. She signed autographs for nearly two hours in sauna-like humidity. Although she brought photos with her for sale, she was willing to sign anything and everything, including MonSFFA member Krikor Ajemian's chest!



Dominique Durocher presents Claudia Christian with an origami starfury. Photo by Daniel P. Kenney.

RENEWALS

We've held back on mailing out our usual renewal reminders until *Warp* gets fully back up to speed. We expect to mail these notices out during the club's July summer break. Please renew your membership upon receipt. MonSFFA remains Montreal's best SF/F fan club and with the support of its members, will continue to deliver top-notch sci-fi fun via its various activities. Yearly membership fees are holding at \$20, only pennies a day!

The Hugo Nominees

The World Science Fiction Society has announced the nominees for this year's Hugo Awards, which are given annually for achievements in science fiction. This year's winners—determined by a vote of WSFS members—will be awarded at Bucconeer, the 1998 World Science Fiction Convention, at a ceremony that will be held on Aug. 7 in Baltimore, Md.

This year's nominees include:

BEST NOVEL:

Forever Peace,

by Joe Haldeman (Ace)

Frameshift,

by Robert J. Sawyer (Tor)

The Rise of Endymion,

by Dan Simmons
(Bantam Spectra)

Jack Faust,

by Michael Swanwick (Avon)

City on Fire,

by Walter Jon Williams
(HarperPrism)

BEST NOVELLA:

"The Funeral March of the Marionettes,"

by Adam-Troy Castro
(*F&SF* July 1997)

"Ecopoiesis,"

by Geoffrey A. Landi
(*SF Age* May 1997)

"Loose Ends,"

by Paul Levinson
(*Analog* May 1997)

"Marrow,"

by Robert Reed
(*SF Age* July 1997)

"...Where Angels Fear To Tread,"

by Allen Steele
(*Asimov's* Oct.-Nov. 1997)

BEST NOVELETTE:

"Moon Six,"

by Stephen Baxter
(*SF Age* March 1997)

"Broken Symmetry,"

by Michael A. Burstein

(*Analog* Feb. 1997)

"Three Hearings on the Existence of Snakes in the Human Bloodstream,"

by James Alan Gardner
(*Asimov's* Feb. 1997)

"We Will Drink A Fish Together...,"

by Bill Johnson
(*Asimov's* May 1997)

"The Undiscovered,"

by William Sanders
(*Asimov's* March 1997)

BEST SHORT STORY:

"Beluthahatchie,"

by Andy Duncan
(*Asimov's* March 1997)

"Standing Room Only,"

by Karen Joy Fowler
(*Asimov's* Aug. 1997)

"Itsy Bitsy Spider,"

by James Patrick Kelly
(*Asimov's* June 1997)

"The 43 Antarean Dynasties,"

by Mike Resnick
(*Asimov's* Dec. 1997)

"The Hand You're Dealt,"

by Robert J. Sawyer
(*Free Space*, Tor)

"No Planets Strike,"

by Gene Wolfe
(*F&SF* Jan. 1997)

(There are six items due to a tie for fifth place.)

BEST RELATED BOOK:

Space Travel,

by Ben Bova
with Anthony R. Lewis
(Writer's Digest Books)

The Encyclopedia of Fantasy,

edited by John Clute
& John Grant
(St. Martin's Press)

Infinite Worlds,

by Vincent DiFate
(Penguin Studio)

Spectrum IV: The Best in Contemporary

Fantastic Art,

edited by Cathy Fenner
& Arnie Fenner
with Jim Loehr
(Underwood Books)

Reflections and Refractions: Thoughts on Science-Fiction, Science and Other Matters,

by Robert Silverberg
(Underwood Books)

BEST DRAMATIC PRESENTATION:

Contact

(Warner Bros./South Side
Amusement Company)

The Fifth Element

(Columbia Pictures/Gaumont)

Gattaca

(Columbia Pictures Corporation
/Jersey Films)

Men in Black

(MacDonald-Parkes
/Columbia Pictures Corporation
/Amblin Entertainment)

Starship Troopers

(TriStar Pictures
/Big Bug Pictures
/Touchstone Pictures)

BEST PROFESSIONAL EDITOR:

Gardner Dozois (*Asimov's*)

Scott Edelman (*SF Age*)

David Hartwell (Tor; *Year's Best SF*)

Stanley Schmidt (*Analog*)

Gordon Van Gelder (*F&SF*)

BEST PROFESSIONAL ARTIST:

Jim Burns

Thomas Canty

David Cherry

Bob Eggleton

Don Maitz

Michael Whelan

(There are six items due to a tie for fifth place)

BEST SEMIPROZINE:

Interzone,

edited by David Pringle

Locus,

edited by Charles N. Brown
The New York Review of Science Fiction,

edited by Kathryn Cramer,
Ariel Haméon,
David G. Hartwell
& Kevin Maroney
Science Fiction Chronicle,
edited by Andrew I. Porter
Speculations,
edited by Kent Brewster

BEST FANZINE:

Ansible,
edited by Dave Langford
Attitude,
edited by Michael Abbott,
John Dallman & Pam Wells
File 770,
edited by Mike Glyer
Mimosa,
edited by Nicki & Richard Lynch
Tangent,
edited by David Truesdale

BEST FAN WRITER:

Bob Devney
Mike Glyer
Andy Hooper
David Langford
Evelyn Leeper
Joseph T. Major

BEST FAN ARTIST:

Brad Foster
Ian Gunn
Teddy Harvia
Joe Mayhew
Peggy Ranson

**JOHN W. CAMPBELL
AWARD FOR BEST NEW
WRITER OF 1996 OR 1997:**
(Sponsored by Dell Magazines)

Raphael Carter
(2nd year of eligibility)
Andy Duncan
(2nd year of eligibility)
Richard Garfinkle
(2nd year of eligibility)
Susan R. Matthews
(2th year of eligibility)
Mary Doria Russell
(2th year of eligibility)

Montreal fandom consists of several clubs which co-exist harmoniously. Many MonSFFA members also belong to other groups. Here's one account of an event by MonSFFA member Josée Bellemare, aka "Space Witch" who was "adopted" by the Klingons...

Author's Disclaimer: This article is meant in good fun and should not be taken too seriously.

Laser Tag Challenge '98:

A COMBAT JOURNALIST'S FIRST-HAND EXPERIENCE OF AN ANNUAL GRUDGE MATCH

On Sunday, February 15th, members of the space marines known as Riley's Rangers issued a laser tag challenge to the local ships of the Klingon Assault Group. The challenge was accepted.

Sunday, March 1st, the warriors met on the battlefield (in this case, Laser Dome in the Decor Decarie shopping center). Here then is this reporter's eyewitness account of the event.

The Klingon team graciously accepted me within their ranks and one of the commanders even loaned me a uniform.

The first half of the challenge went well enough. Both teams went into battle with great energy and high hopes of victory, and even though the Klingons were ahead for a while (so I heard), the marines finally won.

During the food break, everybody ate well and members of both teams mixed freely. Basically, a good fight followed by good food and good friends before going into battle again.

For the second half of the challenge, it was decided that we would no longer be defending bases, but going after members of the opposing team as best we could. I should point out that the final results proved, beyond the shadow of a doubt, that I was not cut out to be a warrior. This, however, does not bother me: I have known this for some time and I am quite skilled in areas other than combat. Needless to say, I failed miserably and freely admit it.

Afterwards, a few of us from both teams relocated to a local watering hole. As we were discussing our scores, a couple of marines sportingly pointed out my mistakes and gave me a few tips as to how I could improve my score the next time around. To these gentlemen I say thank you.

However, not all marines are gentlemen. A couple of them not only chose me as their favourite target, but took great pleasure in boasting how easy it was to pick me off!

While I am not an officer, I am a lady, so the guilty shall remain nameless—to spare their teammates any embarrassment and to deny these particular marines the notoriety of seeing their names in print.

Do not misunderstand me, I do not begrudge Riley's Rangers their victory—they earned it—but I find that repeatedly gloating over a victory shows questionable sportsmanship on the part of a couple of individuals.

On a more personal note, I am pleased to point out that not only did my score improve over last year's, but this year I was able to walk out of the place under my own power. Last year, I was such a wreck that I needed help to get in a vehicle for the trip home, because I could barely move.

To get back to the challenge, it is this reporter's opinion that the event was a success. All the warriors, Klingons and marines alike, fought well and enjoyed themselves. A few were already planning ahead for next year, and you can rest assured that I will be there to cover the event.

Until then, Qapla' or Semper Fi, as the case may be.

CONVENTION REVIEWS

The theme for this issue's convention reviews is definitely British. Here you will find MonSFFA members' impressions of last years Visions convention, a US con known for its emphasis on British television, as well as reports on Neutral Zone and Deliverance, two conventions which MonSFFA members attended while on vacation in England.

VISIONS 97

review by Lynda Pelley

This was my fourth year attending the Visions SF convention, and again it was a worthwhile convention experience. MonSFFA member Yolande Rufiange introduced me to this convention four years ago, and I have been spending US Thanksgiving in Chicago ever since.

The group from Montreal this time included Yolande, Cathy Palmer-Lister, Dominique Durocher, and myself. There was a big group of people there from Toronto also.

Visions always has plenty of guests. The three *Babylon 5* guests, Patricia Tallman (Lyta), Julie Caitlin Brown (Na'Toth), and Jeff Conaway (Zack), were lively and hilarious at all of their panels.

Pat Tallman, in addition to her role on *Babylon 5*, is also a stuntwoman and had many interesting stories to tell. She was also the best-dressed guest at the convention, and looked better in person than she does on TV. (After years of attending conventions, I've come to realize that many actors have no sense of fashion, and without professionals to do their make-up and hair, they do not look nearly as good in person as they do in front of the cameras.)

Julie Caitlin Brown also looked great. She looked like she could be a fashion model, although you'd never know it under all of that Narn make-up she wears on *B5*. Although she



B5 guests Patricia Tallman, Jeff Conaway, and Julie Caitlin Brown joking around on stage at one of their panels. Photo by Lynda Pelley.

didn't have much to say at the panels, Julie Caitlin Brown sang beautifully at the Variety show on the Saturday night. She sang five songs from her new album, soon to be available in record stores.

Jeff Conaway upstaged his two *B5* co-stars with wild and often juvenile behavior, which culminated with him dropping his pants and mooning the audience at the closing

MonSFFA travellers Dominique Durocher, Yolande Rufiange, and Cathy Palmer-Lister. Behind them are some of the gingerbread houses that the hotel (Chicago O'Hare Hyatt) builds/bakes every year. Photo by Lynda Pelley.

ceremonies. He also sang several rock songs at the Variety show from his album. He wants to do Christian music on his next album(!)

I was not thrilled that Jeff Conaway was charging \$5 to sign additional items unless you bought photographs at his table at twice the price they were going for in the dealers room. Guests charging for autographs is starting to be a



disturbing trend. Also, at the Sunday *B5* autograph session fans were told to stop using flash photography to take pictures of the guests as they were getting autographs signed. Then some gopher/security convention volunteer lowered the lights in the room so that it was impossible to take any photos without flash. This was very nasty behavior for a con volunteer!

And why were people attempting to take flash photographs at the autograph sessions? Because they were not allowed to do so at the scheduled photo sessions! Some idiot on the concom decided that the con would provide "professional" lighting and not allow fans to use a flash on their cameras. The background and signage was nice, but the so-called "professional" lighting sucked! It was way too dim and too cold/blue for all but very expensive elaborate cameras. The average automatic cameras could not adjust to this range, and I expect many people's photos will be poor, if they turn out at all. (Although I have a fully manual camera, I expect that my photos from these sessions to be dark, grainy, and blueish. I had to shoot with aperture 3.5, shutter speed 1/15, and 400 ASA film—yes, the lighting was this poor!)

Easily the most popular guest at Part of the guest lineup at the Opening Ceremonies: Sally Knyvette (*Blake's 7*), Julie Caitlin Brown (*B5*), Frazer Hines (*Dr. Who*), and Gary Lockwood (2001, *Star Trek*). Note the distinctive Montreal Whocon logo on Frazer Hines' t-shirt. Photo by Lynda Pelley.



Star Trek: Voyager guest Jeri Ryan. Photo by Lynda Pelley.

Visions 97 was Jeri Ryan (Seven of Nine on *Star Trek: Voyager* and Juliet on *Dark Skies*). She has had theatre experience and it showed. She had the type of stage presence that many of the British guests have. Jeri Ryan had a very expressive face and was lively and enthusiastic during her

panel discussion, in spite of having a cold and feeling sick. She was a very good sport and signed autographs for three hours on Saturday and two hours on Sunday, even though she was only supposed to sign for one hour each day. I was impressed!

The most interesting convention guest for me was Adam "Mojo" Lebowitz, special effects expert from Foundation Imaging. He did effects work on *Babylon 5* for the first three seasons and now works on *Star Trek: Voyager*. He showed lots of effects reels, before and after type shots, and freeze frame slides. There is a shot in *Voyager* where the starship comes across wreckage of a space station. If you pause your VCR at the right moments, you will see that the wreckage is from the *B5* station and some starfuries! The inspiration for this "joke" - Foundation Imaging lost the contract for the *B5* effects to Netter Digital for the fourth season of *B5*. JMS was not amused about the wreckage scene! However, Mojo assured the fans that there was no competition or animosity between the two shows. He said that fans should like each show for its merits and be happy that they are so different in style. If all SF shows had the same style, it would make for very boring viewing. I, for one, was happy to hear Mojo say this. Many fans seem to think that if they like one show, they should have only criticism for the other. I am tired of this fan attitude, and was glad to see that the industry professionals who work on the SF shows don't feel this way. Yes, it is OK to like both *Babylon 5* and *Star Trek* and appreciate them for their differences!

