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Fall 2015

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On the Cover

The Doctor and his Companion, by Claude Monet (oil on canvas, 1875), a painting dating from a most fertile phase of the renowned French Impressionist's career, was recently discovered in the attic of a house in Argenteuil in which Monet lived in the 1870s. Little is known of the subjects depicted as the artist left no notes as to their identity or relationship to him. No particulars on the gentleman or lady are to be found, either, in the local historical records of the time and the odd structure beside which the gentleman is standing remains a puzzle. Civic records offer no indication that such a structure ever existed, as if this curious blue box simply appeared out of thin air, and then disappeared just as mysteriously. The title of the work gives us our only clue as to the two subjects, suggesting that the gentleman was, perhaps, a medical doctor travelling with a female relative, fiancée, or mistress. MonSFFA's own Keith Braithwaite worked on the restoration of the painting.

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<http://www.monsffa.ca>



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YAHOO!

MonSFFA CALENDAR OF EVENTS

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

NB: If you do not find us in St-François, please ask at the front desk. We are
sometimes moved to other rooms.

Programming is subject to change
Check our website for latest developments.

AUGUST

Logan's Run, viewing at noon, followed by discussion of its
merits ✦ Astronomy: Various types of telescopes and
binoculars on display and their relative merits described ✦
Astronomy in the city: Yes, there is a lot to see, even in
Montreal's light-polluted skies ✦ News from Pluto,
Rosetta, and Philae

OCTOBER 18

Sunday Morning Cinema Matinee- Pick your fright!
The Perry Rodan Universe ✦ Thunderbirds are Go!
50 years of the Thunderbirds ✦ Stop Motion animation project

NOVEMBER 22

Sunday Morning Cinema Matinee
Ridiculous Starship designs ✦ Stop Motion animation project
Planning for 2016 programming
& setting of the meeting dates
Bring your agendas!

DECEMBER 5

MonSFFA Holiday Feast, 18:00
Irish Embassy Pub & Grill
1234 rue Bishop, Mtl, Qc, H3G 2E3
<http://www.irish-embassy.com/>

Please spread the word, all Montreal fandom is invited.
NB: The pub does not allow minors.

For info on menu, or to RSVP

[<president@monsffa.ca>](mailto:president@monsffa.ca)

See more on page 9

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



FEATURE ARTICLES

Starfleet Treachery / 5

REVIEWS

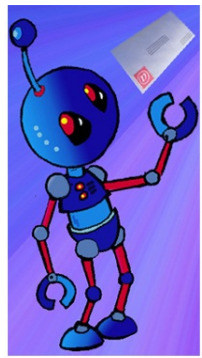
Tech & Apps / 10
 Movies & Television / 11
 (& Upcoming movie releases / 16)
 Events & Conventions / 12

DEPARTMENTS

You've Got Mail / 3
 Blast from the Past: WARP 2 / 4
 Upcoming Conventions & Events / 4
 Awards / 16

MonSFFANDOM

Holiday Feast Details / 9
 June to September / 13
 MonSFFun / 16



You've Got Mail!

Dear MonSFFen:

Got myself an e-copy of Warp 92 here, and it is time to make a few comments, and see if I can get myself into a little trouble. Wouldn't be the first time...

My letter...I am a couple of weeks short of being at MSR for a year. We did go to the two conventions, ConBravo! and Unplugged Expo, and sales were poor and nearly non-existent,

respectively. The weekend after those two cons was the Murdoch Mysteries Fan Experience, held at the main set in Scarborough, and at the Old Mill in Etobicoke. That was a great time.

I would love to participate in the Murdoch Fan Experience. It's one of my favourite shows, and people I follow on Facebook always report on having such a good time on the set.

The convention list...Yvonne and I will be going to the Grand Canadian Steampunk Exposition for the full weekend. It should be a great time, and I will definitely report back on what happened.

I would like nothing better than to have access to modern SF books, and feel a little bit more a part of things. Yes, I know there is such a thing as a library, but one must also have the time to read (I usually do not these days), and the library should have the books available (my local branch usually does not, and the books available through interbranch loan usually have a long waiting list attached to them). I've given up trying, and as a result, I am completely out of the loop. That has led to not going to Worldcon,

and giving up on that, too. Besides, it's too expensive to go to now.

