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# WARPF 50

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



Inside This Issue: Aurora Awards Coverage, *Merlin 2000* Video Project, Big Ewok Thoughts, Book Reviews, Model Building, the latest SF News, and More...

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**COVER UP:**

This issue's cover photo is from the latest MonSFFA video project : *Merlin 2000*. Here we see actors Krikor Ajemian and Hilary Doda in a medieval scene. For more coverage see Josée Bellemare's article (page 11). Photo by Daniel P. Kenney.

**2000 MonSFFA EVENTS SCHEDULE**

ALL MonSFFA MEETINGS HELD SUNDAY  
AFTERNOONS, 1:00PM TO 4:00PM (SOME  
MEETINGS INCLUDE MORNING ACTIVITIES,  
WHICH BEGIN AT 10:30 AM), IN THE  
ST-FRANCOIS ROOM OF THE DAYS INN, 1005  
GUY STREET (CORNER RENÉ LÉVESQUE),  
DOWNTOWN MONTREAL

**2000 EVENT PROGRAMMING\***

**October 22 - Something Scary**

1:00pm: Experiencing Orson Welles' *War of the Worlds*

2:30pm: MonSFFA Halloween Special: What really scares you?

**November 19 - Sci-Fi Garage Sale and Auction**

1:00pm: Buy, Sell, and Bid!

**December 9 - MonSFFA Christmas Party**

7:30pm: Saturday. Place to be announced.

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

JANUARY

16

FEBRUARY

20

MARCH

12

APRIL

16

MAY

7

JUNE

11

AUGUST

20

SEPTEMBER

17

OCTOBER

22

NOVEMBER

19

DECEMBER

9

*Warp* is published about four 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. "Quality is free, but it is not a given."

MonSFFA's Address: P.O. Box 1186, Place du Parc, Montreal, Quebec, Canada, H2W 2P4  
MonSFFA's Web Site is: <http://www3.sympatico.ca/draken35/MonSFFA/index.html>



# FROM THE EDITOR'S CHAIR



*Issue 50* is finally finished after lengthy production delays, mostly caused by my work schedule. As my employer approached the end of its fiscal year, there was an increasing amount of overtime—much more than I had anticipated. That's life! Fandom is a hobby, and the job that pays the bills must take precedence. Sorry...

Of course, some that overtime money allowed me to buy a DVD player, so it's not all bad. At some point in the future, maybe as soon as next issue, I'll begin reviewing some of the SF/F offerings on DVD.

In the mean time you have been receiving MonSFFA's news bulletin, *Impulse*, to keep you informed. You may notice some overlap between *Impulse* and *Warp*, especially in MonSFFAandom, at least until we fine tune the roles of these two concurrent publications. Think of *Warp* like a scrapbook, an album, or a journal of all the events and activities that MonSFFA members have participated in. It should contain the items that have been documented, photographed, and reviewed; things that are no longer time-sensitive because they have already happened, could be read now, or be re-read at some later date and evoke fond memories. Therefore, I believe that *Warp* should contain the "MonSFFAandom Past" items, sort of like an encyclopedia of our meetings and other activities and the accompanying photographs. *Impulse* should contain the "MonSFFAandom Future" items, such as upcoming events and other time-sensitive announcements that our members need immediately so as not to miss any of their favourite activities.

Of course, the activities of the future eventually become the documented events of the past, and herein lies the overlap between *Impulse* and *Warp*. But this overlap could be a good thing. Some people are collectors and keep absolutely everything this club publishes, and a few throw away everything after they've looked at it. However, I suspect that most people will keep their *Warps* and dispose of their *Impulses* once the time-sensitive material is no longer current. Hence, documenting our club meetings and activities in *Warp* will not be redundant, if our members only keep one copy—the "past tense" copy—of the information.

There has been much discussion lately about the possibility of doing *Warp* as an on-line zine. As the editor of the current printzine, I certainly owe some feedback on this subject. I definitely have something to say, but it will have to wait. I need to get this issue out *now*, so I don't have the time or the space to properly compose my thoughts on this subject.

Finally, I must say that I greatly miss both *Nebula* and *Con•Cept*. It's been a sad year for fandom.

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.

Dear Lynda and MonSFFen:

Just got issue 49 of *Warp*... there's a lot of catching up to do here, so I'll get to it with a letter.

Yes, Montreal fandom got its well-deserved Aurora awards last year. Now, so much time has passed that in a few days, the nomination period for the 2000 Auroras ends, and the final ballot will be prepared. I hope the fans who took part last year have nominated this year.

With all the Montreal Auroras for 1999... I know that John Dupuis isn't the first person to win two Auroras in a single year, but I think the fact that one Aurora was for French work and the other was for English work is a first.

We had a very good time at Con•Cept/Boréal 99, and time and money will see if we can come back this year. By next Con•Cept, we'll know if we are working on a standing Worldcon, or if we just have good memories. I think it will be the former.

I've read here and there that once *ST:Voyager* is done at the end of its seventh season, Paramount will start up a new *Trek* series. There are no indications what that new series will be about, but Paramount has learned the hard way that the creative well runs dry pretty quick when you try to do two shows at once.

It will be interesting to see if this year's SFX will do as well... I'll have

to see how James Armstrong and crew are doing with this show, and if they have any guests to announce yet. Maybe they will at TT2000.

I've read that Krikor Ajemian has moved to Toronto. I wish there was a club with regular meetings here for him, but all there is are small club-type gatherings for a few interests, a few Klingon groups, and our regular pub nights. And, I guess most of you know by now that Chris Chartier, with the demise of the Warp 9 group in Mississauga and Montreal, has announced his departure from fandom entirely. Chris will be missed; his enthusiasm kept the club going, even when apathy threatened to end it. I think his disappointment at not having enough people to keep club activities going made him make the decision he did.

I've sent letters to the club in Ottawa, talking about re-branding and re-marketing the club in order to allow it to grow. I see MonSFFA is doing just that. The new booth, the new/old logo, flyers, etc., are all vital to promoting the club in this market-savvy world. I think I remember Michele Berry's name from columns that appeared in BCSFAzine, especially those that told of the goings-on of the U.S.S. S'harien, one of the Vancouver *Trek* clubs.

Paul and Susan Bennett are still going through the transition at conventions from dealer to attendee. Paul can tell you that after chairing two Ad Astras, I took on much lesser positions like flyer distribution, and it took a while to get used to not doing nearly as much as I had done, as Paul will tell you...It's a habit that's hard to break.

The *Crusade* treatment is a good one... I never saw many episodes, but I do like the connection with B5, especially the pursuit of Alfred Bester by Michael Garibaldi. A nice side story, one I would like to see resolved... but where?

And, thanks for the word about the Smithsonian exhibit on *Star Wars* in Chicago... we plan to get there early, perhaps we can take it in.

Our latest convention was Ad Astra 2000, where the convention gave us the equivalent of the gold watch, and made us their FanGoHs. The con was very good to us, and the con was a very good time.

Attendance hit around 500, and Yvonne and I have re-joined the committee to see what we can do to help the con. Ad Astra 2001 has already held its first organizational meeting, and it will be held in the Holiday Inn Toronto-Don Valley and Inn On The Park hotels at the corner of Eglinton Ave. E. and Leslie St., just east of uptown Toronto. One guest has already been confirmed, ProGoH Connie Willis.

We'll be involved in video shooting... we're two people that shall appear in a documentary video about fandom, being produced by local fans from the 60's, Peter McGarvey and Don Hutchison.

I recently won an award, to my surprise... Corflu is one of the two annual fanzine fan conventions, and it hands out the annual FAAn Awards. For the first time, I won the 2000 FAAn Award for Best Letterhack. I gather I'd been a runner-up the last couple of years, and this year, I won by one point.

Time to wrap up this letter, and shoot it off into the ether, or e-ther these days... I look forward to the next issue.

Lloyd Penney  
Etobicoke, Ontario

Hi Lloyd,

*Congratulations on your FAAn award for Best Letterhack. Based on your correspondence to Warp over the years, we can certainly vouch for you being deserving of an award.*

*We're glad you enjoyed last year's Con•Cept and hopefully it won't be the last, given this year's cancellation. You were right about working on a standing Worldcon. Not exactly a surprise to us—all of those bid parties seemed very successful.*

*Yes, Krikor moved to Toronto. We certainly miss him. He was an active participant in MonSFFA and many of us consider him a good friend. The fannish community also misses Chris, but former Warp 9er Marc Nadeau has started a new club, SF Vortex, which includes many of the active core group from Warp 9. There has been good cooperation between SF Vortex and MonSFFA, and we appreciate Marc's enthusiastic as well as diplomatic leadership style.—Ed.*

# MonSFFAandom

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

## DISCOUNT PROGRAM UPDATE: COMPUCENTRE DISCOUNT DISCONTINUED, NEBULA BOOKS CLOSES

Mike Masella informs us that he is no longer with the Compucentre chain and so can no longer make available the discount that he has been offering to MonSFFen out of Compucentre's Place Vertu store. Accordingly, we have crossed Compucentre off of our list of discount program participants.