The two *Dr Who* guests were Peter Davison and Frazer Hines. I didn't get to see any of Peter Davison's panels, but he was excellent as the MC at the Saturday night Variety show. Frazer Hines (*Dr Who* companion Jamie) was a guest at Whocon in Montreal a few years ago. He was wearing his Whocon T-shirt at the Visions opening ceremonies!

Sally Knyvette (*Jenna*) represented *Blake's 7* this year. She





Artist GOH H. Ed Cox poses with a sample of his artwork and the model kit box it was used on. Photo by Lynda Pelley.

also sang at the Variety show. She only did one song, but she had the best singing voice of those who performed. Unfortunately, I did not get to see any of her panels due to awkward scheduling.

Scheduling is often a problem at Visions because there are so many good guests, and with multiple programming tracks, it's impossible

More of H. Ed Cox's artwork on display, most of it familiar to those who build models. Photography in the artshow is not normally allowed, however these were taken during set-up with the artist's permission. Photo by Lynda Pelley.

to see everything. I was fortunate enough to meet authors Sheelagh Wells and Joe Nazzaro at an impromptu signing at a table in the hallway, so I got my copy of their recent book *Blake's 7: The Inside Story* autographed.

I also managed to see one of Gary Lockwood's panels. Most of us know him from *2001: A Space*

Odyssey and the *Star Trek* pilot: *Where No Man Has Gone Before*. Gary Lockwood was quite a character.

The art show at Visions was amazingly good this year. The artist GOH was H. Ed Cox. You may not recognize the name but we've all seen his work. He has done the box cover art for most of Amt/Ertl's recent model kits from *Star Wars* and *Star Trek*. He talked to fans in the art room while working on a *Babylon 5* painting. He was very friendly and signed model kit box tops for me and Dominique, personalizing them by drawing extra TIE fighters and X-wings on the boxes. That was special!

I was told that the Masquerade was better than usual this year too. I didn't see much of it because I was in it. I won "Best Journeyman" for my Dark Side Princess Leia costume. In addition to certificates, the organizers had hats and mugs made especially for the Masquerade winners. Nice prizes!

I had a great time at Visions this year. With the exception of the ruined photo sessions, and the fact that I started catching a cold Saturday night, this was one of the best Visions I've been to yet.

NEUTRAL ZONE

review by Ernst-Udo Peters

From here to eternity...otherwise known as: From Quebec to Newcastle, England...

The story starts one rotten Friday evening, say March 20th. Temperature is the usual -5 degrees and a snow storm has just dropped 20 centimeters. Three intrepid adventurers board Intersystems flight AC866 for an ancient island off the coast of a small continent.

The network had reported unusual activity commencing Thursday, March 19th around 1800h UTC in a sector known as the Borderlands. It seemed to be centered on an Aerotech complex known as Forte Posthouse. High level carbonite staff was also rumored to be in the vicinity.





Space: Above and Beyond guest Tucker Smallwood signs an autograph for Ernst-Udo Peters. Photo by Cathy Palmer-Lister.

Particularly, two had been identified: an invitro known as McQueen, Tyrus Cassius and a ship commander, Ross, Glen. Furthermore, diplomatic staff of an organization known as the Centauri Republic and a well-known fugitive from Federation justice had been spotted.

AC866 impacts about 300 miles south of the target area as to avoid detection by carbonite radar. Everything is running as per calculated schedule. Ambient temperature can be considered warm, about 14 degrees. To evade premature detection local

transportation had been selected to pass underground as much as possible. To discourage pursuers, the mode of transport is switched to high speed electrical after about 1 hr.

VA2ECM reports problems in his time keeper unit. The advanced state of the vegetation in the surrounding countryside is noted. Some of the thermal insulation can be shed.

Units C.A.T.H.Y. and Y.O.L.A.N.D.E. have been indoctrinated to behave like followers of aforementioned Federation fugitive. VA2ECM is dressed to look like a member of a

Space: Above and Beyond guest James Morrison poses for photos with some of the British fans of the show. Photo provided by Ernst-Udo Peters from the internet.



carbonite fighting unit in civies. Contrary to normal operating parameters, all three are instructed not to take any chances.

At about 1500hrs UTC arrival at the Aerotech facility. All units pass undetected through the vetting procedure. Military activity is extremely high. The rumours are correct. Priority targets are in the area but under an extremely heavy security screen.

After having ensured the privacy of accommodation, VA2ECM decides to take a chance and splits off for solo reconnaissance. Bad move. Immediately spotted by 57th Crusaders UNA, MARTEN and ROBIN. He is taken to 57th HQ for questioning. The CO of the 57th has very unorthodox methods such as a blowpipe. VA2ECM's self-preservation mode takes over and he spills the beer, err the beans. Carbonites start their identification: Dave I, RU, Dave R and Aileen, Jan, Kate and Sue, Daniel, Muriel, the Jackies, a mini drag?, Andrea, Kes.

Well, if you cannot beat them join them. So for a while VA2ECM will become S:AaB fan E-U, member of the 349th Crazy Canucks. The modem gets the rest of the day off.

Una gets kitted out with some proper patches, and I can finally get rid of those pesky beer bottles. Robin volunteers bravely to test the "strange brew".

During the meeting it is announced that that the briefings (panels) are starting up again. A mad and totally unmilitary scramble for the door ensues. First order of the day: go native, in this case put on a flight suit. If only then a quick oil change (a pint a lager and a quick cider).

The panels commence with James Morrison talking about some of his experiences and doing some juggling.

Ran into Jim Swallow in the bar who wanted to have a few of the Crazy Canuck patches. I assured him that he would get one or two the next day. More liquid bread.

Things are starting to become much clearer. Jim Swallow's talk on



This fan made her own "Angry Angels" flight jacket. Photo by Ernst-Udo Peters.

the behind-the-scenes work on *S:Aab* is definitely one of the highlights. Got a *major* drool attack when he pulls out blueprints and charts of all the patches and badges used in the making of *S:Aab*. Just managed to restrain myself from ripping that particular chart out of his hands and ride off into the sunset.

The dealer's room. I see a lot of very familiar territory all priced in pounds. First order of the day is to pick up 4 issues of *Enarare10* for *S:Aab* fans on the other side of the pond. I almost have a heart attack when I see an Airsoft Steyr AUG at one of the dealer's tables (the perfect AI weapon). Unfortunately, customs would not let me back into Canada with a puppy like that. They also had locator sticks which I had never seen before. Patches were expensive. VA2ECM, aka Ernst-Udo, "in character"—check out those contact lenses! Photo provided by Ernst-Udo Peters from the internet.



A Wild cards patch was selling for 5 pounds. Soups was selling beautiful T-shirts but unfortunately they were all too small for me!!

It becomes a little hazy after that. I remember that I went into the upstairs bar to hear TS sing. But Blues are not really my glass of beer and I left after about 1/2 an hour. I do know that I saw the strangest little man with a cat-o-nine-tails flogging a handcuffed trekker. I also remember showing the Crusaders the real VA2ECM. I have to do a little more memory reconstruction.

This report will continue...

Regds

VA2ECM, aka Ernst-Udo
"Crash" Peters, 349th AW, 59th RR

When VA2ECM is last seen he had adopted the identity of a regular *S:Aab* fan. Jim Swallow showed a tape of the Notorious Seven which did not leave much of an impression.

Somewhere around 2000h GMT the fancy dress competition aka masquerade begins. Of note from an AI point of view, of course, are Data with his Ode to Spot, and 007 of Borg. Other beings may note the Angriest Angel with an attitude and Space: A bear and beyond. *Blake7* fans will note Blake and Avon. Data is the winner of the masquerade, logically.

Rebooting System...

125 Terrabyte Mem...ok

Synchronization...achieved

Optical disk...intact

Virus scan...take a chance

Status: operational, surplus of alcohol detected.

Date: Sunday, March 22, 1998.

Time: 0800h

Modem uplink. Units C.A.T.H.Y and Y.O.L.A.N.D.E are calling for breakfast. First step out of bed becomes a balancing act. Scheduling programme activates and reminds of a full programme. Breakfast is really English with Backbacon and extra lubricating grease. Internal systems ought to be well prepared for the day. Since the day's programming



Ernst-Udo and a group of S:Aab fans show off their flightsuits. Photo provided by Ernst-Udo Peters from the internet.

was delayed by a minor flood obliterating video room1 a reconnaissance of Newcastle is in order.

This old industrial town is a confusing mess of roads. Following the lay of the land, the party drifts down to the Tyne river. A little pub is soon discovered and occupied. A five minute recuperation period turns into an hour stay (the beer having been declared palatable by the experts).

Upon return to the Aerotech facility it is discovered that some Marines have already jumped ship. Targets JM and TS are spotted. Both Actor Stephen Furst: this is what he looks like without all of that Centauri hair and make-up! Photo by Cathy Palmer-Lister.



are tagged with 349th kill marks (aka unit patches) and have to give up autographs.

Stephen Furst gives his talk on life as Vir Cotto. He has lost quite a bit of weight since his days as Dorfman in *Animal House*. He shows an amazing video of an animated fanboy to which he lent his voice. George Takei does a cameo. Clearly, Fanboy bears absolutely no resemblance to any fans. Right!

After the panel has finished, the armory, aka the dealer's area, is inspected once again. VA2ECM manages to infiltrate an organization known as the Friends of the 58th. Their subversive activities must be monitored more closely. The surveillance period is extended to two years. At another area, the AI manages to make a personal locator device and an M70 pistol disappear. Unfortunately, possible ISSCV security scans prevent the acquisition of a Steyr AUG, the standard arm for AIs. Military unit paraphernalia are well stocked but at 5-6 pounds a crack way too pricey. Camouflaging garments in VA2ECM's size are also out of stock.

An auction closes out the day. The main item auctioned off is a mirror with a well-known fictitious starship design. The gathering manages to gather enough commercial units to support the acquisition of another canine unit. VA2ECM manages to exfiltrate successfully.

Conclusion:

Human Marine military activity is *extremely* high and their morale is astoundingly good. Threat evaluation: Further surveillance is *most* definitely warranted and recommended.

End report
VA2ECM

Right: Space: Above and Beyond marines, including "AI" Ernst-Udo Peters, fall in for a photo at Neutral Zone. Photo provided by Ernst-Udo Peters from the internet.

NEUTRAL ZONE AND DELIVERANCE

review by Cathy Palmer-Lister

MonSFFen invaded England, March 20-30!

It seems like a dream, now. Bits of this and that, images blurring into one another, a wonderful muddle of sights and sounds remembered in no particular order.

Where to start? I don't even remember when this all started, but I'm sure it was Yolande's fault! Yolande Rufiange, Star One's Supreme Commander, was first to hear of Deliverance, a convention to honour the twentieth anniversary of *Blake's 7*. It wasn't hard to twist my arm, and Ernst-Udo Peters was next to succumb to temptation. Somewhere along the way, we learned of another convention happening in Newcastle the previous weekend, so the madness spread. Two conventions, miles apart, and a bit of London sandwiched in between! No wonder I mostly remember England as seen through windows: windows of planes, trains, boats, and buses!

Dominique Durocher and Lynda Pelley came to see us off at Dorval, and Ernst-Udo, already well into con-euphoria, paid all our meals!

Jet-lagged, and seriously sleep-deprived after our over-night flight, we somehow made it through customs—the agent had heard of

Blake's 7, but oddly, he seemed to think it was a kid's show—then through the Tube, and onto the train bound for New Castle.

You can't begin to imagine how green England looked to our snow-weary eyes! And the shock of seeing daffodils in fields, gardens, and even ditches! We passed through England's horse country, and thought of fellow Star-One member, Chantal, who hasn't joined MonSFFA because a horse has first claim on her heart. Green, green downs, and race horses bundled up against the chilly, early morning air—I instantly recognized the scene of so many Dick Francis novels. York, a glimpse of old stone from the train window, sigh...I would have loved to hop off for awhile and visit the haunts of the "vetnery" James Herriot.

Eventually, we pulled into the station at Newcastle and piled into a taxi. Imagine our delight at discovering there really is a castle, and our hotel was a stone's throw away from it! We promised ourselves a visit to this castle, come Hell or High Water, and entered the hotel foyer. What a shock! Flight suits everywhere! Ernst hit the ground running and that was nearly the last we saw of him for the weekend.

Neutral Zone was billed as a convention for *Blake's 7* and *Babylon 5*, with a bit of *Space: Above and*



Beyond thrown in for spice, but the con was clearly overrun by marines.

Tucker Smallwood was the star of the weekend, James Morrison proved to be a quiet, thoughtful person, and Stephen Furst looked mostly lost. Paul Darrow, of *Blake's 7*, had to give both cons a miss as he was the star of the stage production of Terry Pratchett's *Guards! Guards!* That left Sheelagh Wells, her journalist hubby, Joe Nazzaro, and a mostly sozzled Gareth Thomas to hold the fort on behalf of the Rebels. Sheelagh immediately recognized Yolande, and the subsequent conversation with the *B7* trio held up the autograph line for at least twenty minutes.

There were a lot of strange mishaps at this con. Gareth was trapped in an elevator on his way to a panel, but we were told he had a pint with him and would be OK at least until the brew ran out. The sprinkler system was set off during the night and rooms were flooded. A fan collapsed in the main panel room and no one could find a stretcher or wheelchair. Fortunately, the Brits know how to keep their cool, and these hassles just seemed to disappear into the general mayhem we expect at cons. Indeed, what I remember most of both cons is how very level-headed everybody seemed to be. I never saw the organizers look the least bit stressed or tired.