Our local library is almost entirely French, but I'm one to collect and hoard books, so I tend to purchase them anyway. My to-read pile is out of control, with books taking over the bedroom, office, and living room, spreading well out of the bounds of my library. The SPCA second hand book sales are much of the problem, and the hubby is also an avid reader. It's a nice problem to have!

Speaking of Worldcon, as I write, it starts tomorrow! I hope those who were lucky enough to go will have detailed reports for the rest of us, so we will know what we've missed. Take care, and see you next issue.

Yours, Lloyd Penney

I know what you mean by World Cons getting expensive. It's worth the membership cost, but travel and hotel costs can be out of reach of many budgets. I want to go to Kansas next year, but with Helsinki on the horizon, I have to count the pennies and check exchange rates. Spokane was a good con, in spite of the issues with Puppies and the business meeting that chewed up a lot of the convention time for me. If I can get myself organized, I will have a report in this issue of WARP. That's a big IF, I've already tried starting twice and been interrupted by life.

Yours in fandom, Cathy

This is actually the 7th edition of WARP. Until WARP 20, issues were numbered according to the month of publication, so this issue was called WARP 5 since it was pubbed in May. The third, fifth, and sixth issues of WARP are missing. If you should happen to have copies (probably called WARP 1, 3 & 4) we would be grateful for a loan of them so that we can scan them into our archives.



Click the cover to download pdf of WARP 7 from our website.

The cover, inspired by Samuel R. Delaney's late 60's novel *Nova*, is by Rick Harris. Harris, whose credits include freelance illustrations for FASA's *Battletech*, and GDW's *Space 1889*. (You can view more of his work at <http://artofbattletech.tumblr.com/>)

The Editor, Geoff Bovey, notes that MonSFFA has lost access to the printing facilities that were used for the past year, and that costs had therefore risen. He was facing a choice of cutting the size of WARP or printing dot-matrix. A familiar conundrum; earlier this year, we were debating b&w instead of colour or making WARP an e-zine.

Club president, Keith Braithwaite, writes a compelling article on the advantages of attending SF/F conventions: panel discussions, masquerades, dealer rooms, model shows, parties, but especially noting the friendliness of guests at fan-run cons.

"I, for instance, have spent several fascinating hours talking Trek with STauthors Diane Carey, Diane Duane, and Peter Morwood: I've quaffed a few and discussed the state of the television industry with writer and *Beauty and the Beast* producer, George R. R. Martin, and I've talked with award winning artist Bob Eggleton about illustration techniques. Such encounters offer a great chance to ask, and have answered, by someone in the know, any questions you may have about the professional side of sf& f. You'll also meet many a fellow fan at cons and perhaps form a new friendship or two. All in all, an sf&f con is an experience not to be missed."

Keith goes on to mention the following conventions in our general region, including the first Con•Cept:

Upcoming Events & Conventions

Abridged, a more complete list can be found on our website: <http://www.monsffa.ca>

October 30 - November 1, Ottawa, Editor Guest of Honour: Trevor Quachri, Writer Guest of Honour: Edward Willett, Renaissance Studies Guest of Honour: Cristina Perissinotto
<http://can-con.org/>

November 7&8 - Geekfest Montreal, Montreal, QC Guests include Lar deSouza www.geekfestmtl.com

November 8 - Canadian Toycon & Mego North, Holiday Inn Burlington, www.toycon.ca

"Ad Astra (Toronto, June), Maplecon (Ottawa, July), Toronto Trek 3 (Toronto, August). and Convention/Pinekone (Ottawa, October). Also, Montreal's own Con•Cept, a one-day general interests f&f con, will debut In November; and the grand-daddy of all cons, the World Science Fiction Convention (World Con), is being held, this year, in Boston."