Mike approached Compucentre's management and set up the discount back when MonSFFA's discount program was in its infancy. He has maintained it on behalf of the club for some 10 years, first at Compucentre's Fairview location, and most recently at Place Vertu.

We thank Compucentre for having participated in our discount program, and particularly Mike for all of his efforts on our behalf.

News also comes of the closing of Nebula Books. Long a fixture of the local SF/F scene, this truly fine book store will be sorely missed by us all. A declining customer base, lost to the Chapters and Indigo superstores, is one of the reasons cited for the decision to fold the business.

MonSFFA wishes to take this opportunity to say, to owner Debra Aubin, her predecessor, Claude Lalumière, and all of Nebula's current and former staff, thank you so very much for the many years of quenching our thirst at the wonderful "watering hole" of SF/F that was Nebula. And thank you, too, for the always enthusiastic support of our and other local fanfash organizations.

Nebula Books, like Compucentre, was one of the first retailers to join MonSFFA's discount program. We greatly appreciate the many years of patronage, not to mention the countless books, posters, calendars, etc. donated to our fund-

raising raffles and auctions over that time. It is with much sadness that we retire the Nebula business card from our discount program page.

## MonSFFA MEETINGS: FEBRUARY-SEPTEMBER

### February

Sci-fi's most bodacious babes and hottest hunks were the featured subject of the club's February meeting, held at the usual place on the 20th. Some 30-35 were in attendance.

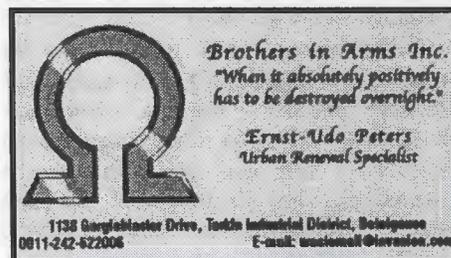
Scully (Gillian Anderson), Ivanova (Claudia Christian), Seven of Nine (Jeri Ryan) and their fetching predecessors Barbarella (Jane Fonda), Batgirl (Yvonne Craig), and Wilma Deering (Erin Gray), among others, were placed on pedestals by the guys in the room, while the girls swooned at the likes of Han Solo, Indiana Jones (Harrison Ford in both cases), Captain Picard (Patrick Stewart), Captain Crane (David Hedison), Colonel O'Neill (Richard Dean Anderson), and Angel (David Boreanaz). Lists were drawn up and compared, and the attractiveness of the characters—and of the actors/actresses playing them—was analyzed. Beyond the physical, there was discussion of some of the other qualities that make a character appealing. Said discussion was brief and once out of the way, the drooling over photos began. Keith Braithwaite had brought in pictures of various sci-fi seductresses, downloaded from the net, and these were soon up for an impromptu auction, raising over \$25 for the club's coffers! The girls found themselves without any pictures on which to bid, so panel moderator Lynda Pelley, representing the interests of the ladies, pledged to put together a photo album for the girls and bring it in at a future meeting.

We were visited, in the second half of our meeting, by Marc Nadeau,

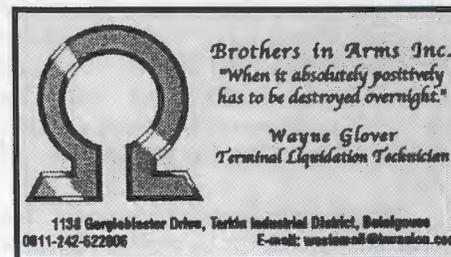
who stopped by to tell everyone of the launch of a new science fiction club, SF Vortex, born of the ashes of the defunct Warp 9 club. As many MonSFFen also hold Warp 9 memberships, we were pleased to see that a club in some form was to carry on. A quick, informal discussion of possible joint projects that might be undertaken by the two groups followed. Marc stuck around as a guest panelist when we shifted to talk of upcoming SF/F movies.

### March

Two salesmen from Brothers in Arms Inc., dealers in futuristic weaponry, came calling at the March 12th MonSFFA meeting. "When it absolutely, positively has to be destroyed overnight," read the company slogan on business cards passed around the room, these guys should be your first call. Wayne Glover and Ernst-Udo Peters played their roles to the hilt. Like working a customer at a car dealership, they showed us some of the most wicked military spaceships and vehicles in SF film and TV while describing the destructive power of each and the



Above and below: The business cards presented by "Brothers in Arms" sales reps Ernst-Udo and Wayne.



various armament options available. The audience quickly got into the spirit of the presentation, throwing out questions like "Can I get a Death Star in a nice red?", "Has the problem with that thermal exhaust port been fixed?" and "What's the buy-back if I lease?" Wayne and Ernst provided a fun way to overview and compare a selection of sci-fi's best known armed craft.

The second part of the meeting explored crossover stories, or what we dubbed "genre bending," in which SF is crossed with another identifiable genre to produce a hybrid. *Wild Wild West*, for example, combines science fiction with the Western. One of the most popular crossovers is the sci-fi/mystery—for the most part, cops or private detectives of the future solving crimes of the future. But does a mystery story that merely takes place in the future, or on another planet, qualify? After all, if only the setting is a science fictional one, does not the tale remain largely of the mystery genre? Panelists Keith Braithwaite and Joe Aspler felt that whatever the mix, elements of each of the genres being employed should be strongly present for the story to be considered truly a crossover. Another popular crossover is the alternate history. However, a story that simply selects a point in history and speculates on what might have happened had some key event not taken place, or had but with a different outcome, is not really a crossover (or, arguably, even SF). To make the grade, that story would have to see history altered by, perhaps, the intervention of time travellers, or by the arrival of space aliens, these being, clearly, science fictional elements. As long as recognizable elements of the genres involved are on the page or the screen, you have a crossover. Dilute the elements of one of the genres too much, though, and the result may not meet the criteria.

#### April

As an admittedly loose tie-in to the Easter season, our meeting of the 12th was preceded by a screening of *Night of the Lepus*. This 1970s clunker features giant, killer rabbits that terrorize the countryside.

The meeting itself began with a

homemade video presentation that sought to achieve what *Night of the Lepus* had not, namely, making a bunny rabbit come across as frightening. Keith Braithwaite, JJ Sobey, André Poliquin, and Sylvain St-Pierre produced the 20-minute video, which outlined some of the techniques used by Hollywood to craft scary scenes in horror movies—ominous shadows, spooky music, etc. Some of these techniques were employed as a couple of recreations of classic fright film scenes cut in a bunny in place of the monster. A third vignette featured *FedEx Files* protagonists Meddler and Scurry (André and JJ), centering on Scurry's midnight encounter with the ghost of a rabbit the agents had earlier run over with their car out on the highway. The video drew expected laughter, but despite a game effort, alas, did not succeed in delivering a scary bunny.

The rabbits of *Night of the Lepus*, along with other unlikely candidates for movie monsters, were the topic of a the panel that followed. Among these unlikely movie monsters—some successful in scaring audiences, some not—were the title amphibians of *Frogs*, the children of *Village of the Damned*, the rock formations of *Monolith Monsters*, and the St. Bernard of *Cujo*. Tongue-in-cheek monsters mentioned include the tomatoes of *Attack of the Killer Tomatoes*, and of course, the cabbages of *Plant 9 From Outer Space*.

Marquise Boies took center stage for the latter part of the meeting. Her lively lecture on what attributes make for a good monster segued into an audience-participation monster-making session. With input from her audience, Marquise took marker to easel and sketched two nasty beasts, a bear-like brute with an exposed brain and a claw-armed serpent with a gob full of sharp teeth. We are promised refined drawings of these two critters, to be featured in a future issue of *Warp*.

#### May

This month's meeting was held on the 7th before some 25-30 MonSFers.

We led off with a discussion of Jules Verne and H.G. Wells, science fiction's first superstars. Sylvain St-

Pierre, Joe Aspler, José Bellemare, and Keith Braithwaite were our panelists. In extrapolating from the science and technology of his day, Verne, it was noted, was careful to keep his fantastic adventures within the realm of the possible. Submarines would be cruising the seas within a lifetime of his having imagined the *Nautilus*, so the idea of a vessel such as Captain Nemo's was certainly plausible. Wells, on the other hand, was not so concerned with scientific accuracy. In order to get men on the moon, he was content to simply create, out of the blue, a substance that repelled gravity and have it used as his space capsule's means of propulsion. Wells' stories were social commentary. *War of the Worlds*, in which technologically superior Martians invade Earth and completely devastate human society, is an analogy for the colonization, by Britain and other European powers, of Africa and the Americas. Film treatments of Verne and Wells' books are numerous and most make for pretty good viewing. The panel felt that the works of these two giants of the genre resonate still, a century or more after they were written, because the themes explored are timeless.

Keith served as gamemaster in the closing hour or so of the meeting for our *Star Wars Trilogy Script Challenge*. Sebastien Mineau assisted. Reading aloud a line or two of dialogue randomly selected from one of the trilogy scripts, Keith challenged audience members to correctly recite the next line or lines. Exact wording won players the most points, close approximations varyingly lesser scores. Lynda Pelley ended the game with the highest score, winning herself a copy of the *Phantom Menace* script, kindly donated by Nebula Books (thanks muchly Debra and Arin).