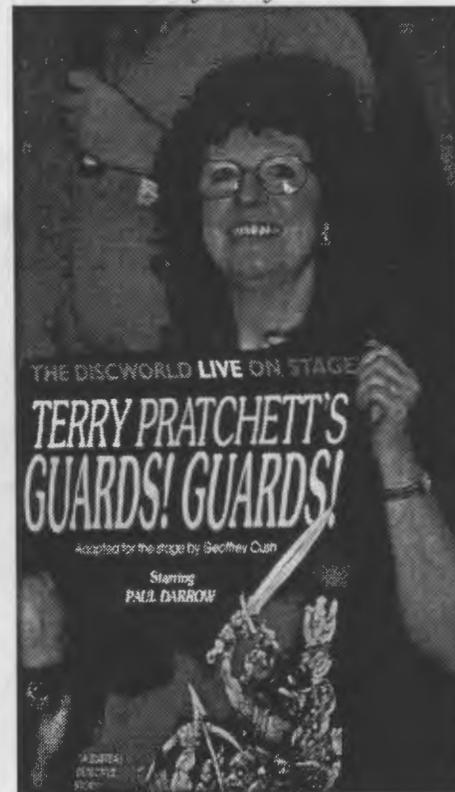
There were dances every evening, and the bar was in the corridor. This casual attitude to drinking was a revelation to us. In between events, you could hang out with your friends and the guests right outside the door of the main panel room. I was uncomfortable with this at first as I always had the feeling I was trespassing through somebody's pub.

We decided to spend an extra day in Newcastle so that we could visit Hadrian's Wall and the Roman Fort at Housesteads. We spent an enchanted evening on the banks of the Tyne, wandering around the Castle, climbing old stairways, crooked alleyways, eating at a tiny

pub no bigger than my living room...I remember most of all the scent of the flowers that perfumed the night air which was unusually fresh for an industrial city. I could easily have spent more time in this surprising city, but London was calling.

Another train ride, more green vistas, castles on every hill, old stone walls, sheep, sheep, and more sheep. England is mostly made of green fields, sheep and horses—I'm not sure where they keep their people.

London, and we rushed off to meet Yolande's on-line friends at the door of the Hackney Empire Theatre. Paul Darrow walked by, murmured a polite greeting, but only Yolande recognized the star of *Guards! Guards!* The play was funny and true to the Terry Pratchett view of the Multiverse. The staging was very interesting. It isn't easy to produce a dragon live on stage, not to mention the infamous Ankh-Morpork, but clever use of space, lighting, and moveable stone walls easily lead the imagination to fill in. *Sheelagh Wells holds up a poster from the play Guards! Guards! written by Terry Pratchett and starring Paul Darrow. Photo by Cathy Palmer-Lister.*



the details. (I think Ankh-Morpork is best left to the imagination in any case!) Paul Darrow's character, Captain Vimes, was suspiciously similar to a certain Avon of *B7* fame, but since the theatre was mostly full of *B7* fans, one could hardly blame the actor for hamming it up a bit.

The bus ride home was lovely. We sat in the front seat of the upper deck and watched the city's nightlife unfold below our feet.

Shopping in London! This is a city that never heard of moderation. The size of some of the "shops" would dwarf the old Forum. We went haring off in different direction—record shops, Comet, book stores, Forbidden Planet, the Army Surplus, there just wasn't enough time to spend all our savings, which was probably a good thing!

Somehow, Ernst found the time to take a midnight walking tour of London's vampire habitat, and found what he claims is the best fish 'n' chips shop in the world.

Yolande and I managed to find each other in the British Museum and for a while the clock stopped, and time turned back its pages for us. I took a cruise on the Thames with Ernst to visit the Old Royal Observatory at Greenwich, making a long-cherished dream come true.

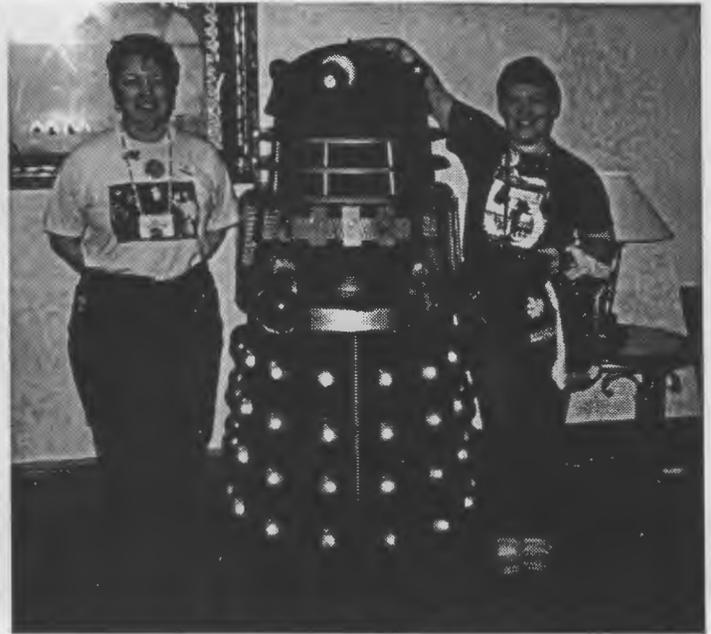
Another long bus ride back to London, and we missed the train we had planned to take to Stoke-on-Trent. There was poor Yolande at Paddington Station with piles of luggage around her! Luckily, trains run more frequently in England than they do here, and we did eventually arrive at our destination that evening.

Stoke-on-Trent is the heart of England's ceramic industry and I wasted no time in scheduling a tour of the Royal Doulton factory. Impressive! Now I know why I can't afford their tea cups! Our hotel was once the home of Josiah Wedgewood. The stairwells were decorated with Wedgewood plates, and one wing was painted in the famous Wedgewood blue.

Outside, the grounds were



Guests Stephen Greif (Travis) and Jaqueline Pierce (Servalan) giving a panel about the villains of Blake's 7. Photo by Cathy Palmer-Lister.



Yolande Rufiange and Cathy Palmer-Lister with one of the Daleks that was wandering around the hotel. Photo by Ernst-Udo Peters.

beautifully landscaped, and a wooded park across the street had the most inviting walkways. The English take their gardening seriously. When was the last time you went to a con and were lulled to sleep by the sweet strains of a nightingale's song?

We were promised that Deliverance would be a special con and it certainly delivered! Everybody was there, the actors, producer, director, lighting technician, script writer, make-up artist, special effects artist and model builder, the stunt coordinator, the voice of the computers, even Paul Darrow managed to send in his clone for the weekend.

The stage was built to resemble the bridge of the Liberator. It was wonderful to see the cast reunited again, sitting on the white benches while Zen quietly flashed behind them.

We were treated to wonderful stories of the show's creation, the reasoning that went behind the decisions that were made, the ideas that worked, and the ones that didn't. The actors spoke candidly about their successes and failings, and some of the problems they experienced with directors, the BBC,

and other hassles. I had seen many of them before at Visions, and particularly noticed how much more relaxed they seemed to be at this con. I felt they were enjoying the nostalgia trip as much as we were. There was a lot of laughter as they shared their memories with us and each other. It was also interesting that we could hear the stories from different perspectives. An actor would recall some incident, the director would chime in with his version of events, and so on.

The Exhibit room was easily my favourite place to be. The walls were lined with photos and blueprints, there were racks of costumes, and dozens of props and models. Best of all, the BBC Visual effects team was there. Matt Irvine and Mike Tucker arrived with a couple of Daleks and a lot of the models from B7. Mike had a work bench set up and we watched as he restored the Space Princess to its former glory. The Liberator was in an awful mess as Matt had to blow it

One of the categories in the "fancy dress competition", the British equivalent of the masquerade, was Best Servalan. The winner, pictured here, was a guy! Photo by Cathy Palmer-Lister.





A sad sight for modellers! The Liberator, one of the most beautiful space ships in SF, was in pieces in the Exhibit Room. The model had to be blown up in one of the Blake's 7 episodes and this is all that remains. Photo by Cathy Palmer-Lister.

up in one of the episodes. Some of the models were in excellent condition, and I was surprised to see how very detailed some of these ships were considering how little we saw of them on screen. He still had some of the moulds he used to cast the pursuit ships.

The gun which killed Blake garnered as much attention as the man who blew up the Liberator. In fact, all the weapons were interesting. Most of the hand guns in *B7* are modular, and it's fun to see how they can be taken apart and refitted.

The Daleks were let loose to wander at will, and were frequently seen playing the Poker machines and threatening people in the restaurant.

Ernst happened to be in the exhibit room when two of the actresses, Sally Knyvette (Jenna) and Jan Chappell (Cally) came in to have a look at the costumes they wore twenty years ago. The clothes were all beautifully made, and still look wonderful. A catalogue of the exhibition was produced. Seventy-six different objects are described, and many are illustrated.

The masquerade was a little disappointing. For some weird reason, they put the judges on stage and the participants could barely be

seen over the heads of spectators. The lighting was of course all aimed at the stage, so photographs were dark and murky. This was unfortunate as the costumes were all rather good.

A special moment for me occurred near the end of the convention when Michael Keating (Vila) suddenly pointed at me in the autograph line and exclaimed, "I remember you! You're from Montreal, I met you at Visions!" We

A group of fans costumed in the distinctive landing party jackets from Blake's 7. Photo by Ernst-Udo Peters.



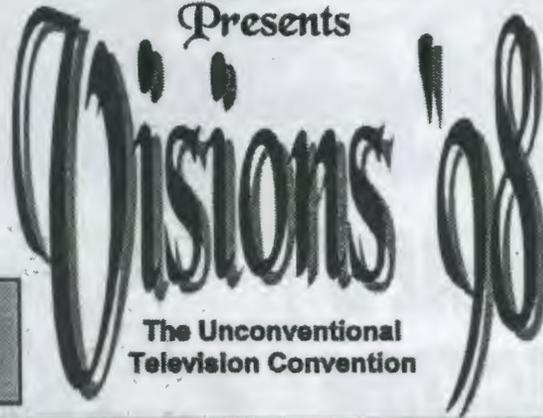
chatted for a bit and then he asked me to say hello to my friend Yolande for him. Wow! What a memory he has, and what a nice memory for us to cherish.

It was over too soon. We had one more long train ride, another dash through the Tube, and then Yolande was off to France and Ernst and I were on our way to Heathrow. Of course, as soon as the Supreme Commander had left us to our own devices, we got lost and went around in circles lugging heavy bags and suitcases through all the wrong Terminals. And, would you believe, that was the day there was a rumoured threat of anthrax being released in Britain and Canada, so you can imagine the delays we endured at the airport. To top it all off, we arrived in Canada, but one of the bags didn't. That was, of course, the bag that had Ernst's clothing and my winter jacket. Fortune smiled on us, though, and that day must have been one of the warmest spring days on record. There remained but one long drive to the South Shore, (Thanks for the lift, Ernst!), and our journey was over. (The wayward luggage arrived a few days later.)

November 27 through
November 29, 1998
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Near the Airport

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Presents



Hotline: 847-882-8575
Hyatt O'Hare: 847-696-1234
New Website:
www.hme-visions.com
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Dr. Who
35 YEARS

Babylon 5
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For Visions '98 as with all past Visions we will be having guests from the following shows and a couple of more.
At this time all guests are only invited and not confirmed.
All guests will be from Sci-Fi and Fantasy shows

Blakes 7
20 YEARS

Buffy the Vampire slayer

Red Dwarf
10 YEARS

Art Show * Autographs * Video Rooms * Pro & Fan Dealers Rooms * Charity Auction * Masquerade Show
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Please fill out a separate form for each membership you are purchasing.

Re-vis

"Children from 6 through 10 are ½ price"

- 3-day Membership (All days) @ \$50**
 - 2-day Membership @ \$40** (Select One)
 - Fri./ Sat. Sat./Sun Fri./ Sun
 - 1-day Membership @ \$30** (Select One)
 - Fri. Only Sat. Only Sun. Only
 - Supporting Membership @ \$30
 - Visions '98 Tee-shirt (Size _____) S/H Add-\$3.00
- These prices are for shirts picked up at the convention
(\$13 for S, M, L & XL; \$15 for 2XL; \$17 for 3XL)
- Pro Dealer Table(s) # ___ @ \$275 each
 - Celebrity Variety Show Ticket @ \$25
 - Contributing Membership (Minimum) @ \$60
- You must have a membership to purchase the following
- Saturday Celebrity Luncheon @ \$35
- You must purchase an attending or dealers room only membership to purchase the following
- Fan Dealer Table (limit 1) @ \$40

TOTAL _____

Name : _____

Address: _____

City, State, zip: _____

Phone: () _____

e-mail: _____

I Volunteer for: _____

Which show(s) would you like to see at Visions

FULL PAYMENT IS DUE WITH YOUR MEMBERSHIP
Enclose a SASE for information on any of the following
Dealers tables, Volunteering, Fan Dealers Room,
Placing an ad in the Re-visions newsletter -Sent to 10,000
Entering in the Masquerade Show, Fan Panels/Workshops
 Please put me on your mailing list-No SASE needed

**Regular membership prices will increase \$10 on 5-31-98

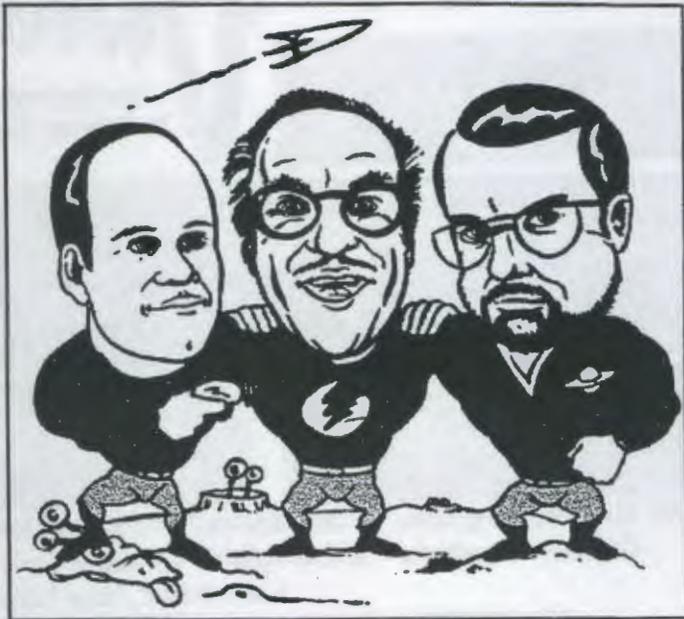
Pre-Registration will not be accepted after 10-31-98. Prices at the door will be \$15 more per membership.