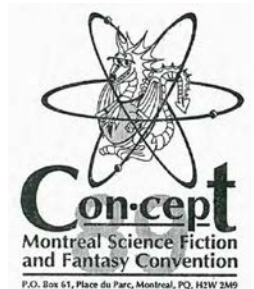
Of these conventions, only Ad Astra, and of course, World Con, are still with us, though there is now a new fan-run convention in Ottawa called Can-Com. (Check out our convention listings).

MonSFFA reported that the May meeting's theme was Batman, and featured Batman and Robin cakes, models, costumes, and a showing of the 1996 movie. Berny and Keith displayed and sold "Bat-Art" prints, and Berny gave an airbrushing demo. A secondary theme was gaming, with guests from the Concordia Gaming Club. Four members attended a con-running workshop in Ottawa, John Mathias reported that Con•Cept would be held November 12 at the Maritime Hotel.

Trudi Mason contributed an opinion piece on the debate raging at the Planetary Society, scientific research vs Big Business interests. George Wessel reviewed *Pet Semetary*, Kenneth B. Steel wrote about SF's acceptance (or lack of) in scholarly circles, Capucine Plourde contributed the convention listings, Kevin Holden reviewed *A Rage for Revenge*, third in the War against the Chtorr series. "Trumors" covered upcoming movies, books, comics, and the Saturn Awards.

The back page was a flyer for Con•Cept:

"For slightly more than the cost of a movie (\$10), you can enjoy a full day of non-stop activities."



Lloyd Penny, Dom Durocher, Lynda Pelley

November 20-22 - SFContario 6, Toronto, ON. Guests: Tom Smith, Peter Watts, Saladin Ahmed www.sfcontario.ca

December 4-6 Smofcon 33 Fort Worth, Texas
<https://www.smofcon33.org/>

April 29 - May 1, 2016, Ad Astra, Toronto, ON,
<http://www.ad-astra.org/ad-astra-2016/>

May 20 - 22, 2016 Boréal, Mont Laurier, QC,
<http://2016.congresboreal.ca/fr>



StarFleet Treachery

Barbara Silverman

The story so far: Captain Janeway is ordered to stop the impending coalition against Starfleet and the Federation. She ambushed the Maquis, and Chakotay was captured, but the rest of his crew escaped. A conversation with Chakotay left Janeway puzzled as to his motives, and the ease with which he was captured.

Then Janeway was assigned to exploring the Gamma quadrant for three months. It appears there may be an alliance between the Cardassians and the Dominion, and if so, the Federation needs to know if it's an alliance of mutual protection, or aggression. Chakotay may hold some answers, so Admiral Janeway was bringing him to Starfleet HQ for a meeting but Chakotay was beamed out of the shuttle craft. The admiral assigns his daughter to search the badlands for the Maquis leader, and she in turn requests the assistance of Tom Paris, who is released from prison for this mission.

Immediately on entering the Badlands, Voyager is detected and scanned by Chakotay's ship. Negotiations are interrupted when both ships are hit by a massive displacement wave, seriously damaging both ships. Heroic efforts bring the engines back on line, but then crew members start vanishing. Janeway orders an emergency lockout, but it is too late. The crews of both ships are transported to what appears to be a cornfield, but is in fact an immense space station. Declaring a truce in the face of a greater enemy, the two captains consider their options, but then Janeway is transported to a laboratory.

Inexplicably returned to their ships, the captains confer and realize they are each missing a crew member and the bodies of those killed by the displacement wave have disappeared. Cavit is increasing belligerent toward Maquis, to the point of becoming a liability to Janeway. The captains, along with Tom Paris, transport over to the Array. There they meet with an old man who refuses to help them recover the missing crew. Back on the Enterprise, Janeway is informed that a G-type star system is only two light-years away.

CHAPTER 29

Janeway sat down behind her desk. Resting her arms on the firm surface, hands folded, she looked up at Cavit. Her voice deceptively amicable. "Mr. Cavit, you appear to be having a problem with the Maquis."

Cavit remained standing, hands folded behind his back. "Yes Captain. They are outlaws....traitors. It is against Starfleet regulations to cooperate with such people."