#### June

Our meeting of the 11th saw us discussing favourite sci-fi TV series that were suddenly cancelled and how, had they been given the chance, we'd have liked to see them wrap up. *American Gothic*, *Space: Above and Beyond*, *Crusade*, and *The Others*, to name a few, were canned just as they were beginning to develop, leaving

plotlines hanging.

Endings for these series that we imagined included, in the case of *American Gothic* for example, a showdown between Sheriff Lucas Buck and his young son, Caleb. Having influenced his son into following in his supernaturally evil footsteps, Sheriff Buck is now finding that the boy threatens his hegemony over their town. The day comes when he must face off against the boy, who has become too powerful and beyond the Sheriff's control.

The cancellation of *The Others* after only a half-season's worth of episodes really left audiences hanging, and without enough having been established about the characters to suggest a particular direction that the story might have taken. One idea kicked around had Elmer Greentree, the titular group's elder, battling the "entrance demon" of the final episode on the other side. He breaks the illusions of good fortune that have lured his friends to their deaths, managing to reverse things and save them. But as a result, Elmer cannot return to the living and will henceforth have to advise his companions from the other side. Or, perhaps it is Elmer who has been the victim of an illusion, believing his friends have all succumbed to the demon. It is they who come to his rescue, bringing him back from a death induced by the demon in its bid to capture his soul.

Also discussed were shows still on the air that some thought should have ended years ago. *Voyager* was one of these, with the obvious ending of the lost starship finally finding its way home spiced up a bit by having the Federation it returns to conquered by the Borg or some such. *The X-Files*, with its increasingly convoluted and seemingly never-ending conspiracies, ran out of steam a season or two back, said some, to the disagreement of the X-philes in the room. But it *was* thought that the show could have very nicely capped its run with last season's finale. Fans are wary of what this coming season will bring, with Mulder's role limited and a new partner for Scully.

That led to talk of shows that made major cast changes in mid-run, or dramatically shifted their focus. Generally, such changes are not well

received by viewers, who have come to know a show and enjoy it as is. Sudden radical departures in other directions are risky, but not always a bad move on the part of producers. *Babylon 5*, for example, survived the departure of its central character, Commander Sinclair, and managed to keep things interesting.

We thank Keith Braithwaite and Joe Aspler, our moderators for the discussion, which touched as well on some of the promising new SF/F series that premiered last season, like *Roswell*.

We also took a few minutes during the mid-meeting break to entertain suggestions for future meeting topics and ideas for special club projects.

## July

There was no meeting in July, as usual. Many MonSFFen move, take family vacations, or attend out-of-town conventions during this time.

## August

The 20th welcomed MonSFFen back from the summer break, but unfortunately, our scheduled guest speaker, meteorite specialist Gaetan Cormier, was a no-show. We later learned the reason he had not made it to the meeting: car trouble. We hope to reschedule him at a later date.

We used Gaetan's time slot, instead, for a BoA meeting. Among the topics discussed were various promotional ideas, such the creation of new flyers and business cards, selling pins and T-shirts, and revamping the MonSFFA web site.

Ernst-Udo Peters and Wayne Glover experienced no car troubles and were present for their scheduled hosting of a writers' game. Dividing the room into several groups, and supplying each with pen and paper, Ernst-Udo and Wayne explained that each group was to collaborate on a short sci-fi story. They then fed a series of sentences to the groups, compelling them to use these sentences in their stories. On top of that, every five minutes or so, the manuscripts would be collected and be redistributed so that each group found itself having to continue with

what another group had started. The results were a funny, bizarre mish-mash of narrative styles, "plot" elements, and dialogue, not to mention a few odd references to '60s sitcoms. Ernst-Udo read the stories aloud at the conclusion of the game, to the amusement of all, and plans to submit them to *Warp*.

Lots of fun; our thanks to Ernst-Udo and Wayne.

## September

Our meeting was on the 17th and some 25 MonSFFen were in attendance.

Lynda Pelley's absence, due to her pulling a weekend shift at work, left Keith Braithwaite to fly solo as panelist on the topic of motion picture special effects. He presented a slide show illustrating the history of special effects and detailing some of the techniques employed to create the cinematic illusions we see on the screen, particularly in sci-fi films and television shows. Beginning with the earliest camera tricks that constitute the first special effects, he covered numerous effects techniques, including stop-motion animation, miniatures, matte painting, and make-up artistry. Keith finished by bringing his audience up to date on the most recent computer-generated effects currently in use in Hollywood, which for the most part have usurped the time-honoured methods of old.

The group having got into a protracted discussion of the club's current financial situation, member-recruitment strategies, and related topics, the afternoon's remaining panel, on modern technology's effect on SF/F fandom, was bumped to a future meeting.

Sebastien Mineau screened a few minutes of home video he had shot of an impressive "lightsaber fight" staged by costumed fans at a recent *Star Wars* event.

The club thanks Keith, Sebastien, and as always, those members who took care of the raffle and snack table. We take this opportunity to give a special nod of thanks to Leslie Perryon, who has almost single-handedly stocked our snack table throughout much of the year.

**OTHER ACTIVITIES**

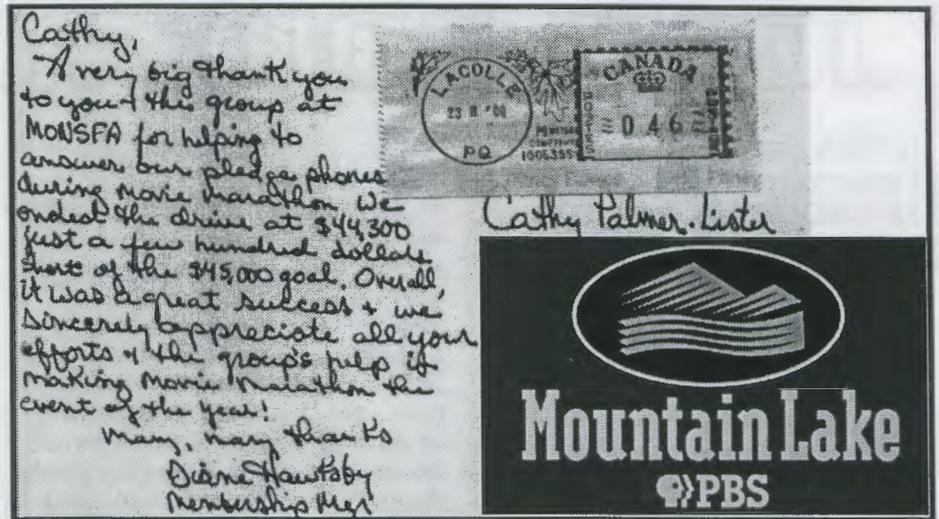
MonSFFA regularly participates in events outside of our usual monthly gatherings. Of late, Mountain Lake Public Television (WCPE, Channel 57) called upon our services as pledge-phone volunteers again. A handful of our people trekked the hour or so south to Plattsburgh to do this familiar duty.

Wayne Glover informs us that the display of sci-fi models we mounted under the MonSFFA banner at a couple of recent, local scale-model shows drew quite a bit of interest. Further, a few of MonSFFA's modelers attended some of the area model exhibits/competitions, from which Wayne and Lynda Pelley took home show prizes. And Marc Durocher reports that our promo booth at the Conjuraction 5 gaming convention in March was well received.

The club thanks the numerous MonSFFen who did duty at these events.

Wayne Glover welcomed some dozen of his fellow MonSFFen to another of his now annual August pool parties. More people would have attended this St-Eustache event, but there was a shortage of carpool drivers. Of those who were able to attend, a good time was had by all.

*Below left: At the pool party with Wayne Glover, Josée Bellemare, and an inflatable version of Darth Maul—the inner tube from the dark side...  
Photo by Lynda Pelley.*



*The above postcard was sent to MonSFFA president Cathy Palmer-Lister to thank the club for providing phone volunteers in WCPE's pledge drive.*

**AURORA AWARDS 2000**

The 2000 Canadian Science Fiction and Fantasy Awards—the Auroras—were presented at Convention 20 on July 16th. Toronto Trek 2000, one of Canada's largest cons, hosted Convention this year, marking the first time a media con has played host to the country's major SF/F literary awards.

Several MonSFFen got as far as the list of finalists: club president Cathy Palmer-Lister, *Warp* editor Lynda Pelley, Con•Cept chair Ann Methe, and pro artist Jean-Pierre Normand. All but Cathy are previous Aurora winners.