**Celebrity guests may cancel at any time due to conflicting professional commitments.
Help us save on postage-please feel free to copy this flyer and pass it on to a friend or two.

CONCEPT boreal 1998

MONTREAL'S SCIENCE FICTION AND FANTASY CONVENTION

**Hosting the 1998
Convention/Aurora awards**



**Panels - Masquerade - Dealers' Room -
Gaming - Models competition - Workshops -
Art show - Animés - Dance - Consuite**

October 2, 3 and 4 1998 at the Days Inn Downtown, Montreal

**Guest of honor: Robert J. Sawyer and Yves Meynard
Grand master fan guest of honor : Forrest J. Ackerman
Artist guest of honor: Mario Giguère
Master of ceremony: Larry Stewart**

Also attending: Joël Champetier author, Carolyn Clink poet, Kathryn Cramer author and editor, Julie Czerneda author, Glenn Grant author and editor, David Hartwell Tor books editor, Thierry Labrosse comic artist, Manix X-nites, Jean-Pierre Normand artist, Lloyd and Yvonne Penney 1998 CUFF winners, Jean Pettigrew publisher, Daniel Semine author and editor, Mark Shainblum Angloman author, Dr. David Stephensen astronomer, Sv Bell video animator and artist, Jean-Louis Trudel author, Edo von Belkom author, Olivier Xavier makeup and special effects artist.

Participating clubs are: KAG - KDIC - MAA - MONSFFA

Please note: the programming schedule and guest appearances are subject to change

Con*cept/Boreal 1998 web site: <http://afm.infinet.net/concept>

Membership Rates:

Weekend: \$25.00 before September 15, 1998 by mail and \$30.00 at the door. Daily rates available at the door. Children 6 and under are free, 7 to 12, half price.

Con*cept
P.O. Box 405, Station "H"
Montreal, Qc, Canada H3G 2L1

To pre-register, simply fill out our advance registration form and mail it to the above mentioned address, along with a cheque or money order in the correct amount, made out to Con*cept. Or, in person at Nebula, 1832 St-Catherine West, Montreal.

Thank you for pre-registering early.

Convention hotel:

This year we are returning to the Days Inn Downtown, 1005 Guy Street, metro Lucien-L'Allier or metro Guy, one block south of Ste. Catherine Street.

room rates are:

\$85 for single and doubles

\$95 for triples and quads

Mention Con*cept when making your reservations.

Toll Free: 1-800-567-0880

In Montreal: (514) 938-4611

Convention schedule:

Programming will run all week end long and will bring you something different to do every day.

Programming will run:

Friday: 6 pm to midnight

Saturday: 9 am to midnight

Sunday: 9 am to 5 pm

The Dealers Room, the Display Area and Art Show will be open:

Friday: 5 pm to 9 pm

Saturday: 9 am to 7 pm

Sunday: 10 am to 4 pm

Registration will be open:

Friday: 4 pm to 10 pm

Saturday: 9 am to 8 pm

Sunday: 9 am to 3 pm

Some activities, including the Video Room, the Dance and the consuite, will run later.

Programming Activities Include:

Discussion Panels, Artists workshops, Exhibits, Dealer's Room, Masquerade, Art Show, Gaming, SF&F Model Making Competition, Art, Book & Collectibles Auction, Video Room, Dance and much much MORE!
info : <http://afm.infinet.net/concept>

Panels:

We will have four tracks of programming, with topics ranging from the serious to the whimsical. Subjects will include a mix of literary, media, art, science and humor panels. Boréal will run the track of French programming throughout the weekend. If you have a panel you would like to see and/or participate in, please write to Con*cept, c/o Programming director, or jp.normand@sympatico.ca

Dance:

A Con*cept tradition, our annual Dance will take place right after the masquerade and will last until the last dancer drops from exhaustion or until the sun rises, whichever comes first. Info: reischi@cam.org

Masquerade:

The Con*cept Masquerade will allow all costumers to show their stuff to all convention attendees. The masquerade will take place Saturday night right before the dance. Masquerade registration will take place at the Con*cept table in the lobby area. Info : reischi@cam.org

Dealers' Room:

Tables cost \$60.00 for the first table, and \$40.00 for additional tables, with a maximum of three. Space is limited, paid reservations are accepted as received. infos : jp.normand@sympatico.ca

Art Show and Print Shop:

Our art show will once again allow artists to display and sell their work. Panels and tables cost \$10.00 each. There is a maximum of 2 units per artist (2 panels, 2 tables or 1 panel and 1 table) and a 10% commission will be deducted from all sales. There will be no display fee for the print shop, but, again, a 10% commission will be charged on all sales. There will be no handling fee for mail-in art but a \$20.00 deposit is requested to cover return mailing costs. Space is allotted on a first come first served basis and pre-registration is recommended. For more information and/or an artist registration kit, please write to the Con*cept address c/o the Art Show Director info : sylvst@total.net

Gaming:

Once again we will have a room were gamers will be able to confront ultimate evil armed only with puny pencils and dice! Infos : aa_losie@alcor.concordia.ca

Consuite:

Our consuite will once again allow hungry, thirsty and tired fans to go and fuel up and take a breather, as well as socializing with other convention attendees.

Video and Animation Rooms:

Our Video and Animation Rooms will feature a large variety of film and animation classics as well as some great TV shows. Special programming from the Fant-Asia team as a bonus! A complete schedule will be posted at the convention.

Volunteers:

Volunteers will earn our undying thanks, for seven hours of work, a free t-shirt, for more than 14 hours a free convention membership for the 1999 convention. The greatest reward is the chance to meet other fans and the guests. Ask at the registration desk for all details. Contact: afm@videotron.net

Name: _____

Badge name: _____

Address: _____

City: _____ Prov./State: _____ Postal code: _____

Telephone: _____ Fax: _____ e-mail: _____

I want to volunteer _____

Send to : Con*cept, P.O. Box 405, Station H, Montreal, Qc H3G 2L1 or Nebula, 1832 St-Catherine West, Montreal
Visit our web site for updates: <http://afm.infinet.net/concept>

COVER STORY:

BUILDING WORLDS FOR FUN AND PROFIT

Well, For Fun, Anyway...

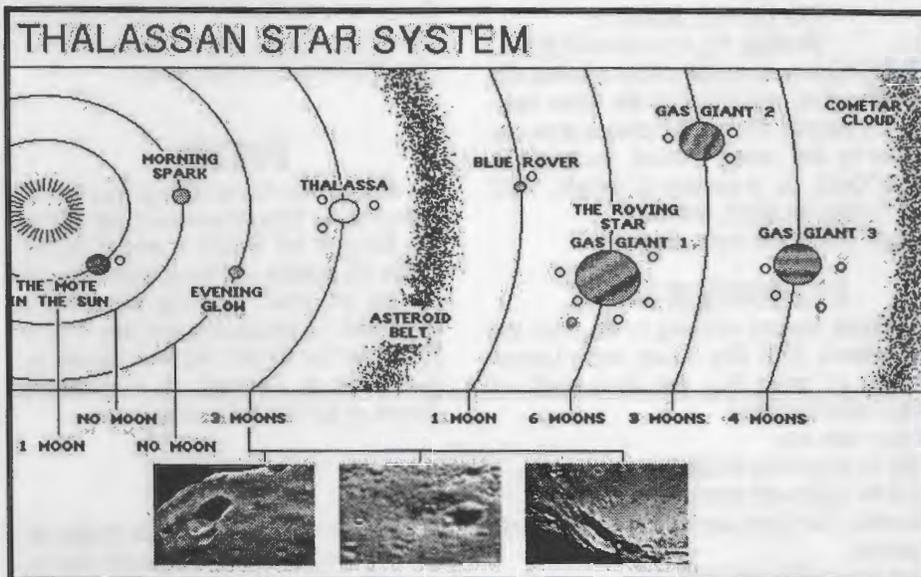
by Sylvain St-Pierre

As you may remember, the March 1997 MonSFFA meeting was in part devoted to designing a "shared world" universe that would serve as a setting for the club's writers. Participants were split into three groups, and each was given the task of creating a complete world, with its own dominant species, ecology and culture. The only restriction was that there were going to be three distinct technological levels. The group I was part of ended up with the task of building the medium tech planet, where faster than light travel has just been perfected.

Our little bunch had a high proportion of people with an academic or artistic background, so it was both wild and serious from the start. Ideas were flying back and forth, technical objections were raised, solutions found, concepts expanded upon, revised and corrected. Copious notes were taken and pages of drawings piled up fast.

We decided early on that we did not want *our* alien to be just another humanoid with a funny forehead. To make it even more different, we decided to make our planet a water world. We even toyed a moment with the idea that our creature should be exclusively aquatic, but found that a bit restrictive and decided that it should be amphibian. It was a good bet that the other two groups would come up with oxygen breathers, so we decided not to get too exotic and made our critters able to live in a "standard" atmosphere to make interaction easier.

Everybody contributed valuable input; we wanted to be imaginative, but still logical and believable. I had this concept of three limbs sprouting from a single socket running in the back of my head for some time, and



this was the perfect opportunity to put it to good use. Our alien ended up having some of the characteristics of squids, frogs, seals, crabs, and dolphins, with a little catfish thrown in, without really looking like any of those. Likewise, Dominique Durocher came up with a nifty design for a spaceship that made sense for a water species.

Looking backward, it is very difficult to reconstruct the sequence of events that led to the finished product. We would come up with a cultural item, realize that this would lead to a given technological breakthrough, wonder what the effect of this would be on the environment, redesign the planet a little, adjust the biology to match, and deduct another cultural trait from that.

For instance, we first wanted to give our planet two moons, because we needed a periodic tide that would sweep most of the land and thus justify populating this world with amphibians. Cathy Palmer-Lister, our resident astronomer, pointed out that two moons would probably cancel each other and not produce such a tide. So we decided to add a third satellite. And then we

wondered: what if there had been a fourth moon long ago and it had crashed down on the planet below? It would have wiped out most life forms except for pseudo-frogs and insects, and all current life forms evolved from that limited stock. The moon left a big round crater (Wayne Glover produced a nice map), and when our creatures reached the intelligence level, they wondered about that, did some research and found out that the nearest of the remaining satellites is steadily spiraling down and will eventually crash too!

We could (and did) fill pages with stuff like that. We do not have the space to print a full description of all the convoluted trains of thoughts that we assembled, but here are—in capsule form—a few of the major points of our world.

The Star System:

Primary is a G3 yellow star a little warmer than Sol. Eight planets in all, with very dense asteroid belt between the fourth and the fifth. Only one world is habitable.

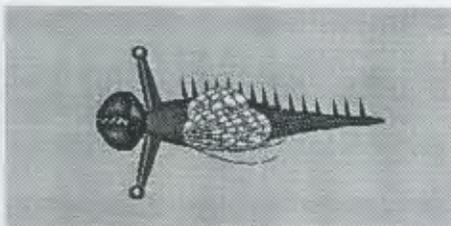
The Planet:

Thalassa, "the Sea" in Greek, is

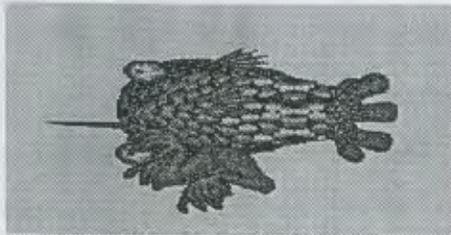
fourth from its sun. Gravity is 1.5 G. Mostly water, with land that gets flooded every once in a while by giant tides. There are three moons, former asteroids captured from the nearby belt. None of them are very large, but they are made of heavy metallic rock that packs a considerable gravitational effect. The inner moon is expected to crash down in a few hundred years. Another moon did crash millions of years ago, and there is a perfectly circular sea where it fell. Meteorites are fairly frequent, but rarely do a lot of damage because of denser atmosphere. The planet combines a hot core with a total lack of plate tectonism. Volcanism is widespread, but evenly distributed; lots of geysers, hot springs, and small predictable volcanoes. Atmosphere is likely suitable to other oxygen breathers, but visitors will find the smell of metallic salts quite harsh. Mineral content of the sea is extremely high; things float easily in there. There is a very strong magnetic field. Complex interaction with the moons produces strange effects.

The Ecology:

Most life forms were wiped out a few million years ago when the fourth moon fell. Only insects and a



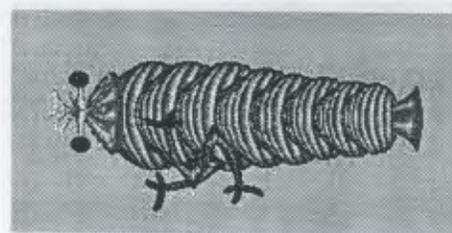
Glittering Chewer



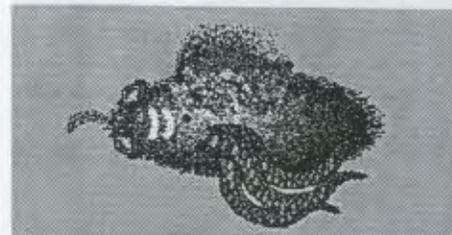
Bottom Groper

Above and right: Some of the indigenous life forms of the planet Thalassa.