Janeway's demeanor changed, her ice-blue eyes drilling into her first officer. Her voice biting. "In the Alpha Quadrant!" The captain's voice now as hard as steel, as cold as the far reaches of outer space. "Not here! The situation back home and here in the Delta Quadrant is very, very different. Here we are alone! There are no other Starfleet ships or bases, only this lone Maquis ship. If it means becoming an ally to ensure the survival of this crew, then I will do so. There is only one common element between the Alpha and Delta Quadrants. I am the captain! As such I expect my orders to be obeyed... without question! It is totally unacceptable for my first officer to allow personal feelings to interfere with his duty and his dependability."

As his anger mounted, Cavit remained motionless. Not a



muscle moving.

Her voice slightly less harsh, but commanding, the captain continued laying down the law. "As captain, I am in possession of information and orders from Starfleet which you are not. Plus, I place the safety of the people onboard this ship above all else. These are the factors upon which I base my actions and judgement. Not personal feelings! I am extremely disappointed in the manner in which you have acted. As much as I find the action distasteful, a formal reprimand will be placed in your file. If you ever again disobey a direct order, or act contrary to my wishes, you will be instantaneously removed from duty and confined to quarters."

Hands balled into fists, Cavit kept his fury under control. His thoughts to himself, 'A formal reprimand. Until now my record has been spotless. That damn Maquis....just because of him.'

Janeway waited a couple of seconds for her words to register before demanding, "Have I made myself clear?"

Answering politely, Cavit hid his true feelings. "Yes Captain." "Very well dismissed." Kathryn Janeway felt enough had been said. She expected no further trouble from her first officer.

Turning on his heel, Cavit left the captain's ready room. His rage burning into the core of his soul!

CHAPTER 30

Moments after Cavit left, Chakotay and his companion entered. The Maquis leader's face was tight lipped and grim. He knew, as did Janeway, both ships would be in dire circumstances if attacked. "You're making better progress than we are. Though mostly minor there is damage to every deck and to the majority of the systems. I'm very concerned about our sensor and scanning network. Our equipment supply area was badly damaged, we may not have the necessary replacement parts and repairs might be impossible."

Shaking his head he glanced at the man beside him. "The good news..... Fortunately, we do have minimal weapons and shields, which will be up to full strength shortly."

Leaning back in her seat Janeway took a deep breath. "I guess we should be thankful we were not destroyed. When the wave hit I feared a collision between the two ships."

Chakotay grimaced. "Taking everything into consideration...we were lucky." Lucky also, he thought, it was a captain like Janeway who held command and not Cavit.

Janeway stood up. "How about coffee? I definitely need some."

Chakotay gave his ear a slight tug. "Thanks, if I remember correctly you have good coffee."

The captain retorted as she walked over to the replicator. "If I remember correctly....not too long ago you refused an invitation."

Chakotay carefully pointed out a slight difference. "The circumstances were slightly different. We were not on the same side. And you wanted me back in prison."

Reaching the replicator Janeway placed her order. "Computer, three coffees." When the process took longer than necessary she crossed her fingers, hoping the coffee would taste like coffee.

Waiting for the cups to appear Janeway baited Chakotay. Her tone light. "Ah....what makes you think I still don't want you back in prison, and that we are now on the same side?"

Chakotay willingly took the bait. "Well, Starfleet Captain Kathryn Janeway, I'm sure you do still wish me back in the penal colony, however, for the time being there is no danger of that occurring. And, until we return home I would say we are on the same side."

"Well, Maquis Commander Chakotay, you are correct – on both counts." Janeway mimicked as she glanced at the two Maquis. Worried about the coffee, she looked down at the replicator. Finally three cups appeared in the dispenser tray.

Evans moved in Janeway's direction. "Here Captain, let me help you."

Smiling, she handed over two of the cups. "Thanks! Correct me if I'm wrong, but did I not hear Chakotay called you Evans?"

Evans replied as they walked back to the desk. "Yes Captain! That is correct."

Janeway was curious to hear how Evans would answer her next question. "May I inquire in what capacity you serve Chakotay?"