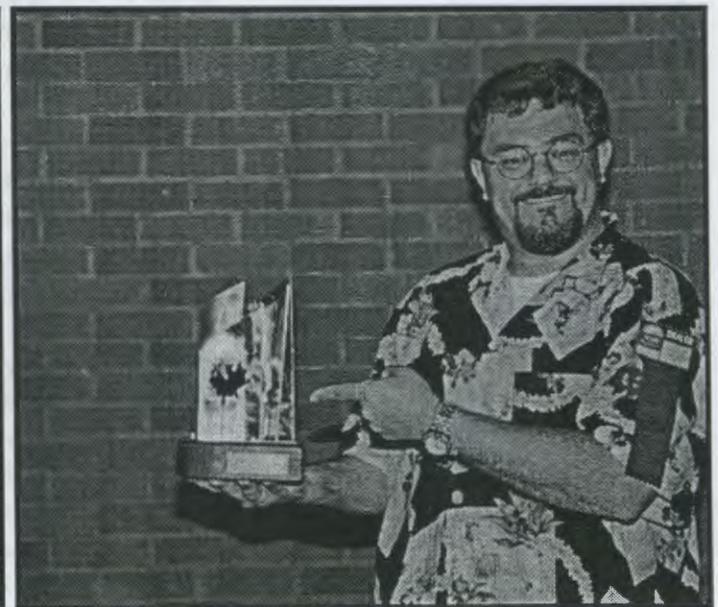
We are pleased to report that club member Berny Reischl, who found himself nominated in three categories, took home one of the coveted trophies. Berny has been

active for over a decade locally with MonSFFA, Con•Cept, and nationally with KAG/Kanada. It was for his organizational work with KAG that he was recognized with an Aurora. The award came as a nice send-off, Berny having announced his retirement from active involvement in Klingon fandom effective the weekend of Toronto Trek 2000/Convention 20.

We were pleased, as well, to see two good friends of MonSFFA honoured with Auroras, Ottawa-based artist and entertainer Larry Stewart, and *Solaris* magazine's Joël Champetier.

Congratulations to all of the 2000 Aurora Award winners and nominees. See the complete list of winners on page 10.

*Below right: Berny Reischl shows off his Aurora award. Photo by Lynda Pelley.*



# JOE'S BOOK REVIEWS

## NESFA PRESS: PRESERVING CLASSIC SF SF GROUPS IN ACTION

Reviewed by Joe Aspler

NESFA is the Boston-based New England Science Fiction Association. They have their own building in suburban Boston, with wall-to-wall books, magazines, and other goodies. They put together one of the biggest regional SF cons in the US (Boskone). And they run NESFA Press: probably the best small publishing house in the world of SF. Now that's what an SF group should be!

Years ago, NESFA started to publish hardcover books to honour Guests-of-Honour of different conventions. These books were small, and had short press runs. Somewhere along the way, with the death of other small press publishers, NESFA got into book publishing in a big way.

They still publish GoH books for their conventions; but now, NESFA Press also publishes their *NESFA's Choice* series, which concentrates on the great writers. Not the Heinleins and Asimovs, whose literary memories are assured, but rather, NESFA concentrates on the writers—sometimes dead—whose style made a huge difference to present-day, *literary* SF. That is, the written-word kind, not the movies or TV.

The late Cordwainer Smith (pen name for Dr. Paul Linebarger) was perhaps the greatest stylist of the 1950s and early 1960s SF. Nobody before his time, and few SF writers since, have been able to emulate the way in which Smith used the English language as a playground (to quote another critic), not just a tool. His complete SF output is contained in two volumes from NESFA Press: *The Rediscovery of Man: The Complete Short Science Fiction of Cordwainer Smith*, and his only novel, *Nostrilia*.

Hal Clement (pen name for Harry Stubbs) is very much alive, and his most recent novel *Half Life* will be reviewed in an upcoming issue of *Warp*. A retired science

teacher, he is a frequent guest at SF cons, and is easily the most approachable of writers. He is best known as the best writer of hard SF: science fiction that can spin a good yarn while sticking as close as possible to known scientific facts. As a chemist, Clement's stories often have a distinct chemical tendency, however, his best known work, *Mission of Gravity* is a physicist's dream. It is set on a roughly disc-shaped world with variable gravity (although always high enough to crush a human). The creatures that can survive on such a planet are even stranger. *Mission of Gravity* has been in print for most of the last 50 years: a feat that few authors can boast.

NESFA Press has issued two books by Hal Clement, with one more planned. *Trio for Slide Rule and Typewriter: The Essential Hal Clement, Volume 1* contains three full novels. *Music of Many Spheres: The Essential Hal Clement, Volume 2* is a collection of 17 short stories, and has just been released, while *Volume 3: Variations on a Theme by Sir Isaac Newton* is

planned for release at the end of 2000.

Other books in the NESFA series include the complete short fiction of Cyril Kornbluth, who died at the early age of 34, indirectly the result of his service in the US Army during World War II.

*The Complete Boucher* contains the short fiction of Anthony Boucher, founding co-editor of the *Magazine of Fantasy and Science Fiction*.

*First Contact: The Essential Murray Leinster* is a collection of the work of one of the leading writers of the 1930s and 1940s. Leinster wrote a short story called "First Contact," which brought the expression into common SF parlance.

By definition, any book published by NESFA is classic, literary SF. You can start at their website, [www.nesfa.org](http://www.nesfa.org). I've picked up several at Border Books on my visits south of the border. NESFA books are listed on the website of Nebula Books in Montreal (*regrettably, now closed—Ed*), or you can find them through [chapters.ca](http://chapters.ca) or [amazon.com](http://amazon.com).

## AURORA AWARD WINNERS 2000

### BEST LONG-FORM WORK IN ENGLISH

*Flashforward*, Robert J. Sawyer (Tor, June 1999)

### MEILLEUR LIVRE EN FRANÇAIS

*Samiva de Frée*, Francine Pelletier (Alire, 1998)

### BEST SHORT-FORM WORK IN ENGLISH

"Stream of Consciousness," Robert J. Sawyer (Packing Fraction)

### MEILLEURE NOUVELLE EN FRANÇAIS

"Souvenirs du Saudade Express," Eric Gauthier (*Solaris* 131)

### BEST WORK IN ENGLISH (OTHER)

*Northern Frights 5*, Don Hutchison, editor (Mosaic Press)

### MEILLEUR OUVRAGE EN FRANÇAIS (AUTRE)

*Solaris*, Joël Champetier, rédacteur (Les Compagnons à temps perdu)

### ARTISTIC ACHIEVEMENT

Larry Stewart

### FAN ACHIEVEMENT (FANZINE)/

*Voyageur*, Karen Bennett, editor. (U.S.S. Hudson Bay/IDIC)

### FAN ACHIEVEMENT (ORGANIZATIONAL)

Bernard Reischl (KAG/Kanada)

### FAN ACHIEVEMENT (OTHER)

Made in Canada (Web site), Don Bassie

(Visit this site at: [www.geocities.com/canadian\\_sf](http://www.geocities.com/canadian_sf))

# BEHIND THE SCENES OF MERLIN 2000

by Josée Bellemare

First off, when you say that something is a working title, it usually means that it will most likely change for something better before the project is over. In our case, working title means that it's the only title we've come up with that works.

On behalf of those involved with the video, I would like to say that while we are putting a lot of time and effort into it, we do not, in any way, take ourselves seriously. *Merlin 2000* is strictly for fun—ours in making it, and yours when you eventually see it.

You have to remember, this video is being made by the same group, more or less, that brought you the two Fed-EX files films, so expect at least some madness.

Madness like Merlin prancing around the set like a schoolgirl skipping rope, or his apprentice occasionally singing selections from *The Rocky Horror Picture Show*. And let us not forget the endless supply of cleavage jokes. Unfortunately, these precious moments will never appear in the



bloopers reel because the camera wasn't recording at the time. Sorry about that...

We do not claim to be inspired by various sources; we blatantly rip them off, with no apologies to the original creators for what we do with them.

As movies go, *Merlin 2000* has everything: adventure, a battle between good and evil, magic and romance, humour and laughter, not to mention special effects and babes. What more could you want?

While we all know an Oscar is out of the question, we hope that the movie will be appreciated. Let's just hope the real Merlin or Niniane don't put a curse on us for what we're doing to the Camelot legend...

*Merlin 2000* stars Krikor Ajemian and Josée Bellemare (above), and Hilary Doda (left). Photos by Daniel P. Kenney.

## AN ANNUAL MONTREAL MEDIACON?

The second Empirecon (November 1999), word has it, did not nearly equal the solid numbers of the first (January 1999), so it looks like this *Star Wars* celebration, launched by Empire Comics' Ace Lopes, will not return for a third outing (at least not in the foreseeable future).

Local media fans have seen local media cons come and go, Empirecon being the most recent. They have supported 'em all, hoping each time that "this will be the one" that finally establishes a yearly event in town at which they will be able to meet their favourite sci-fi TV and film stars. No longer would they have to travel to Toronto or the States. But not one of the media cons that has started up in this city has lasted for more than about two years. Salvation may yet come, however, and from an unexpected source.