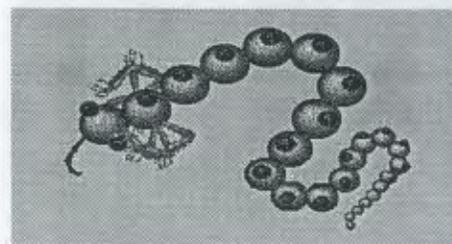
few frog-like creatures survived. Insects have since then enormously diversified and dominate on land. In the sea, most creatures evolved from the pseudo-frogs, including the sapient, and one basic body plan dominates: smooth, generally elongated; six limbs, sprouting in two groups of three; eyes arranged on the skull and the lower jaw, and a long prehensile tongue. Most creatures have metallic fibers in their bones and are a lot tougher than they look. There is not much temperature



Armoured Shocker



Shadow Lurker



Bubble String

difference between the poles and the equator. Variations in fauna and flora are mostly due to local mineral contents of soil and water.

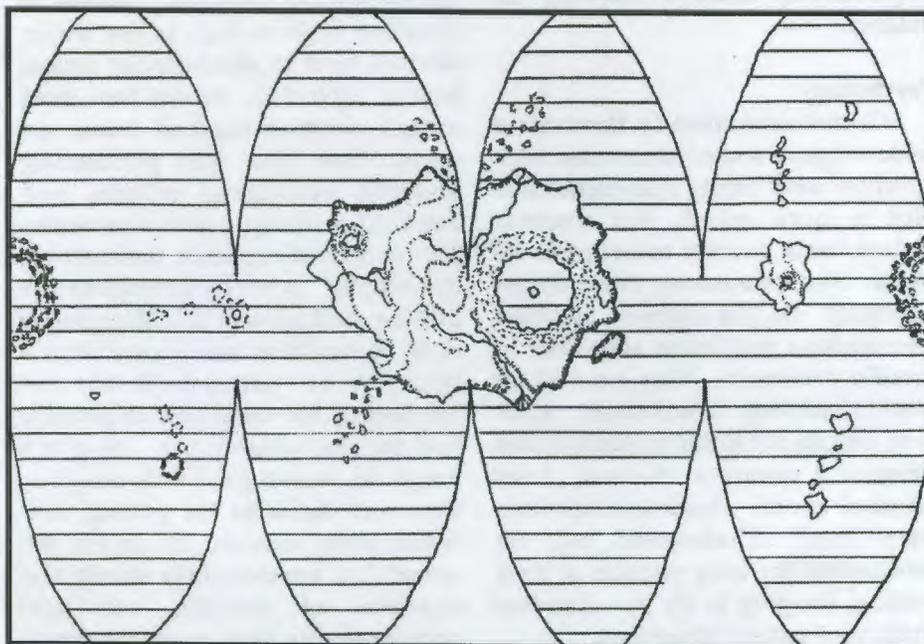
Sapient Life:

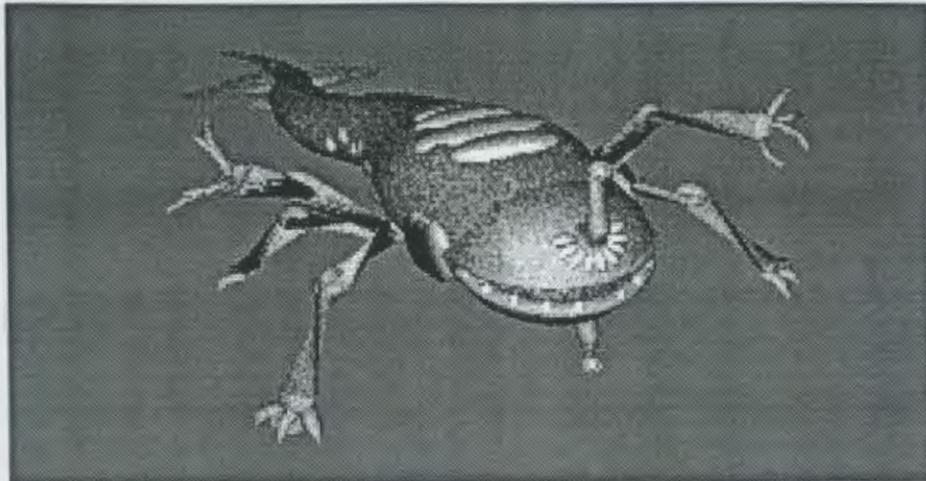
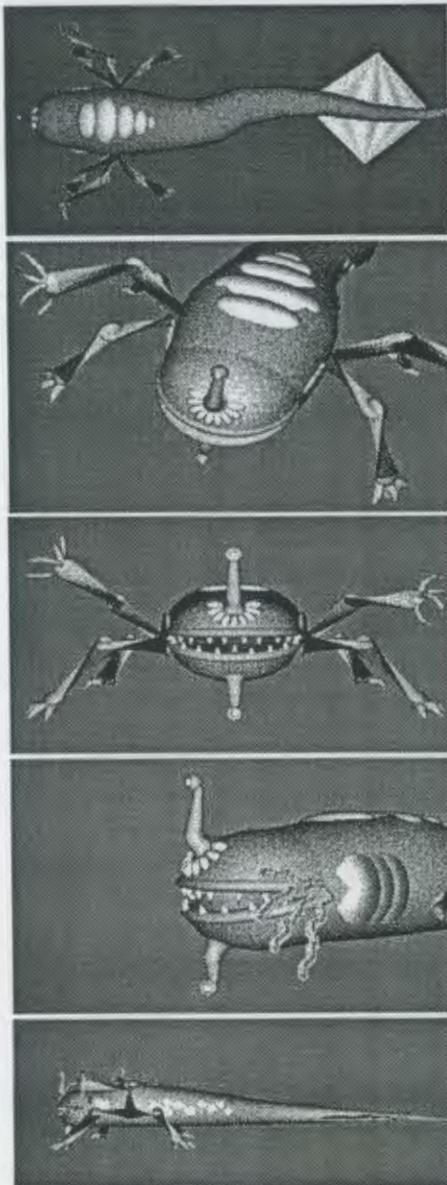
Their own name for themselves translates as "We Who Sing the Words".

Physical Aspects:

Long seal-like body. Smooth skin. Colour varies according to diet. Six limbs, three on each side of the body, in universal sockets. Four limbs act as legs and have three webbed claws to dig in the mud. Two arms, with four boneless fingers each. All limbs have a propeller-like cross-section and are in use when swimming. Paddle fin on tip of tail. Very long whip-like tongue. Rows of barnacle-like white growths on each flank are reception organs for the sonar. Sonic broadcast organ fans around top eyestalk. Eyes on top and bottom of head; each adapted for better perception in air or water. Eye stalks twitch from side to side to emulate stereoscopic vision. Feelers on either side of mouth change

Below: Map of the planet Thalassa.





Above and left: Images of the Thalassan, the planet's dominant—and only sapient—life form.

colour rapidly and are used for signaling. Can retract almost completely under the skin. Large teeth to crush insect shells. Reproductive bags on back or belly disappear after mating. Never stops growing. Newborns are the size of a watermelon, very old individuals can be as big as an orca.

Biology:

Amphibian, but not very comfortable out of water. Large set of gills/lungs on each side of the body. Sophisticated sonar allows being to find its way in complete darkness and to "feel" objects with great precision. Mouth feelers give fine sense of touch, but are delicate: grabbing them will cause pain. Thalassans can generate electrical

pulse to stun attackers, but it does not work very well outside of metallic water and some forms of native life are immune to such shocks. Eats flying insects and mud grubs. Teeth fall off once a year. Requires large amounts of mineral salts to stay healthy.

Reproduction:

Two sexes, but not exactly male and female: each has a reproductive sac on back or belly that merges with that of a member of the opposite sex. Resulting mass hardens into egg case where the younglings develop. Reproduces only once during its life. Number of younglings in an egg case naturally linked to current population, always staying in balance.

Psychology:

Communication is through a wide range of sonic frequencies, very complex and partly sub-conscious. Not a hive mind, but normal individuals cannot tolerate to be alone. Perfect memory, never forget anything. Do not compete amongst themselves but band together to handle predators. Very fond of all sorts of sensory stimulations. A bit lazy, but do not mind to work if they perceive a reward at the end. Love physical sports. Prefer to catch their own food. Thalassans can lie motionless for long periods of time waiting for prey to fly by—it makes them very patient observers.

Technology:

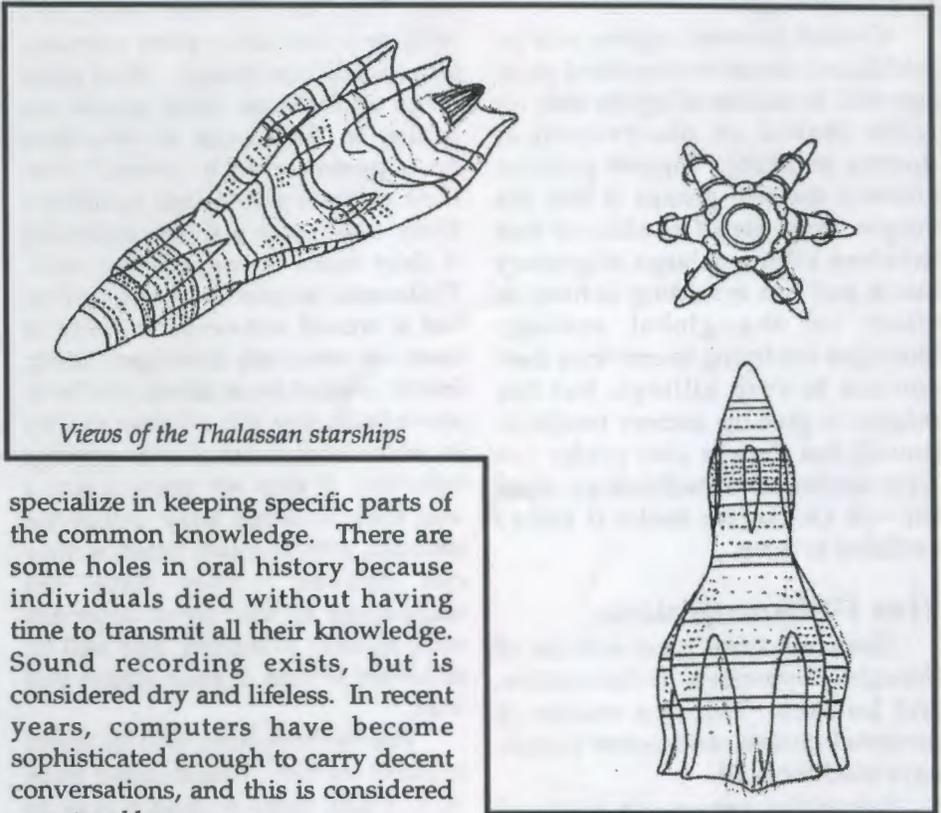
At first, could not make fire, but learned early to tame the many natural heat sources of their planet. Make extensive use of metal-rich insect parts in all aspects of life, for decoration as well as tools. Superb engineers, but not quite as good for coming up with original concepts. Tend to duplicate naturally occurring processes. Technology is almost an accidental offshoot of the arts; machines are reliable and beautiful, but not always easy to operate. Computers evolved from musical instruments akin to synthesizers and are controlled by singing. Being a bit lazy, prefer machinery that requires very little maintenance or is even self-repairing. Biggest problem is handling high voltage in sea water: devices tend to short-circuit unless heavily protected. At one time most metals were extracted from sea water, but this was producing adverse ecological effects and asteroid mining is now the norm. Sophisticated repulsor technology, developed to move asteroids for mining and push back dangerous ones. Spaceships are big and start a trip full of water, both for the comfort of the crew and to provide fuel for the fusion drive. As a trip drags on, vessel gradually empties; there are facilities for getting new water from comets. Ships are not armed, but are extremely sturdy and capable of terrific sub-light accelerations that would squash

most life forms other than Thalassans. Powerful repulsor/tractor beams are standard ship equipment. Warp drive is a recent development, after extensive study of world's strange magnetic fields.

The Cultures:

Thalassans share certain cultural traits that have evolved based on biological make up. Some differences developed because of special environmental circumstances. Individuals never fight amongst themselves. There is always enough of everything for everyone. Intra-species aggression never evolved, but they know how to deal with predators.

All Thalassans are great conversationalists. Voices carry very far in the water and chatter never stops. They go mad if left alone and had to rely on automated probes for early space exploration until ships were big enough to carry large crews. Naturally nomadic race, they like to travel just for the fun of it, to see new landscapes and try new foods. Ancient houses were occupied in turn by new tenants as old ones moved on. Modern houses are mobile. Children are raised by entire society, from the moment they are born they are surrounded by flow of information. Nobody would dream of stopping another from talking. All points of view are eventually heard and Thalassans are very tolerant of diverging ideas. Because they never forget anything, Thalassans never invented a written language. Some individuals



Views of the Thalassan starships

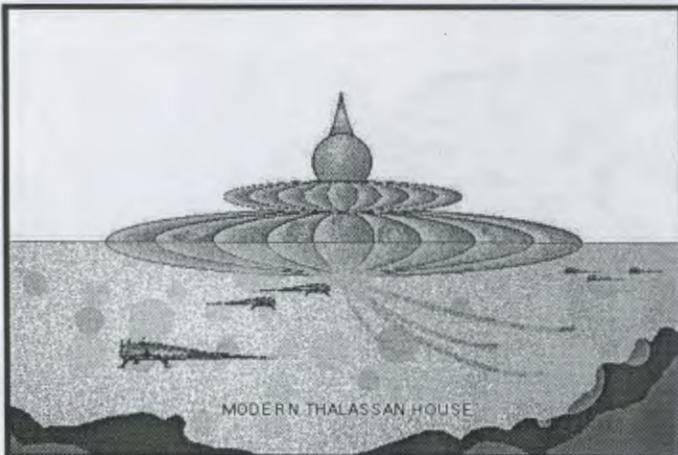
specialize in keeping specific parts of the common knowledge. There are some holes in oral history because individuals died without having time to transmit all their knowledge. Sound recording exists, but is considered dry and lifeless. In recent years, computers have become sophisticated enough to carry decent conversations, and this is considered unnatural by some.