Handing his commander one of the cups, Evans answered as the three took their seats. "You could say I serve Chakotay in many ways. I keep my eyes and ears open, a bit of an advisor." Evans added with a gleam in his eyes. "Try to keep Chakotay out of trouble."

No way could Janeway prevent herself. "That....must be more than a full time job."

In the process of lifting the cup to his lips, Evans threw the Maquis leader an amused look."

As Janeway leaned back in her chair she grew serious. "If I'm not mistaken you were a teacher, with a wife and young son in one of the settlements turned over to the Cardassians."

If Janeway's statement came as a surprise Evans did not show it. However, his face did reflect deep concern for his family. "I recently moved Charlotte and Steven, along with my sister, to one of the Maquis bases in the badlands. For the moment they are safe."

"Good!" A simple, but sincere, response from the captain. One that registered with both men.

With a meaningful glint in his eyes Chakotay tried to sound serious. "You certainly have information on my crew. I wonder how you obtained that knowledge?"

Tongue-in-cheek Janeway answered causally as she sipped her coffee. "Yes, I wonder."

Chakotay ran his finger along his cheek bone. "I admit, it does give you a decided advantage. I know nothing about your crew."

Her eyes shining, Janeway returned the silent challenge. "That is how I like it. I prefer to have the advantage." Leaning forward she placed her arms on the desk, her hands playing with her cup. "Oh, by-the-way, did I thank you for returning Tuvok?"

Unable to suppress a laugh, Evans almost chocked on his coffee. Chakotay glared at his companion, which only served to increase the amusement of the other two. "If I had known the truth, he would have been returned with his neck in several pieces."

His Starfleet adversary laughed, once again settling back in her chair. "Oh....I don't know. Perhaps a black eye, not a broken neck."

"I see." Was Chakotay's only reply. Surprise at Janeway's admission, albeit not directly, that she no longer believed him to be a cold-blooded killer. Chakotay threw the ball back to the captain. "Convincing your crew that the Maquis way of life is better, would appear to be the best way of gaining the advantage." Laughter showed in the eyes of the Maquis leader. He enjoyed sparing with this captain.

Holding up one hand Janeway pointed a finger at Chakotay, her voice grave, "You corrupt my crew, turn just one into a Maquis, I'll skin you alive and hang your hide on the wall of the bridge." She managed to sound serious, however, Janeway's eyes revealed the truth. The captain sensed Chakotay knew her crew was off limits, and would respect her wishes.

The object of her warning responded in mock distress. "Captain! I believe you would do that!"

Janeway retaliated as she settled blue eyes upon her adversary. "Try me! Now, down to business!"

During the exchange Evans had been sitting quickly, drinking his coffee and watching. He was beginning to like this Starfleet captain. She was definitely atypical from the few Starfleet officers that he had met. Before beaming over to the Explorer, Chakotay had informed Evans of the conversation between himself and Janeway just prior to being transported to the lab. The Maquis leader expressed surprise at the captain's attitude, the manner in which Janeway responded to being stranded with the Maquis was quite different than he expected.

Now Evans understood. While holding extremely strong anti-Maquis feelings, Janeway was able to see beyond the immediate framework of the situation. When necessary she was capable of working with those who did not share her way of thinking, or were considered outlaws by the Federation, if it meant the safety and well-being of her crew.

However, by watching the Starfleet captain and Maquis leader, Evans realized something his commander had not. At least not yet. Chakotay had met his match, perhaps so too had Janeway. Both of them in more ways than one!

Settling the cup on the arm of her chair Janeway spoke quietly, mulling over the situation in her mind. "What would Kim and Torres have in common that we do not?"

Chakotay gave the question some thought before replying. "If Tuvok is correct, that the alien's interest is biological, then perhaps Torres being half human, half Klingon is of importance."

For a moment Janeway gazed down into her cup. “Kim is completely human of Asian descent. He has no Klingon blood.” In frustration she threw her arm up, letting it fall back into her lap. “It does not make sense! The only common thread, at least which I can see, both have Starfleet experience. Kim is a graduate, Torres almost two years. She is the only member of your crew who served in Starfleet. I have never known Tuvok to be incorrect, however, perhaps this alien is searching for something other than biological. Something in their training!”