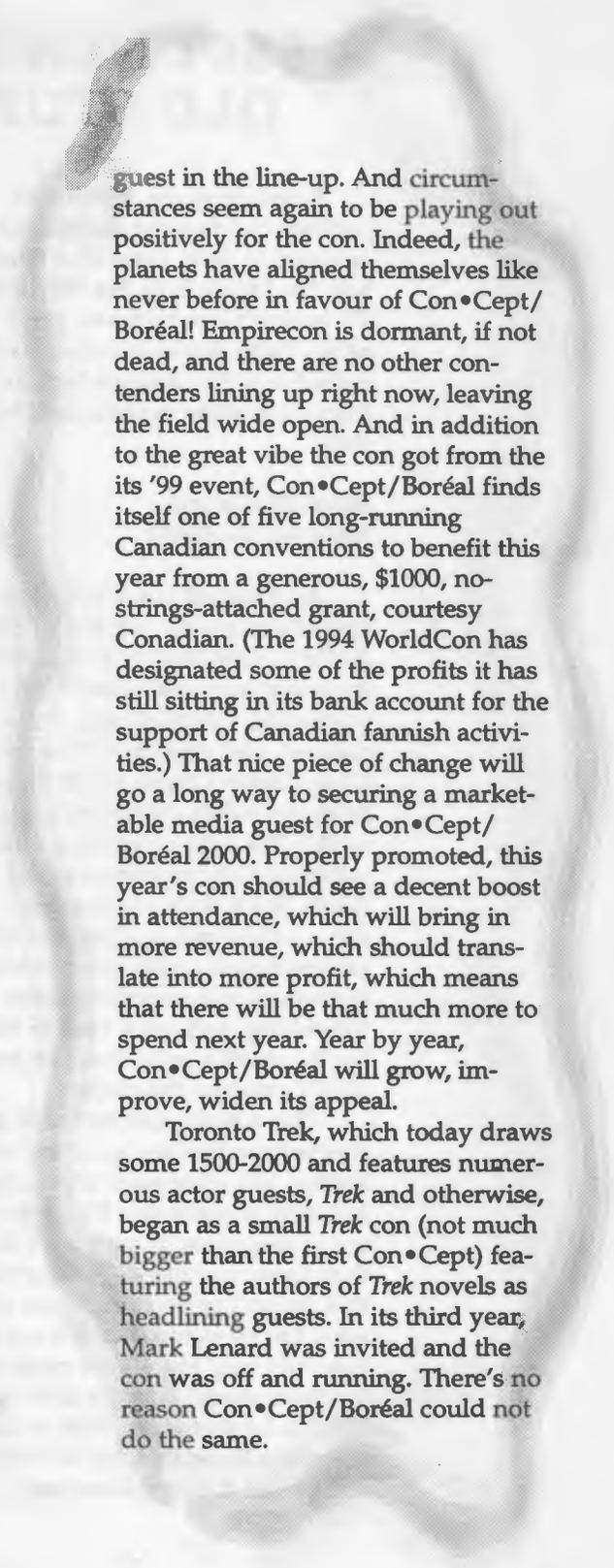
Most local fans view Con•Cept/Boréal (Montreal's *only* annual SF/F convention) as a small-scale litcon, or a relaxicon; a good fannish party, to be sure, but certainly not the kind of event at which one might get an autograph from Garrett Wang or Peter Mayhew, let alone Patrick Stewart or Mark Hamill. For the past few years, a number of local fans, myself included, have been urging Con•Cept/Boréal to take the plunge and book an actor guest. In that Con•Cept/Boréal runs on a shoestring budget, however, few of us seriously expected that the con's bank account would ever permit such a venture. But the con surprised us last year, breaking new ground by bringing in

DS9 actor Max "Rom" Grodénchik as the star attraction. As I understand it, Grodénchik was interested in visiting Montreal and made himself available at a bargain rate. Circumstances had played out to the benefit of the con and with the financial risk thus minimized, the concom jumped at the chance. Good for them. They made the move that I think had to be made in order to see the con evolve. It's been a little over a decade since MonSFFA founded Con•Cept—teaming up with the French-language Boréal convention came later—along the principle of offering to con-goers as much of a variety of interesting attractions and entertaining activities as possible. Lacking all these years has been the media guest, an important element that is lacking no more.

Con•Cept/Boréal '99 was, by all accounts, very well received. The bitch panel was notable for its dearth of bitching; I can recall no major complaints leveled at the concom. Everything had unfolded pretty much problem-free. The guests were great, the crowd was having fun, the mood was good—high marks scored all around. I rate the '99 event as one of my personal favourites in my decade's worth of attending the con.

2000's Con•Cept/Boréal (October 13-15) is expected to feature an actor guest, too. The concom has been polling local fans for suggestions as to who they'd like to see. So 1999 was not, it would seem, a one-shot deal; the concom is serious about henceforth including a media

# A FEW QUICK THOUGHTS FROM THE BIG EWOK



guest in the line-up. And circumstances seem again to be playing out positively for the con. Indeed, the planets have aligned themselves like never before in favour of Con•Cept/Boréal! Empirecon is dormant, if not dead, and there are no other contenders lining up right now, leaving the field wide open. And in addition to the great vibe the con got from the its '99 event, Con•Cept/Boréal finds itself one of five long-running Canadian conventions to benefit this year from a generous, \$1000, no-strings-attached grant, courtesy Conadian. (The 1994 WorldCon has designated some of the profits it has still sitting in its bank account for the support of Canadian fannish activities.) That nice piece of change will go a long way to securing a marketable media guest for Con•Cept/Boréal 2000. Properly promoted, this year's con should see a decent boost in attendance, which will bring in more revenue, which should translate into more profit, which means that there will be that much more to spend next year. Year by year, Con•Cept/Boréal will grow, improve, widen its appeal.

Toronto Trek, which today draws some 1500-2000 and features numerous actor guests, *Trek* and otherwise, began as a small *Trek* con (not much bigger than the first Con•Cept) featuring the authors of *Trek* novels as headlining guests. In its third year, Mark Lenard was invited and the con was off and running. There's no reason Con•Cept/Boréal could not do the same.

## BEST NEW SCI-FI TV, SAME OLD STUPID NETWORKS

Based upon my viewing of perhaps half to three-quarters of the episodes of each, I consider *Roswell* and *The Others* to be the 1999-2000 TV season's two best new genre series. I also tuned in a couple of episodes of *Harsh Realm* back at the beginning of the season. Let's begin there.

### *Harsh Realm* and Network Stupidity

As it turned out, a couple of episodes was only one shy of *Harsh Realm's* entire oeuvre. Fox cancelled the show only a few weeks after it premiered. Lousy ratings, it was claimed, had done in *X-Files* creator Chris Carter's latest. *Harsh Realm's* brief run didn't exactly rock my world. The adventures-in-a-virtual-world schtick has been done to death. But it wasn't so terrible a show, either, and one that Carter's proven talents could have eventually worked into something more interesting, perhaps a kind of *Matrix* for the small screen. Fox, however, didn't give him the chance.

That a series gets the hook mere weeks from bowing is, by my reasoning, just plain nuts. These days, industry analysts say, TV networks are so desperate to score a hit that they have no patience for anything that doesn't perform right out of the gate. I'm no expert, but is it not the case that very few shows catch on big right away? Surely a little time is needed for audiences, first, to discover the show, then try it out to see if they like it. There have been

plenty of first-rate television series that took a little time to get going. Some even grew into huge hits. Carter's own *X-Files* did not overnight become the mainstream phenomenon that it became. The *Files* attracted only a cult following at first, which led to the good word-of-mouth buzz that got the rest of us into the show's cool premise, brilliant writing, and engaging lead characters.

In the end, *Harsh Realm* might not have repeated *X-Files'* success, but we'll never know. The networks are killing sometimes promising series before they have a reasonable chance to find their sea legs. Further, they are bouncing shows all over the schedule or pre-empting them for weeks at a time, making it hard to keep track of favourites. And was it my imagination or were some series this season weeks and even months late in getting started? Yet we are swamped with reruns. No wonder more and more of us are getting our small-screen entertainment watching specialty channels or surfing the net.

### *Roswell*

*Roswell* got my attention when I thought for certain that a 90210 with aliens would be of absolutely no interest to me. The show is about a trio of high school kids who are really aliens, survivors of the famous 1947 supposed UFO crash that put the New Mexico town of Roswell on the map. I didn't catch all of the first episode so my details

are sketchy, but these teens have grown up among humans, interstellar orphans who don't know exactly who they are or where they came from. They possess certain superhuman powers and have kept their true nature a secret all these years. But one of them saves the life of a human girl using his strange powers and ends up revealing that secret to her. These two are the series' principle characters and a romance soon blossoms. Relationships with human kids develop for the other two aliens, as well.

Before too long there are all sorts of plot twists in play as the aliens and their human friends begin to piece together the puzzle of the aliens' origins, and guard the big secret. The kids suspect that nasty government operatives of some kind are hunting the aliens and a cast of characters—the town sheriff, school guidance councillor, and most recently (late-April), a transfer student and her mysterious father—whose sympathies may or may not be with our alien trio, keep the kids guessing as to who poses a threat.