There are two major "countries": the world-circling Ocean and the Round Sea. There is no political system as such in either region. Decisions are made by consensus, which can take a long time. Economies are based on barter of goods and services.

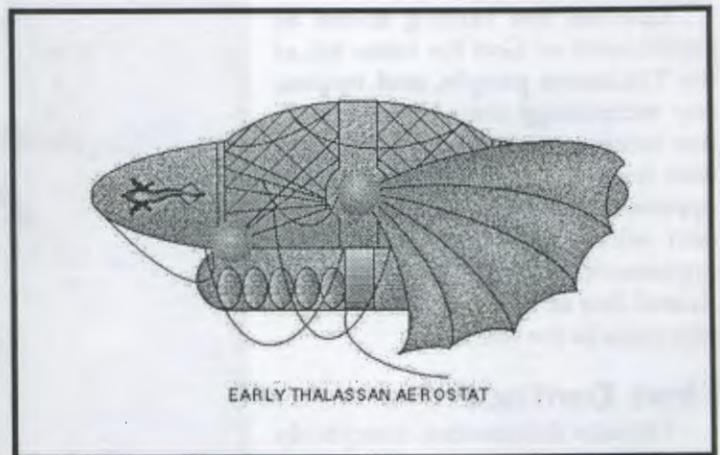
Round Sea is the impact crater of the Fourth Moon and is isolated from the rest of the world. Some Thalassans were washed into the crater by a tidal wave thousands of years ago, and have been cut off from the Ocean ever since. Developed a separate culture. Sea is poorer in resources, but has never

known famine. Nomadic life there means forever going in a circle along the shoreline, which may be why those people are more firmly set in their ways. Center of impact crater is very deep, dark and cold. Avoided by natives with superstitious awe.

Ocean is more diversified. Regional traditions are attached to given sites, not populations or ancestry. Everybody who moves into an area follows the local customs, and switches to another set when moving out. Environment protection taken very seriously by Oceanites, who have had bad experiences when they started toying



MODERN THALASSAN HOUSE



EARLY THALASSAN AEROSTAT

with technology.

Contact between regions was re-established about two hundred years ago with invention of lighter than air crafts (based on observation of floating jellyfish). Biggest problem between the two groups is that Sea People have rite of adulthood that involves killing a large migratory insect, and this is starting to have an effect on the global ecology. Oceanites are trying to convince their cousins to curb killings, but Sea refuses to give up ancient tradition. Round Sea People also prefer life with minimum of technology, even though Oceanites make it freely available to them.

The Philosophies:

There are three great schools of thought: Sybarites, Technophiles, and Ludites. This is a matter of personal choice, and some people have tried them all.

Sybarites represent bulk of population. Mostly concerned with having fun. View technology as something nice because it allows many new pleasures, but environment is rich enough that they can live without it. Think that it is too soon to worry about the falling moon and prefer enjoying each others company, inventing new art forms and generally having a good time.

Technophiles are very concerned about falling moon, and view science as the only way to prevent extinction. Two major factions: push the moon back or escape the planet altogether. Both groups frequently cooperate on major projects.

Ludites see falling moon as punishment of God for some sin of the Thalassan people, and oppose any technology aimed at escaping this sentence. Many sub-sects, each with its own creed, but no religious oppression. A person often changes sect when presented with new arguments. Most of population in Round Sea is Ludite, but there are also some in the Ocean.

First Contact:

Despite differences, everybody

gets along fine. The interesting part will be when they start meeting other intelligent beings. Most other large animals on their world are similar to Thalassans, so they have no experience with "weird" life. First contact with alien species is likely to be quite a shock, especially if they meet an aggressive race. Thalassans are predators themselves, but it would not occur to them to harm an obviously intelligent being. Initial reaction to an attack will be to move back, stay put, observe and try to make sense out of this strange behavior. If they are dragged into a war, their favourite tactic will be the ambush, with as much punch as they can deliver. They have the technology to hurl small asteroids with deadly precision, but will be reluctant to ruin a good planet that way.

The Technophiles will be eager to make contact. Would rather trade with other races to find a way to push back their falling moon, which is something beyond their current capabilities, or at least find a suitable world to relocate to. Given a piece of alien machinery, will probably figure it out fast, but will have a hard time deciphering anything written. The Sybarites will be curious to see what the newcomers have to offer in the way of entertainment, but will not expand great efforts to make contact unless they find it amusing in some way. The Ludites will refuse to have anything to do with offworlders, and

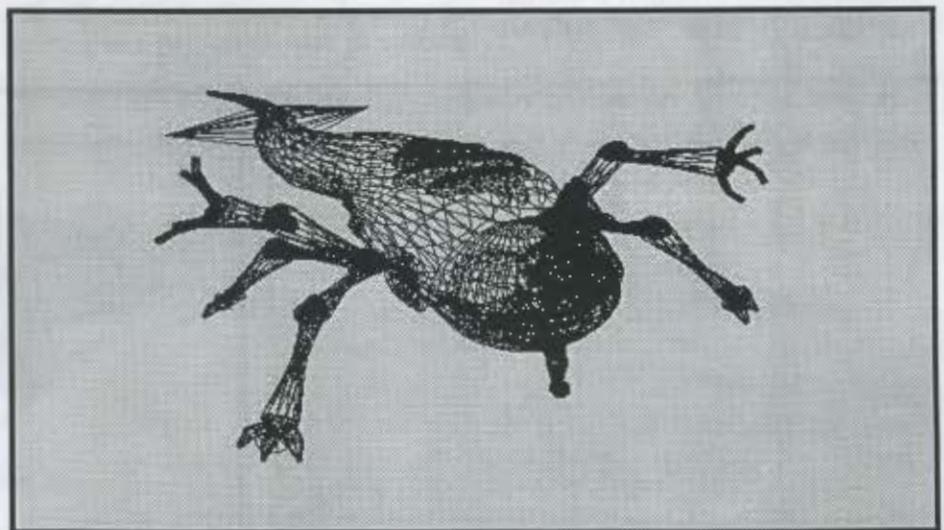
will try to convince the rest of their people to do the same.

The hardest part for all sides involved will be communication. Thalassan minds work in a very peculiar way. Aliens trying to interact with Thalassan computers are unlikely to understand anything at all, and will probably be not understood either, at least at first. Stories involving this world will be more difficult to write, but should prove interesting.

The Illustrations:

We were sketching furiously during the design session. Because we had only so much time, most drawings were rather hurried. They were done in pencil, and we later found out that they did not reproduce very well. It took me five months, on and off, but I finally managed to build a three dimensional model of a Thalassan, using the Amiga version of the Imagine 4.0 software. Once built, such an object can be manipulated almost like a solid, and snapshots taken from many different angles. The other life forms and objects were drawn using Deluxe Paint V, an excellent 2D program, and touched up with Personal Paint 6.0, which has many good special effects features. The Amiga computer has its own format, so I had to use Art Department Pro to convert the pictures to a mode that could be used by the editors of *Warp*.

3D wireframe drawing of a Thalassan.





It Came From The Sci-Fi Modeler's Desk

STARFURY MK I (REVELL-MONOGRAM)

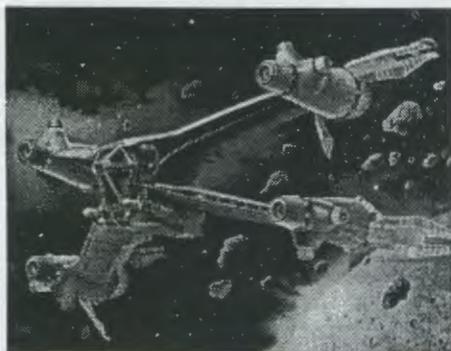
review by Dominique Durocher

The Starfury Aurora was introduced to service in 2244 and quickly replaced the Starfury Nova in front-line Earthforce service, just in time for the Earth-Minbari war. It's cruciform wings and wing-tip engine pods gave the fighter excellent maneuverability, and it's four cannon extreme firepower.

The Revell-Monogram company finally brings us a long anticipated model of this starfighter, which we have been waiting for since the beginning of the series. The first sight of the box is inspiring, with it's large size and pictures of the four available markings on the back. The contents are also remarkable, filling the box. Unfortunately, the finished product is somewhat less impressive. At 1/72 scale, the model is disappointingly small at about 9 inches in span and 5 inches long.

The kit has 44 grey parts, a clear canopy and a two-piece stand. The plastic is a little soft, but the moulding is quite crisp. Surface details are raised, unfortunately, but

Starfury model box top artwork.



finely so, and may still turn out nice. The detail of the thrusters is the best on the model, and will really make a difference on the finished ship.

The fuselage halves go together well, with the three spacing rods actually being the right length. I recommend gluing this assembly immediately to the lower outer wing half, then to the rear fuselage panel and the cockpit. Large gaps are present between the wings and rear fuselage. Some filling will also be needed around the cockpit, as these gaps will be visible once the canopy is installed.

The wings are another matter. They are made of three parts each for the upper and lower wings. First, there are the outer wing halves, which include half of each engine pod. The inner wing halves fit very poorly to the outer portions, requiring a lot of trimming and beveling for proper installation. This will be followed by a lot of putty to fill in the gaps. At this point, the worst part of the kit will be taken care of. The inner wing panels, with the other half of the engine pods, fit on a series of ribs to represent the open structure of the Fury's wings. The upper panels are pretty good, but the lower ones are a little short and need a strip of styrene to reach the fuselage. I recommend aligning the engine pods properly, then gluing the panels to the outer wing ribs. A little fitting and filling is needed around the upper fuselage to wing joint, but this is minor after what has been completed. Care must be taken in aligning the rear thrusters, as they mount the maneuvering vanes.

The pilot figure is quite nice, and includes decals for the suit's patches, and even a face!

The guns are a little inaccurate. They are molded with circumferential rings, where they should be solid cylinders with beveled edges. The lower ones also need some styrene sheet to fill in the hollow moulding on their inside surfaces.

I have found one error in the instructions. A decal is shown as going on the inside of the canopy, behind the cockpit console. It should actually be on the console.

The painting guide is very nice, providing markings for seven ships: three standard Starfurys, two versions of the Earth Force One escorts, Ivanova's ship, the Sea Witch, and a Black Omega.

The decals are thick, and the instructions indicate they do not respond well to setting solutions. This can be a problem for the large artwork decals that have to be placed on the multi-surfaced upper wing. Some, like the Sea Witch, must be cut to fit properly. The artwork for the Sea Witch was modified to show off less of the mermaid's cleavage, and the white and grey lettering was reversed. The decals seem otherwise accurate.

Overall, this is quite a good kit. It is a good representation of the Starfury, if a little smaller than many would have liked. It is not too badly engineered, for a science fiction kit. It is, though, inferior to what I've come to expect from Revell-Monogram. I do, however, recommend this kit. In fact, I intend to build quite a few myself.

BABYLON 5 MINIATURES

(AGENTS OF GAMING)

review by Dominique Durocher

Agents of Gaming have released five new *Babylon 5* ship miniatures. These are the Omega class destroyer, AKA Agamemnon, Hyperion class Cruiser, Centauri Vorchan class Warship (the small, agile, cruciform one), the Centauri Primus class Battlecruiser and the Narn G'Quan class Heavy Cruiser. The Minbari Sharlin class Warcruiser has been resculpted to add the windows that had been omitted in the first issue. Also, the Narn T'Loth class Assault Cruiser is also ready for release and eight others are awaiting approval from Warners. All of these capital ships are approximately the same scale.

I've only seen one of the new kits, the Omega-class cruiser. It is quite big for a metal miniature, at about four inches. It even requires two stands to hold it up. It is made of many parts, the forward and rear hulls, a two-part rotating section, two engine blocks and a whole stack of gun turrets. As with the earlier ones, the casting seems a little rough and the surface is quite heavily pitted, but the final buildup should look quite good.

I noticed a fit problem between the halves of the rotating section and some filling will be required between the engines. The best part is that the rotating section can be made to actually rotate with a little work.

Narn G'Quan Heavy Cruiser, painted by Bruce Graw. Photo provided by Dominique Durocher from the internet.



MODEL COMPETITION/CONVENTION NOTES

World Model Expo 98:

July 9-12, 1998 in Toronto, the same weekend as Toronto Trek. This is the "WorldCon" of model building, so if you're interested in models and you happen to be in Toronto anyways for T-Trek, you may want to check out this show too. The hotel is the Inn on the Park, 1100 Eglinton Ave East, in downtown Toronto.

<http://web.idirect.com/~dwc/worldexpo98/main.html>

Dorval 98:

See pages 34-35. There are a variety of SF categories (more than in most model competitions) and a "Special theme Award" for Science Fiction—Best *Babylon 5* Starfury! This show was excellent both last year and the previous year. Don't wait until the last minute - **Start working on your models NOW!**

MODEL NEWS AND UPCOMING RELEASES

Babylon 5:

If you want a Starfury, buy it when you see it. The current production run from Revell-Monogram is sold out!

A "Special Edition" is planned for late July or early August, much like they did with the Voyager. The new release is said to have new parts and an enlarged decal sheet with four new markings, including Sheridan's Flying Tigers scheme. Hopefully these decals will also be of better quality.

The B5 station kit, also from Revell-Monogram, is due out this fall. It is 14 3/4 inches long, making it 1/21500 scale.

Armageddon:

Revell-Monogram will release three kits from the movie *Armageddon*. These include a space shuttle, probably a modified version of R-M's existing shuttle kit, a Russian space station, which looks like a modified Mir, and a ground vehicle used on the asteroid.

Star Wars:

Amt/Ertl has just released a new "animated" model of the X-Wing fighter. This is an all-new kit which is 25% larger than previous versions. It's motorized—the canopy and strike foils open—and includes the electronics to light the engines and cockpit, plus a sound chip which provides fighter pilot dialog from the films.