Chakotay took a sip of coffee. “Is there anything about my crew that you don’t know?”

Janeway settled her gaze onto Chakotay’s companion. “Not much. For example Mr. Evans, did you not state that your duties include keeping eyes and ears open?”

Having a good idea where the Starfleet captain was heading, Evans replied cautiously. “Yes.”

Janeway was thoroughly enjoying her coup. “Which is correct. However, you left out something. Are you not, in reality, Chakotay’s chief spy and intelligence operative? Not to mention his second-in-command and right hand man.”

Chakotay just shook his head. As for Evans, even though his wording had been less exact, he was glad at having told the truth.

Now realizing Janeway had more information than he had originally thought, the Maquis leader laughed as he admitted defeat. “You certainly do have me at a disadvantage, and win this round. I will have to speak with Tuvok, find out just what information he turned over to you. Try to balance the scales before returning to the Alpha Quadrant. The next round – well, we’ll see who wins that one. Now....as for a common thread, you and I are much in the same position as Kim and Torres. Both have Starfleet training, one of us remaining in Starfleet, the other joining the Maquis.

Janeway tapped a finger on her cup. “I wonder, if in spite of their apparent difference in lineage, could there be a common genetic link. Something the rest of us are lacking. Perhaps I should speak with Fitzgerald, our doctor. He may have some knowledge in that direction.”

Chakotay looked at Evans, then back at the captain. “Fitzgerald? Did he have a younger brother Peter?”

“Yes,” Janeway replied cautiously. The worried expressions on both men told her more trouble was heading her way. “Why?”

Chakotay’s face revealed deep concern over this new development. “About two years ago, I had a Peter Fitzgerald in my crew. He mentioned an older brother, a doctor in Starfleet. However, Peter never told me his name, only that the two had always been at odds, not seeing each other for over five years. When he made the decision to join the Maquis, Peter decided to met with his brother, try to explain the reasons behind his choice. Evidently there was a terrible argument, the doctor having very strong anti-Maquis feelings. Peter was with me less than two months, killed during a run in with the Cardassians.”

Janeway took a deep breath, this on top of Cavit. “Dr. Fitzgerald never referred to his brother, I only know about Peter due to the personnel records. However, I see no reason for worry.

The doctor is busy with the injured, there is no reason why the two of you should have any contact. Besides, Peter was an adult, capable of making his own decisions. Even if Dr. Fitzgerald is anti-Maquis, surely he cannot hold you responsible for Peter’s death. This excursion into the Delta Quadrant proves Starfleet isn’t any safer than the Maquis.”

For a moment Chakotay gazed down into his cup before replying quietly. “I hope so, neither of us needs any more problems. Unfortunately, within both crews there are members who carry deep feelings over this Maquis-Starfleet-Federation situation. Due to the position we are now in, most will be able to restrain themselves. However, there is the possibility not all will attempt to do so.”

Not adding that he, as did Janeway, had one member of the crew who could be a major concern.

Janeway’s thoughts paralleled those of the Maquis leader as she momentarily shifted to her meeting with Cavit. “You’re right! The sooner we get ourselves home the better it will be.”

Thinking how best to proceed, Chakotay slowly placed his cup on the desk. “You have a good point about the genetic marker. Our doctor was killed but my ship is equipped with an EMH, programmed with a wide range of medical knowledge. I’ll see if he can find something useful. Would you mind sending over Kim’s bio-info?”

Janeway shook her head. “Of course not, I’ll instruct Tuvok to do so.” Not attempting to keep the merriment out of her eyes, the captain ran her hand along her chin. “Though it’s strange....I thought only Starfleet was experimenting with the EMH programs.” Taking a sip of coffee, she used the cup to hide her amusement at the look on Chakotay’s face.

As for the Maquis leader, he felt silence to be the best course to follow. This time it was Evans who shook his head. The Starfleet captain was way ahead of them.

Turning back to the serious problem at hand, Janeway sadly pointed out. “Even if we do pinpoint the reason behind their abduction, most probably, it will not tell us where they are.”