What I enjoy about the show is that it tells an unexpectedly good story well, with balanced portions of drama and humour. The characters are pretty cool, compelling, attractive, fun, without being as annoying as teen-drama characters often are. Yes, the romantic angles get a bit mushy sometimes, but tolerably so, and backed by a hip soundtrack. The isolation felt by the three aliens mirrors the reality of just about every teenager's world, which allows for some clever allegorical writing. Throw in a little *X-Files*ian mystery and paranoia, and the recipe is complete. By the way, one of the aliens is played by an actor

who looks strikingly like a 20-something David Duchovny. No accident, that, I suspect.

### *The Others*

NBC's new series *The Others*, which premiered in February, is a *Sixth Sense* for the small screen and is every bit as spooky and frightening as the box office hit about the boy who sees dead people. While I missed the first few episodes, I have since made the show a regular habit.

The story centers on a university student, gifted with a certain extrasensory insight, who joins a group of like-gifted individuals. They help her come to terms with her paranormal abilities and introduce her to "the other side." The senior member of this group, we learn, encountered some kind of evil force years ago, a force that has returned, and this plotline provides the series' story arc. The show is terrific entertainment for anyone who enjoys a good ghost story.

*The Others* comes out of Steven Spielberg's DreamWorks studio and the high quality of the series is not surprising in that two of the principals behind the cameras are Glen Morgan and James Wong. This top-notch writing team penned some of *The X-Files*' finest episodes, created and produced the underappreciated *Space: Above and Beyond*, and were responsible for the second, and many critics say best, season of *Millennium*.

Unfortunately, ratings have been weak, so *The Others* is ripe for cancellation. If it ducks the axe, it will be a worthy successor to the just-one-more-season *X-Files*, long the champion of TV's paranormal niche.

## MOVIE REVIEWS

Two sci-fi flicks got a jump on the traditional summer blockbuster season this year, opening before the snow melted. By the time you read this the snow will be gone, and so will these two films. But they'll be on the shelves at your local Blockbuster before too long and I think they're worth the few bucks rental.

### Pitch Black

This film doesn't measure up to the sci-fi/horror genre's undisputed champ, *Alien*, but gives it a good try. Like *Alien*, *Pitch Black* eschewed a big-name Hollywood star, relying rather on a largely unknown cast of good, solid actors. They carry the story well, although that story is a bit spotty. Spotty, too, was the direction, which I found uneven and not particularly inspired. But once the movie gets down to its *raison d'être*, it mostly pays off.

In a nutshell:

A space ship crashes on a desert planet continually blasted by the light of multiple suns. The shipwrecked crew encounter ravenous, cave-dwelling creatures that can only live in darkness. This is not a problem for our crew until a total solar eclipse hits.

Formulaic, yes, but a tried and true formula. And, to the credit of producers, there was more than passing thought given to the design of the creatures and to their patterns of behaviour.

### Mission to Mars

Wow! An *actual* science fiction movie. Not merely an action/shoot'em-up in an SF setting, but a real, live SF film, featuring real, live SF themes. I didn't think Hollywood made 'em like this anymore.

Not that it's without its flaws, mind you.

I think SF fans will, generally, like this flick while recognizing that it is unabashedly derivative, no surprise in that it's directed by Brian De Palma. There's a lot of *2001* and *Close Encounters*, here. The clichés are thick and some of the dialogue pure hokum, but a superior cast manage to get through more than a few melodramatic moments without reducing the thing quite to the level of a bad *Star Trek* episode. The story unfolds at a measured pace, which heightens anticipation of a finale that, oddly in contrast, wraps everything up rather too hastily. Underlying it all is what I found to be the film's most appealing element, a perfectly fine science fiction tale in the grand old tradition of Asimov and Clarke. Not bad, overall, and replete with plenty of magnificent visuals.

—Keith Braithwaite



# It Came From The Sci-Fi Modeler's Desk

## STAR WARS EPISODE I: THE PHANTOM MENACE GUNGAN SUB

REVIEWS BY DOMINIQUE DUROCHER

As the final model from the latest *Star Wars* movie, the Gungan sub is another small, SnapFast kit, but it is somewhat better than the Naboo Starfighter (reviewed in a previous issue of *Warp—Ed*). For the same price, it is a bit larger and much better detailed. The overall fit is better than expected, although most joints still need filling. The detailing in the two mechanical spaces may at first seem lacking, but pictures of the movie's CGI model show this to be accurate. All three of the included figures are recognizable as Qui-Gon, Obi-Wan, and Jar Jar. The painting instructions are very clear and the raised detailing follows the colour pattern, making this complex scheme easier to achieve.

## 2001: A SPACE ODYSSEY ORION SHUTTLE

Airfix has just re-released their model of the Orion Shuttle from the movie *2001: A Space Odyssey*. The model is made of a dozen white parts and a few clear ones, for the windows.

While it is slightly longer than the older Aurora model of the same ship, it's proportions are somewhat fatter. Another inaccuracy of shape is the nose, which ends flat when it should be beveled downwards. The kit's detail is lacking in reference to pictures of the shooting miniature, and what is there is rather heavily reproduced.

Assembly is straight forward, with decent fit, although some care must be exercised in aligning the parts properly. The 2-part wings leave the open slot on the upper surface, which is filled on the Aurora kit.

Markings are provided for the Pan Am ship from the movie, plus another marking scheme that was invented for an earlier release which did not have the license to use the Pan Am logo. The latter scheme is shown on the box art.

While not very accurate, this model does build up to a decent looking representation of the shuttle, if seen from a slight distance.

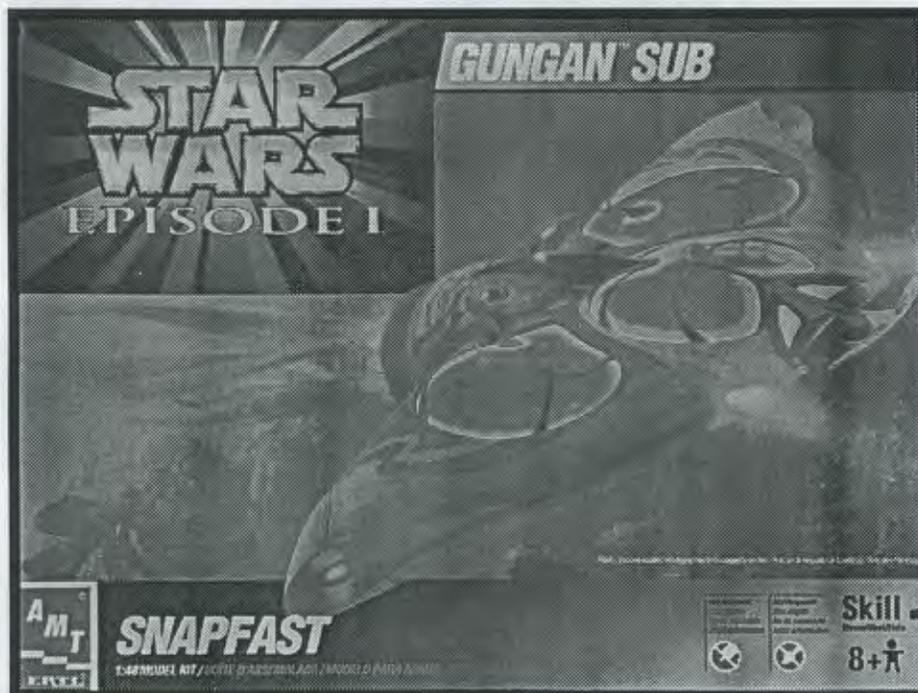
## ASTRONAUTS

This is another re-release from Airfix, probably as a complement to their 1/72 scale lunar module. It has eight astronauts in various standing poses, four more sitting, and two for flying platforms. Two rovers are included, which are rather basic, but a good starting point, as well as two other flying vehicles that were never used.

While the astronauts actually look quite good, they are moulded in polyethylene, which is very flexible and very annoying. This material cannot be sanded to a smooth finish, and no glue or paint will stick to it. While I had hoped to add some life to my lunar module displays with this set, it looks like these astronauts and vehicles will not be of much use.