Star Trek:

As most of you know, Amt/Ertl owns the model kit rights to all incarnations of *Star Trek* except *Voyager*. Up until recently, the *Voyager* kits were being produced by Revell-Monogram. R-M did not renew their license for the *Voyager* kits, probably because their last model from that show, the Kazon Torpedo, did not sell very well. This is unfortunate because *Voyager* recently introduced a couple of new starships—the USS Promethius, which could separate into three pieces during battle, and the USS Dauntless, an experimental slip-stream warp ship—that would have made very interesting model kits. There is no word yet on whether Amt/Ertl will pick up the *Voyager* license. Amt/Ertl plans to release a model kit of the Enterprise-C in the fall.

Toronto Trek 12: July 10-12, 1998
Science Fiction, Fantasy and Beyond
 Regal Constellation Hotel, Toronto, Ontario, Canada



Robert Beltran
 Star Trek: Voyager
 Commander Chakotay



Richard Hatch
 Battlestar Galactica
 Captain Apollo



Anne Lockhart
 Battlestar Galactica
 Sheba



Jeff Conaway
 Babylon 5
 Security Chief Zack Allen

B5
 MiniCon
 Guests



Jason Carter
 Babylon 5
 Marcus Cole

B5 guests
 will appear
 on the
 main stage.

Author Guest
Julie E. Czerneda
 "A Thousand Words for Stranger"

Star Trek: Consultant
Richard Arnold

Master of Ceremonies
Larry Stewart
 (Illustrator/Comedian)

Fan Fiction Guest
NovaD
 "Mistress Janeway"

Comic Book Guests:
Leonard Kirk **Terry Pallot** **Tom Wegrzyn**
 Super Girl Star Trek: Voyager Star Fleet Academy

All guest appearances subject to professional commitments.

This Year's MiniCon
Canada's Unofficial Babylon 5 Wrap Party
 brings you two Babylon 5 guests: Jeff Conaway and Jason Carter.
 For more information on the MiniCon, check out the back of this flyer.

For More Information

E-mail: tcon@icomm.ca
 Web Page: www.icomm.ca/tcon/
 Phone: 416-410-TCO_N(8266)

SASE to:
 Toronto Trek,
 Suite 0116, Box 187,
 65 Front Street West,
 Toronto, Ontario,
 M5J 1E6

Hotel Information
 900 Dixon Road
Reservations
 (Remember, mention Toronto Trek)
 800-268-4838 (7am-7pm)
 416-675-1500 (other times)



Dorval 98

Scale Model Contest

SATURDAY SEPTEMBER 19th 1998

Holiday Inn Airport, 6500 Côte de Liesse, Ville St-Laurent (Montreal) Qc

Cost : Registrations - Adults : \$ 6.00 + \$ 1.00 / Model
Juniors (16 years of age and younger) \$ 3.00 + \$ 1.00 / Model
Showroom General Admission \$ 2.00 (from 10:00-13:00)
❖❖❖❖

Schedule :

07:30 - 08:30	Vendors set-up (<i>closed to public</i>)
08:30 -----	Model registration opens, Vendors open.
10:00	Showroom opens to public
12:00	Model registrations close
15:00 - 15:30	Judging period (showroom closed)
15:30	Vendors close
15:31 - 16:30	Awards presentation

Gold, Silver and Bronze awards for Basic, Intermediate and Advanced levels in 70+ categories.
Special Awards for the following themes:
(see back of page for category and award description)

Special theme Awards

AIRCRAFT: Best Superdetailed Aircraft ARMOR: Foreign Origin Armor
SHIPS: Modern Warships (1950 +) SCI-FI: Best Star Fury

Regular Grand Awards: Best of show judges choice, Best of show people's choice, Best aircraft, Best Armor, Best ship, Best Diorama
Best Automotive, Best Science Fiction, Best Figurine and Best Junior.

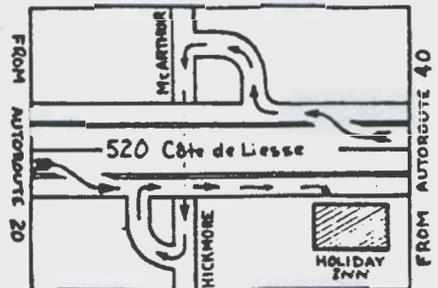
Other Special Awards: Best axis aircraft, Best Canadian Aircraft, Best Canadian Armor.

Directions (or how to get there...)

Bus/Metro : Crémazie Metro, bus # 100 west or DuCollege Metro, bus #202 west

Autoroute 20 : Dorval Airport / Côte de Liesse exit (# 56) ,follow indications for autoroute 520 Côte de Liesse , take Hickmore exit (# 5) and follow service road to hotel.

Autoroute 40 : Côte de Liesse exit (# 65), follow autoroute 520 Côte de Liesse indications until Hickmore exit (# 5),turn right for Hickmore road then turn left to go under Côte de Liesse, take first right after underpass then turn right again and follow service road to hotel.



For additionnal information, please contact:
François (Frank) Huot (514) 364-4462

For Hotel info call (514) 739-3391 or 1-800-HOLIDAY

See us on the internet: <http://pages.infinit.net/dragonsd>

Dorval 98 Scale Model Contest Categories

REGULAR GRAND AWARDS

- | | | | | |
|------------------------------|-----------------------------|----------------|-------------|---------------|
| -BEST OF SHOW JUDGES CHOICE | -BEST SPACE/SCIENCE FICTION | -BEST FIGURINE | -BEST SHIP | -BEST JUNIOR |
| -BEST OF SHOW PEOPLES CHOICE | -BEST AUTOMOTIVE | -BEST AIRCRAFT | -BEST ARMOR | -BEST DIORAMA |

SPECIAL AWARDS

- | | | |
|------------------------------|-------------------------|----------------------------|
| -BEST WW2 AXIS AIRCRAFT | -BEST CANADIAN AIRCRAFT | -BEST MODERN SHIP |
| -BEST SUPERDETAILED AIRCRAFT | -BEST CANADIAN ARMOR | -BEST FOREIGN ORIGIN ARMOR |
| | -BEST STAR FURY | |

Contest Categories

A) AIRCRAFT

- A1 Biplanes and rigged types - 1/48 and smaller
- A2 Single engine prop - 1/72 and smaller
- A3 Multi engine prop - 1/72 and smaller
- A4a Single engine prop AXIS - 1/48
- A4b Single engine prop ALLIED AND OTHERS - 1/48
- A5 Multi engine prop - 1/48
- A6 Jets - 1/72 and smaller
- A7 Jets, Small - 1/48 (Length and/or span less than 55')
- A8 Jets, Large - 1/48 (Length and/or span more than 55')
- A9 Aircraft - 1/32 and bigger : all types
- A10 Helicopters - all types and scales
- A11 Civil Aircraft, sport, airliners - all types and scales
- A12 Scratchbuilt / Major conversion / Vacuforms

B) ARMOR

- B1a Tracked Vehicles,Closed Top,TURRETED up to 1945 - 1/35
- B1b Tracked Vehicles,Closed Top,TURRETED 1946 to present - 1/35
- B2 Tracked Vehicles,Closed Top,NON-TURRETED-1/35
- B3 Armored wheeled Vehicles, Closed Top - 1/35
- B4 Softskins - 1/35
- B5 Open Top and Artillery - 1/35
- B6 Tracked Vehicles - 1/72
- B7 Wheeled Vehicles - 1/72
- B8 Scratchbuilt/Major conversion-all scales and types

C) AUTOMOTIVE

- C1 Cars - all scales and eras
- C2 Racing Cars - all types, scales and eras
- C3 Custom/ muscle cars - all scales and eras
- C4 Motorcycles - all types, scales and eras
- C5 Trucks (over 10000 lbs) - all scales and eras
- C6 Vans/Pick-ups - all scales and eras

D) DIORAMAS

- D1 Aircraft
- D2 Armor
- D3 Ships
- D4 Automotive
- D5 Space/Science-Fiction
- D6 Figurines (5 and/or more figs)
- D7 Collections(5 or more subjects,by theme or type)

F) FIGURINES

- F1 Foot, 70 mm and smaller - all eras
- F2 Foot, 71 mm and larger - all eras
- F3 Mounted - all scales and eras
- F4 Vignettes - all scales and eras (4 figs or less)
- F5 Busts
- F6 Fantasy - all scales(dragons,wizards,orcs...)

N) SHIPS

- N1 Powered Warships- all scales and eras
- N2 Sailing - all scales and eras
- N3 Submarines- all scales and eras
- N4 Civil - all scales and eras (tugboats, liners)
- N5 Scratchbuilt/Major conversion

SF) SPACE/SCIENCE-FICTION

- SF1 Air/Space vehicles, large (Starships)
- SF2 Air/Space vehicles,small(Fighters,Shuttles)
- SF3 Land vehicles - all scales and types
- SF4 Sea vehicles - all scales and types
- SF5 Figures/robots - all scales
- SF6 Meccha/Transformable vehicles - all scales
- SF7 Hypothetical - all types,scales and eras

J) JUNIORS (16 Years of age and younger)

- J1 Aircraft - all types and scales
- J2 Armor - all types and scales
- J3 Ships - all types and scales
- J4 Automotive - all types and scales
- J5 Space and Science Fiction -all scales and types
- J6 Figurines - all types and scales
- J7 DIORAMAS - all types and scales

Skill Levels

-Basic: Modelers new to the hobby or of basic skill level; models built usually out of the box or with minor tweaks.

-Intermediate: Models built by the majority of modelers; Some modifications, corrections, resin and/or photoetch details.

-Advanced: Models by very skilled modelers; heavily reworked,accurized and display non commercial (SCRATCHBUILT)parts and/or modifications

-Masters: Modelers who have won best of shows or have won consistent golds in advanced level and can be by acclamation of the head judges

If you score a gold in your level, you will be upgraded to the next level for the next contest

(Advanced modelers have to score gold 3 consecutive shows to be upgraded to the masters level)

—Only intermediate, advanced and master entries are eligible for "Best of" and special awards—

Model judging/evaluation

Each entry will be scored on a 30 point system, a score of 21+ will get bronze,24+ silver and 27+ gold

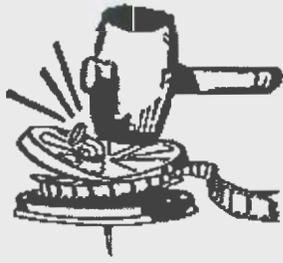
Award limitations

Each entrant is eligible for a maximum of one award per category entered. If there are multiple entries in a category by the same individual, the entry with the best results will get an award.

Special Awards Definitions

Best Superdetailed Aircraft : Any aircraft that has extra SCRATCHBUILT detail added. Photoetch and Resin (i.e. buckles/wheels) details can be present but may not be considered. Resin inserts (i.e. Cockpit,engines) will NOT be considered. A MAJOR EFFORT MUST BE DISPLAYED !

Best Foreign Origin Armor : Any vehicle used by any other country than the country of origin. i.e. Canadian Leopard, USMC LAV,Captured Vehicles...



MOVIE REVIEWS

QUEST FOR CAMELOT

reviewed by Josée Bellemare

An amusing film with an all star voice cast including Eric Idle and Don Rickles as the two-headed dragon Devon and Cornwall, Gary Oldman as the villain of the story, Sir Ruber, Jane Seymour as the Lady Juliana, and Pierce Brosnan as King Arthur.

The latest in a string of movies based on the Camelot legend, this story focusses on one of the lesser known characters. Based on the novel *The King's Damosel* by Vera Chapman, the movie has taken a few liberties, including the young heroine's name, but is close enough to the story to be recognized as such.

The two-headed dragon is the comic relief of this story and anyone who has ever seen a Road Runner cartoon should be able to spot some of the tell-tale signs that the Warner Brothers studio is behind both.

The songs in this movie are quite entertaining but it seems you can't go anywhere these days without running into Céline Dion, in this case the singing voice of Lady Juliana.

On the whole, an entertaining film for the whole family.

LOST IN SPACE

reviewed by Keith B raithwaite

Excrement! Totally and unequivocally. And Penny's voice *really* grates. Don't bother to see it unless it's featured on MST3K.

LOST IN SPACE

reviewed by Lynda Pelley

Like so many of the SF films that I've seen in the last while, *Lost In Space* began well and unravelled as it went along.

The premise of the Earth being

saturated by pollution and the necessity of an advance group of colonists to explore a new planet and set up a hyperspace jump gate for the rest to follow was interesting.

The introduction of the various characters worked well. As expected, the women's roles were updated to today's standards. There were even cameo appearances by three members of the original TV cast.

The opening sequence which establishes the fighter pilot persona of Major West was especially good because of its originality. When I heard that Matt LeBlanc, well known for the role of Joey on the TV series *Friends*, would play Major West, I had some doubts. I was pleasantly surprised—his performance was the one that I liked the best in this film.

On the other hand, I would have gladly seen Penny thrown out the nearest airlock early in the film, if only to silence her terribly irritating voice! I have never appreciated overly cutesy kids or robots, but fortunately Will and his robot were not overdone. That creature they find on the derelict space ship, however, was! It was sickly sweet, and had no bearing on the plot whatsoever!

It's at this point that the film takes a turn for the worse. Upon discovery of the derelict ship, I began to feel like I was watching part of *Event Horizon* and then *Aliens*. Next, down on that planet with the time-quakes, it was like *The Search For Spock* mixed with some other bad *Star Trek* time-travel episode at its worst, complete with reset button. Finally, was that the Jupiter 2 flying through those chunks of the planet breaking up, or was it the Millennium Falcon?

The effects work in *Lost In Space* featured an excellent space battle at the beginning and the spectacular launch sequence of the Jupiter 2. It was very interesting how the original form of the spacecraft from the TV

series was worked into the first stage of the launch. Of course, like the script, the effects seem to deteriorate into mediocrity as the film continues. The CGI spiders didn't impress me, and at the end I seemed to be watching a less-than-exciting re-hash of the *Empire Strikes Back* asteroid chase.