Chakotay heaved a deep, troubled sigh. “Unfortunately, I agree. From what we saw, or did not see, I don’t believe they’re on the Array. Our tricorders did not pick up any human signs.”

Staring down into her cup, Janeway ran her finger along the cup’s rim. “I feel as you do. The question being.... then where are they?”



Hoping for something helpful, Evans nodded at the two padds on Janeway’s desk. “What about that G-type star system?”

Picking up one of the padds the captain browsed through the information. Finally she shook her head. “I doubt we’ll find anything or anybody there. The planets are uninhabitable.” Slowly she continued to scroll through the padd. “Wait, there is one M-class planet....” Her eyebrows knotted. “This is strange!”

Face creased in puzzlement, Janeway studied the information before her. Leaning forward she activated her desk monitor. After tapping several instructions she turned the screen so that Chakotay and Evans could see it.

Moving from her chair, the captain stood beside Chakotay as

she pointed to the diagram before them. "Here is the M-class planet. It is the only one in this system that should be capable of supporting life as we know it. The energy pulses from the Array are aimed directly at this area, hitting the planet slightly above the equator." Changing the picture to a close-up of the planet, a dusty brown image appeared accompanied by numerical information.

"Here is the unusual part. There are no nucleogenetics in the entire atmosphere surrounding this planet. Not even a trace amount. It is impossible for rain or any type of moisture to form. Therefore.... it must be one huge desert. As a scientist, I have never seen such a phenomenon. There must have been a terrible disaster of huge proportions, most probably not by natural means. To my knowledge there is no element capable of producing an occurrence such as this, certainly not so widespread."



Chakotay felt his hopes disappearing. "Therefore.... it is unable to sustain life."

Slowly Janeway walked back to her seat. "Certainly not for any length of time, and certainly not a large colony. All water would have to be brought in, the environment would be hot and uncomfortable, at least to humanoids such as we are. There would be no plants, no animals."

Evans looked from one to the other. "Why would this alien be sending so much energy to a lifeless planet?"

Janeway looked at the Maquis second-in-command. "That is a question to which I intend to find an answer."

Moving forward to the edge of his chair, Chakotay studied the information on the monitor. "If water was brought in, then people could survive."

Janeway nodded. "Yes, for us it would be very unpleasant, however, the alien's technology is far more advanced than ours."

Evans could feel a glimmer of hope emerging. "And, with the right equipment, water can be replicated."

Resting his arm on the desk, Chakotay pointed to the screen. "Even we are beginning the terraforming of planets. Look at what the Federation was attempting on Veleria III."

Thoughtfully, Janeway rubbed her hand along the arm of the chair. "It's a long shot there's any connection to Kim and Torres. However, there has to be a reason why energy, in such quantities, is being sent down there. And right now I'll take anything, no matter how small."

For a moment Evans looked downwards, then after playing with his cup for several seconds he looked first at Chakotay then Janeway. "What if we are mistaken about this alien's intent? Perhaps Tuvok is considering the facts from only one side, biological might only be one part of the equation. According to Chakotay, the old man alluded to other ships before ours. If those ships were also missing crew members, it is possible they are being kept for survival experiments. That would explain why the alien wanted two people of different ancestries."

Looking at Janeway, Chakotay leaned back in his chair. "There is another possibility – slave labor. There could be natural resources of value to this alien, worth ensuring the survival of a small population. Perhaps something about Kim and Torres makes them ideal workers under the conditions down on this planet."

Tapping her fingers on the chair, Janeway considered their suggestions. "Both points well taken and should be considered. Though the old man did say Torres and Kim might have what he needed, slave labor is a possibility. Plus, we have the question of why just those two. Between the two crews we have Vulcans, Bajorans.... I strongly feel we should investigate this planet, especially as it appears to be our only option at this point."

After placing his cup on the desk, Chakotay put both hands on his knees. "It's certainly worth a look. I don't think we're going to get anything useful from our friend on the Array. Frankly, with the type of technology we're up against, I'm running out of ideas."

Janeway sadly nodded. "You're not the only one. Once our ships are in better condition I suggest we do a little exploring."