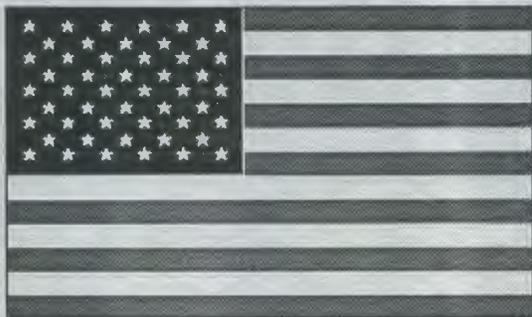
*Left: Box art for the Gungan sub, which is really a still frame from the movie, not the actual model.*

*Below: a photo of the assembled model kit.*



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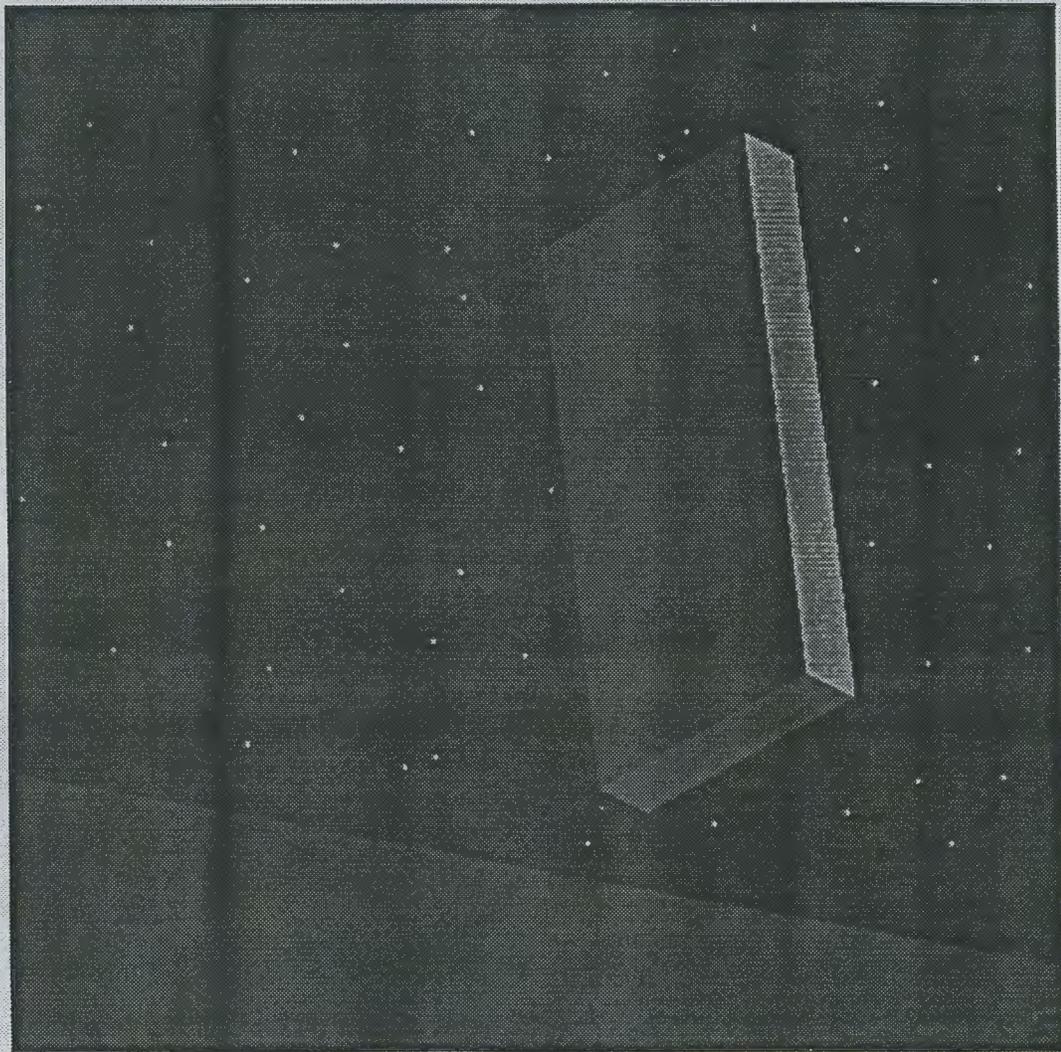
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## FACT, RUMOUR AND SPECULATION FROM AROUND SF/F-DOM

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

### T3 AND DOC SAVAGE TO BEGIN PRODUCTION

In March, Arnold Schwarzenegger starts work on *Terminator 3*, in which he will battle a female android to the death. And after that, he's hoping to bring the comic-book hero Doc Savage to life on the big screen. He compares the *Doc Savage* script by Frank Darabont (one of several writers on the project) to Steven Spielberg's *Raiders of the Lost Ark*—one of the most profitable PG-13 films of all time.

### THE TERMINATOR: SPECIAL EDITION PUSHED BACK

After the extensive and excellent Special Edition DVD of *Terminator 2: Judgement Day*, the anticipation for the deluxe version of the original *Terminator* has been steadily increasing. Unfortunately, the release of the title had to be pushed back to the end of 2001 by MGM Home Entertainment for legal reasons. MGM, who acquired the video rights to *The Terminator* earlier this year, is obligated to give the previous distributors of the film enough time to empty their stock of earlier video versions of the tale of young Sarah Connor (before the muscles, the kid, and the liquid metal man).

Knowing the care that James Cameron usually puts into the "special editions" of his films, expect a voluminous package when it does appear next year.

### "IT'S A WRAP," SAYS LUCAS

Principal shooting of *Star Wars: Episode II* concluded in London's Elstree Studios recently, according to Lucasfilm's Web site for the movie. A statement posted on the site quoted

producer Rick McCallum as saying, "It was a dream shoot, and to finish ahead of schedule was just icing on the cake of what has been an incredible experience for all of us. We started in Sydney with our amazing Australian crew, and traveled through three continents and five countries in a 61-day shoot, and to finish early is a real credit to the fantastic people who have been with this production from day one, as well as those who have joined us along the way." Separately, in *Homing Beacon*, the official newsletter for the movie, George Lucas said that he has scheduled a second round of reshoots for next spring after most of the special effects are completed "and I figure out what's missing."

### LUCAS TAKES THE HARD LINE

In the wake of reports that a purloined script of *Star Wars: Episode II* has been circulating, Lucasfilm pressured the fan web sites Aldera.net and NaboOnline to remove what appeared to be genuine storyboard images from the upcoming movie. After receiving warnings from Lucasfilm lawyers, the two sites removed the images and links to them.

Lucasfilm went so far as to ask Aldera.net's internet service provider to shut the site down, but the ISP refused without a court order. NaboOnline said it never posted the images themselves, but merely a description and links. Even that was enough to rile Lucasfilm, though, and the site pulled the information and posted a notice from Lucasfilm asserting its copyright to the material.

Naboonline scored a lengthy description of two major action sequences in the upcoming second prequel, however the links for the details have since been removed. However, some of the lesser widely-known *Star Wars* gossip sites have

been more gung-ho—and paid for it with "cease and desist" letters. Nevertheless, non-spoiler descriptions have remained and are included below:

The first battle is between Jango Fett and Obi-Wan and it takes place on the landing platform with *Slave-1* (with Young Boba Fett inside) nearby. This is the widely speculated rain battle scene. It involves a lot of martial arts and grappling and a section that makes it look *very* Matrix-like indeed.

The second battle is much more complicated. It occurs in and around a huge arena. There is a new major character in this scene as well and a new alien species and a new type of droid. Jango Fett is involved in this scene also. This scene will be heavy on CGI effects with thousands of droids and quite a few of the new alien species. There are a lot of Jedi also. And best of all, Mace Windu *really* demonstrates why he is classed together with Yoda.

### JAR JAR 'MOCKUMENTARY'

Neurotrash.com has bought the Web broadcast rights to *Jar Jar Binks: The E! True Hollywood Story*, an online parody biography of the *Star Wars: Episode I* character. The 10-minute mockumentary on the life of Jar Jar Binks, which portrays him as a drunken drug-addicted comic genius who was only appreciated by the French, was pulled from iFilm.com Oct. 11, after complaints from executives at the real E! network. Neurotrash will post *Jar Jar* starting on Oct. 13. While on iFilm, *Jar Jar* was downloaded more than 71,000 times.

### PUBLISHER CANCELS SG-1 NOVEL SERIES

The GateGuide SG-1 fan site is reporting that ROC Publishing has

cancelled the *Stargate SG-1* novel series. Though the reasons are unknown, publication will cease in February, 2001—possibly following the release of the fourth *SG-1* novel, *The Morpheus Mandate* (though its release date is unconfirmed).

ROC has published three *Stargate SG-1* novels since the show's premiere in 1997: *The Price You Pay*, *The First Amendment*, and the novelization of the pilot movie, *Children of the Gods*. All three novels were written by Ashley McConnell. ROC's parent company is Random House Publishing.

If MGM is still interested in *SG-1* novels, another publishing house may pick up the series.

### STARGATE SG-1 TRADING CARDS

Rittenhouse Archives, Limited has announced the release for the first ever complete set of *Stargate SG-1* trading cards. Following on the heels of the 6-card preview set (now available), the Premiere Edition of the *SG-1* set will be available in February, 2001. The set will focus on the first three seasons of the hit series.

And there's even more great news for fans! Actor Richard Dean Anderson (Colonel Jack O'Neill) has agreed to sign autographs for the card set, according to Rittenhouse. Anderson's participation in the project may likely signal that other actors from the show will "sign on" as well. Those names will be announced shortly.

### JMS TALKS STAR TREK

The Sci-Fi Channel will soon be airing daily showings of the *Babylon 5* television series, in a special remastered widescreen version. Hopefully *Space: The Imagination Station*, Canada's Sci-Fi Channel counterpart will receive these 16:9 episodes too. Speculation is that after the new widescreen episodes finish their run on the cable station, the DVDs that fans have been anxiously waiting for will finally be released.

In order to celebrate this event, SciFi.com recently organized a live chat with creator J. Michael Straczynski, in which he was also asked for his opinion on *Star Trek*.

Take a look:

Moderator: Many, many people in the room seem to want to know what you think of *Star Trek* in its various guises?