The film finishes, as expected, with the Jupiter 2 lost in space, and ready-made for a sequel. *Lost In Space* began with such promise, and delivered some good sequences in the first half. If only the last reel could have been lost!

I liked *Lost In Space* just enough to buy the model kit of the Jupiter 2. I will only watch this film again for reference purposes.

DEEP IMPACT

reviewed by Lynda Pelley

It's been a couple of years since the Shoemaker-Levy-9 comets hit Jupiter and their impact on Hollywood is just starting to show on the big screen. After all, it takes a couple of years to put together those big-budget action-adventure disaster films. At least, that's what *Deep Impact* is billed as in its advertising.

Actually, *Deep Impact* is much closer to being a drama than action-adventure. One of the film's strengths is its characters. *Deep Impact* begins at a slow pace, introducing and developing its numerous characters and their situations. The film even establishes reasonably plausible science.

Although *Deep Impact* takes its time building to a climax, it maintains the viewers' interest through the characters as they prepare for the possibility of a comet hitting the Earth.

Eventually, *Deep Impact* delivers

a strong ending. There are heroics by the main characters and spectacular special effects, both in space and on the ground/water. I was not disappointed! The ending was worthy of the film's build-up.

I recommend this film. It was much better than I originally thought it would be. *Deep Impact* has set the standard for the comets-hitting-Earth disaster movie. I have high expectations for *Armageddon*, the other summer film on this subject. I hope that it can live up to these standards.

THE TRUMAN SHOW

reviewed by Keith Braithwaite

Truman Burbank is a George Bailey and his hometown, Seahaven, is his Bedford Falls. He lives a wonderful life in that ideal, Disneyesque setting, not knowing that it is all completely fake. The whole town is a massive television set and Truman's wife, best friend, colleagues at work, neighbours are all actors playing a role. Every moment of every day of Truman's life is captured by thousands of hidden cameras and broadcast live to millions of TV viewers. Quite *Twilight Zone*-ish, this premise.

I'm not sure what to make of *The Truman Show*. I came out of the theatre mulling over the thought-provoking film I'd just seen while not wholly satisfied with the experience. This is one of the most original mainstream American movies in years (on that alone it deserves a look), well written, well acted, and yet...

Was I put off by the performance of star Jim Carrey, a practitioner of the wacky, low-brow brand of comedy who is not usually equated with the serious stuff? No, I think Carrey did good work, here, not an Oscar-calibre job as suggested by some critics, but good work.

Maybe what bothers me is that the story's secondary characters are the most interesting. When I came out of the theatre it was them I was thinking about, not Truman. His

story, of course, is the focus of the movie but is fairly predictable. We know that he's the unwitting star of this voyeuristic TV show from the outset, and we easily forecast that the rest of the film will see him discover the truth and escape his manufactured world by the time the closing credits roll. But what about the enigmatic creator of the show, or the actors who play Truman's family and friends? What about those who seek to clue Truman in on the truth and set him free, and what about the audience who watch transfixed as Truman lives out his life on their TV screens? The motivations of these people are left largely unexplored and I think that is what left me feeling the picture was incomplete.

GODZILLA

reviewed by Carl Philips

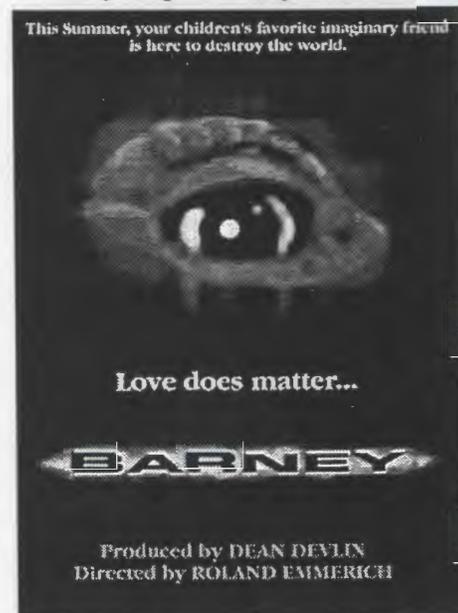
Does size matter? *Godzilla* boasts a big budget, big (though flawed) effects, and big hype. Producers expected big box office in return but they're not getting it, or at least as much of it as they'd hoped. If size does matter, then by its own yardstick, *Godzilla* doesn't quite measure up.

That said, it's not as bad a movie as all the criticism suggests. Sure it's small on story and half the film is devoted to a bigger version (there's that size thing, again) of *Jurassic Park's* raptors-in-the-kitchen sequence, with hundreds of baby 'zillas stalking the cast through the halls of a sports arena. But let's face it, you don't watch *South Park* for the animation and you don't go to summer "event" movies like *Godzilla* for story and originality. You go for the spectacle, and while I've seen better examples of the genre, the scenes of the big guy trashing New York City were pretty good spectacle.

One more thing about size: *Godzilla's* fluctuates wildly almost from shot to shot. One minute he looks to be about a 500-footer, the next he's doubled in size. I guess the FX crew didn't read the poster's tag line.



"Size Does Matter": Because of all the hype surrounding Godzilla, everyone is familiar with this phrase whether they have seen the movie or not. The effectiveness of the Godzilla advertising campaign seems to have inspired other film companies. Above is Lucasfilm's teaser poster for the first installment of the Star Wars prequels. This was found at the official Star Wars web site. Also from the internet, the makers of the Barney movie also pay homage to Godzilla. Although you cannot see it with this black and white printing, the Barney poster has a pink glow to it, instead of the green used for Godzilla.



SENSORS

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

Information for this column reaches from the inner mind to the outer limits.

STAR TREK 9 UPDATE

In a recent press release, Paramount announces (finally) that production has begun on the latest *Star Trek* movie which to date is yet officially untitled.

From the release:

"In *Star Trek IX* Captain Picard and the crew of the Enterprise fulfill one of man's enduring dreams--to find a fountain of youth. When the existence of this newfound paradise is threatened, Picard faces a daunting decision--in order to protect the lives of the inhabitants of this alien world, he must commit treason and take up arms against the Federation itself."

Also mentioned in the release is the confirmation that Donna Murphy, Anthony Zerbe and F. Murray Abraham are the film's major guest stars.

Paramount has moved *Star Trek 9*'s domestic release date from November 20th to December 18th.

According to the May 20th Motion Picture Association of America (MPAA) title registration report, Paramount has officially registered nine titles for the ninth *Star Trek* feature. They are as follows:

Star Trek: Prime Directive
Star Trek: Betrayal
Star Trek: Defiance
Star Trek: Insurrection
Star Trek: Mutiny
Star Trek: Rebellion
Star Trek: Revolution
Star Trek: 9
Star Trek: The Enemy Within

Either someone thinks it's cute to

register nine titles for the ninth film, or they are trying to throw fans off the track until the real title is revealed when trailers start appearing in cinemas, possibly as early as the beginning of June.

Rumour has it that they will go with *Star Trek: Insurrection* as the official appellation for the ninth theatrical release in the *Star Trek* series.

REVAMPED STAR TREK: TOS RETURNS THIS FALL

A revamped version of the original *Star Trek* is being brought back to TV this fall, complete with commentary from William Shatner (Kirk), Leonard Nimoy (Spock) and other cast members.

A special 90-minute version of each of the classic program's 79 episodes is being digitally remastered with original footage restored. There is no truth to the rumour that the special effects are being digitally redone as in the special editions of the *Star Wars* trilogy.

Nimoy will share his memories of each episode in its first run, and Shatner will take over for the second run.

B5 COMING ON VIDEO

This month, Warner made a big announcement about the coming release of *Babylon 5* on video through retail outlets all over the country. They're supposedly putting a lot of thought and effort and time into this; it's a big campaign. Expect the first batch of tapes to hit the stands in July or August.

If these go well, they're also talking laserdiscs and DVDs down the road, and should that happen,

JMS plans to "push like Hell to have them release the widescreen versions".

PLOT DETAILS OF THE B5 MOVIE THIRDSPACE

Turner Network Television (TNT) discovers the gateway to a forgotten dimension when the TNT original film *Babylon 5: Thirdspace* premieres Sunday, July 18, at 8 pm.

Series stars Bruce Boxleitner, Jerry Doyle, Mira Furlan, Richard Biggs, Stephen Furst and Patricia Tallman headline the next full-length *Babylon 5* movie, which co-stars Shari Belafonte.

Douglas Netter and series creator J. Michael Straczynski executive-produced the two-hour film, and Straczynski wrote the script. The film is a production of Babylonian Productions.

Here is a brief synopsis of *Babylon 5: Thirdspace*:

Returning to *Babylon 5* after a mission, Commander Susan Ivanova (Claudia Christian) picks up an irregular scanner reading from somewhere in hyperspace. The mysterious object seems to be enormous and Ivanova and her Starfury squadron move deep into hyperspace, where they find an ancient alien relic, part platform and part strange geometric design.

Captain Sheridan (Bruce Boxleitner) and Dr. Franklin (Richard Biggs) work quickly to salvage the bizarre wreckage. As soon as the artifact arrives on *Babylon 5*, Interplanetary Expeditions sends Dr. Elizabeth Trent (Shari Belafonte), a xenarchaeologist, to supervise the find. Headstrong and intense, Dr. Trent is immediately at odds with Captain Sheridan.

As the investigation of the

artifact continues, people throughout Babylon 5, including Dr. Trent, have frightening dreams of surreal towering structures and massive ships. The dreams intensify and soon become a kind of mental compulsion. Dr. Trent suddenly becomes intensely determined to make the artifact work.

Violent out-breaks begin to occur on the station as humans and aliens continue to have disturbing dreams. Lyta (Patricia Tallman) begins to suspect a telepathic component within the artifact, a signal that is drawing people toward it and forcing them to repair it.

Delenn (Mira Furlan), tries to retrace the artifact's origin. Finally, it's discovered that the device is a gateway to another kind of space, a thirdspace. Residing in this dimension are ancient living things looking to occupy other places. Delenn learns the device was built by a race that probed too far into the mysteries of the universe. This race was virtually wiped out before they managed to disable the device, just as it was pulled into hyperspace.

Under its powerful telepathic control, Dr. Trent activates the artifact, which begins to launch alien ships that attack Babylon 5. But the invasion has only started: a massive, ten mile-long alien ship is about to come through the artifact's gateway.

Faced with devastation, Sheridan must figure out how to destroy the implacable device before it's too late.

INVASION AMERICA NEWS

Steven Spielberg is serving as executive producer of *Invasion America*, which launches this summer as the WB network's first primetime animated drama.

Invasion America tells the story of a 17-year-old boy, half human, half alien, who leads Earth's defense in an interplanetary war.

The voice cast includes Leonard Nimoy, Edward Albert, Nora Dunn, Mikey Kelley, Lorenzo Lamas, Kristy McNichol, James B. Sikking, Rider Strong and Robert Urich.

3RD ROCK FINALE TO BE REVISED

The season finale of NBC's sitcom *3rd Rock from the Sun* is being reshot to replace the character played by Phil Hartman, the actor who was allegedly killed by his wife on May 28 in what police suspect was a murder suicide. Hartman portrayed a comic villain in the finale, which was the first of a two-part storyline that will be continued in the lead episode of the upcoming season.

Although the finale ran on NBC last month, the network decided to reshoot the episode rather than try to work around the loss of Hartman. The story of the two-part cliffhanger will reportedly remain the same, but NBC plans to replace Hartman with another actor playing a new character. The revised episode will run sometime this summer.

PROTEUS TAKES SHAPE

Miramax's Dimension Films banner has signed newcomer Darren Aronofsky to direct the World War II sci-fi thriller *Proteus*.

Proteus is described as a historical sci-fi thriller that takes place on an American submarine during World War II. Allies fleeing German U-boats find themselves dodging Nazi depth-charges dropped from above while an alien monster is attacking them from below.

ANIMATED DRACULA AND OTHER VAMPIRE-RELATED NEWS

An animated musical feature film based on the legend of *Dracula* is in development at Fox. *Dracula* is intended as the third major theatrical release of the fledgling Fox Animation Studios wing—following *Anastasia* and *Planet Ice*, which is currently shooting.

Fox is working on the project with writer-producer Joss Whedon, who is best known for another vampire franchise, *Buffy the Vampire Slayer*.

Whedon is also developing a *Buffy* feature, based on the WB network's TV series, which itself was adapted from the 1992 Whedon-written feature film of the same name.

Whedon and his team are also preparing a mid-season replacement TV pilot for Fox Broadcasting Co. called *Cheap Shots*. It's an ensemble sitcom, co-written by *Buffy* writer Ty King, about people making low-budget horror films at a B-movie company.

X-FILES MOVIE SECRETS REVEALED

It appears that *X-Files* actor David Duchovny slipped up on his confidentiality agreement.

"There seems to be some sort of colonization plan by an alien force. Certain shadow members of governments across the world have been in cahoots with the otherworldly visitors," the actor revealed in an interview with *Vanity Fair* magazine.

"The government conspirators have been promised that they will be in charge of their fellow humans under the alien world regime, but things don't quite work out that way." Duchovny says some friendly aliens "come to Earth to warn certain people that the aliens aren't actually going to hold their bargain...they're going to exterminate or enslave everybody."

The *X-Files* movie is set to be released June 19.

STAR WARS PREQUEL TRAILER TO BE RELEASED

It has been rumoured that the first "coming attractions" trailer for the upcoming *Star Wars* prequel will be attached to the head of the *X-Files* movie. 20th Century Fox is the distributor for both the *X-Files* film and *Star Wars: Episode 1*.

No official title has been announced yet for the new *Star Wars* film. It is believed that creator George Lucas is still trying to decide on what the title will be.

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.

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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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