J. Michael Straczynski: In its various guises? What, it's been seen wearing a trenchcoat and funny glasses? Okay...here's the skinny...

Original *Star Trek*: It doesn't get much better than that, folks.

*Next Generation*: A lot of good stuff balanced against the problem that they began to decide that what *ST* was...was technobabble and solving problems by inverting the phase warp generator...

*DS9*...they had a nice arc to the story...too bad it was ours...

*Voyager*: a good premise with lots of potential conflict softened and with all the corners knocked off. It could've been so much more...

Here's what it comes down to for me, in relation to *ST*: If I had a show in which I *knew* it would be renewed each season, that had a name going in that guaranteed an audience, that had a huge empire behind it, I'd take every opportunity to *use* that venue to push stories to the wall, to do experimental stories, controversial stories, stories with teeth and claws and passion, because in most situations, they say, "Oh, you can't risk that, you'll lose the audience." But the *ST* audience is a loyal one, and the Empire will make money off it regardless, so why not take it to the wall? If you have this terrific fast car, why keep it in the garage? To me, it's a catalog of missed opportunities. But that's just my subjective POV, your mileage may vary.

### JURASSIC PARK DINO DONATED TO LA MUSEUM

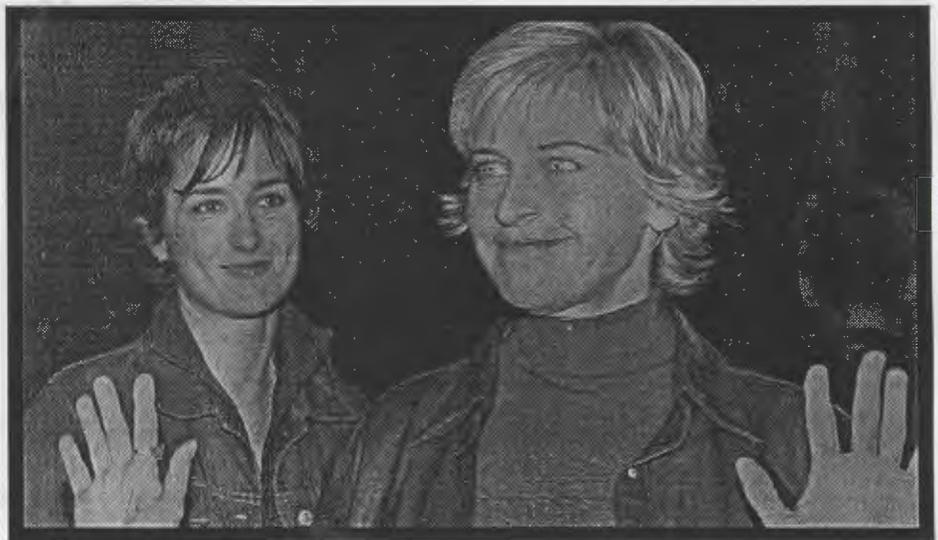
An original full-size velociraptor from the film *Jurassic Park* will be unveiled at the Los Angeles County Natural History Museum. The donation from Universal Studios Home Video celebrates the release of *Jurassic Park* and *The Lost World* as Special Edition DVDs.

### NEW BARBARELLA IN DEVELOPMENT

Actress Drew Barrymore may get a chance to play the role originated by Jane Fonda in 1968's *Barbarella* in a new version of the feature that she's producing with Laura Ziskin and Nancy Juvonen. They've hired John (Go) August to pen the script, which will feature Jean Claude Forest's futuristic comic book heroine. The new *Barbarella* will not be a remake of Fonda's flick, however. Instead, it will be based on Forest's *Le Semble Lune* (The Moon Like) and *Le Miroir au Tempetes* (The Mirror of Storms) books.

### HEDISON DATING DEGENERES?

Several of the tabloids are reporting that Alexandra Hedison, daughter of *Voyage to the Bottom of the Sea* actor David Hedison, is Ellen DeGeneres' new girlfriend. Alexandra Hedison may be familiar to SF fans from a recurring role on the short-lived series *Prey*. She was also a regular on *L.A. Firefighters*, the show that torched the *Space Above and Beyond* sets. (See photo below.)



# 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 (4 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 \$25.00.

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

## MonSFFA Discount Program

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

ATTENTION SF/F  
MERCHANTS:  
THIS SPACE AVAILABLE  
(Contact MonSFFA)

ATTENTION SF/F  
MERCHANTS:  
THIS SPACE AVAILABLE  
(Contact MonSFFA)

ATTENTION SF/F  
MERCHANTS:  
THIS SPACE AVAILABLE  
(Contact MonSFFA)

# MonSFFA Discount Program

**1,000,000**

COMIX

- NEW AND OLD COMICS
- OPEN 7 DAYS A WEEK

3846 Jean Talon E.  
Montreal, Qc., H2A 1Y4  
(514) 725-1355

20% off on most merchandise.

ATTENTION SF/F  
MERCHANTS:  
THIS SPACE AVAILABLE  
(Contact MonSFFA)



Fred Albert

OAS Rocketry Division,  
Suite 606, 116 Albert Street,  
Ottawa, Ontario, K1P 5G3  
(613) 233-1159 - fax (613) 830-5811

10% off on all orders (include your name,  
MonSFFA membership number and  
expiration date when ordering).

ATTENTION SF/F  
MERCHANTS:  
THIS SPACE AVAILABLE  
(Contact MonSFFA)

**EL PASO KOMIX**

L'ENDROIT OÙ L'HOMME-AVIONNÉE  
LIT LES HISTOIRES DE SES  
SUPER-HÉROS FAVORIS

WHERE SPODEY READS THE  
STORIES OF HIS FAVORITE  
SUPER-HEROES

Ouvrit 7 jours/semaine  
Open 7 days a week

2432 Sauvé E., Montreal (514) 385-6714

15% off on most merchandise; does not apply  
to "series discounts" already offered to  
customers of this establishment.

TEL.: 514-481-5434

**Hobby Works**

- HO & N MODEL TRAINS
- DOLL HOUSE MINIATURES
- RADIO CONTROL MODELS
- WOODEN PERIOD SHIPS
- ARCHITECTURAL SUPPLIES

5450 SHERBROOKE ST. WEST  
MONTREAL, QC  
CANADA H4A 1V9

FAX: 514-481-5468

10% off (5% if paying by credit card) on  
models and role-playing games, \$10.00  
minimum purchase.

**HANGAR 18 MODELS**  
Science Fiction & Space Model Kits

Catalogue available on our web page:  
<http://www.coldnorth.com/hangar-18-models/index.html>

Email: H18@coldnorth.com  
Tel: (613) 748-9515 Fax: (613) 748-7955

10% off at shows and by mail (include your  
name, MonSFFA membership number, and  
expiration date when ordering).

Place Alexis Nihon

JOUETS

**Kangourou**  
HOBBIES

10% off (5% if paying by credit card) on  
models and role-playing games, \$10.00  
minimum purchase.

Role Playing Games  
New & Old Comics  
Bags & Supplies  
Retail & Wholesale

4210 Decarie  
Montreal Que. H4A 3K3  
489-4009

**KOMICO**  
One Block South of Villa Maria Metro

10% off on new issues, 15% off on back orders.

**cosmix**

931, Décarie  
St-Laurent (Québec)  
H4L 3M3  
(514) 744-9494

Comics, Magazines, D & D  
Science-Fiction, "Posters", Etc.

10% off on most merchandise, 20% off on back  
issues of comic books.

**MARS**

COMICS  
RECORDS (IMPORTS)  
COLLECTOR'S ITEMS  
CARD'S

BANDES DESSINEES  
SCIENCE FICTION  
CASSETTES VIDEOS  
POSTERS

537 A St-Catherine W  
metro McGill

844-4329

Between 10% and 15% off on most  
merchandise.

ATTENTION SF/F  
MERCHANTS:  
THIS SPACE AVAILABLE  
(Contact MonSFFA)

**1,000,000**

COMIX

1418 Pierce Street  
Montreal, Quebec, 989-9587

20% off on most merchandise.

ATTENTION SF/F  
MERCHANTS:  
THIS SPACE AVAILABLE  
(Contact MonSFFA)

**1,000,000**

COMIX

4978C Queen Mary Road  
Montreal, Quebec

20% off on most merchandise.

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

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

**MonSFFA**

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

**AMonSFF**

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

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

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

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

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

**Interests**

- Science Fiction \_\_\_\_\_
- Fantasy \_\_\_\_\_
- Horror \_\_\_\_\_
- Movies/TV \_\_\_\_\_
- Writing \_\_\_\_\_
- Art \_\_\_\_\_
- Gaming \_\_\_\_\_

**Intérêts personnels**

- Science-Fiction \_\_\_\_\_
- Fantastique \_\_\_\_\_
- Horreur \_\_\_\_\_
- Films/TV \_\_\_\_\_
- Écriture \_\_\_\_\_
- Art \_\_\_\_\_
- Jeux de rôles \_\_\_\_\_

Others \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

Autres \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_  
 \_\_\_\_\_

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

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

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

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