Chakotay glanced over at Evans, both wore looks. "Hopefully by tomorrow morning our weapons and shields will be back online. The sensors are another matter, perhaps we will be able to do something with the systems."

Janeway took a deep breath. "As much as time is of the essence, it will not help Torres or Kim if we act irresponsibly. I'm worried about the warp-core, it's still unstable and would be dangerous if we're not cautious. Right now we only have impulse power, and while I intend to avoid confrontations we have no knowledge about the inhabitants of this region."

The Maquis leader sadly nodded. "I fully agree. We are already at a serious disadvantage. Recklessness will only endanger both crews though knowing time could be running out for those two it is difficult to wait."

Janeway folded her hands in her lap. "Yes...it is hard. Right now, very little is on our side. Except a lot of questions."

Beginning to feel the effects that the chain of events had produced, Chakotay could feel exhaustion creeping through his body. "Questions that are multiplying. Maybe I'll follow Tuvok's line of thinking and review some of my logs. Never can tell, we might turn up something."

An equally tired Janeway replied slowly. "Good idea. At the moment I don't see what else we can do."

She nodded in the direction of her monitor, still displaying an image of the mysterious planet. "I'm going to do more research on this planet. I have a gut feeling our answers will be found there."

Chakotay rose to his feet. "Evans and I will return to my ship. If I find anything useful I'll contact you immediately."

Janeway smiled slightly. "I'll do the same. If not, I suggest meeting in the morning to plan our next move."

The Maquis leader nodded. "How about 0700 hours?"

"Perfect." Janeway agreed.

Evans looked down at the captain. "Before we leave, could I bring you another coffee?"

Pleased with the offer Janeway handed over her cup. "Thanks, I could drink the replicator dry."

Waiting for Evans, Chakotay studied the captain. "May I ask when were you in the Gamma Quadrant?"

For a moment Janeway studied her hands before looking up at the Maquis leader. She wondered what his reaction would be. "My first trip was before Syzygie. I spent seven months doing scientific research. The second mission lasted only three months, again strictly research. I returned about four weeks ago." Exhaustion had not ruined her sense of humor. "Just in time to chase you. Though I must thank you for not forcing me to run all over the Badlands."

A small smile graced Chakotay's face. "You're welcome! I understand the Worm Hole is a wonderful experience. Did you run into the Dominion, or any of the Founders, who I understand live there?"

Janeway smiled at his careful wording. Being cautious of her own phrasing the captain opened the door of cooperation even wider. She closely monitored the reaction of the Maquis leader. "Not that I'm aware of. Though Starfleet believes my ship, and others, might have been infiltrated. In fact on both of my trips I never saw another ship. Even Cardassian who...hmmm... might be interested in colonization."

Placing his hands on the back of the chair Chakotay looked intently at Janeway. "Captain, at a more opportune time I think you and I should have a talk."

She blue eyes locked with Chakotay's. "Commander, you can bet on that!"

As Evans placed the fresh cup on her desk, Janeway contemplated the situation and the Maquis leader. She then made the first of two extraordinary decisions. The first had little impact on fate. The second, to be made the next day, sealed their destinies.

It required only seconds for Janeway to decide. "Chakotay, the damage to your ship is evidently extensive, if the safety and welfare of your crew is in question, until repairs can be completed, you're welcome onboard my ship."

Janeway's offer shocked the Maquis leader. He began to realize this Starfleet captain was certainly unpredictable. He smiled gratefully. "Thank you Captain! I appreciate your offer, it's very generous and considerate. At the moment life support is functioning normally and we do have basic services. I think we'll be okay."

Janeway appreciated Chakotay's reply. She knew he had picked up on her problem with Cavit, and understood that bringing his crew over would create more difficulties. Her respect for Chakotay growing as she realized he would do everything possible not to antagonize the first office, unless lives were in danger.

With a small grin on his face Chakotay continued. "Besides, if I know B'Elanna Torres, she will not easily accept being held

against her will. If there is any way of getting a message to me, she will."

Janeway smiled up at Evans. "Thanks for the coffee."

The Maquis second-in-command glanced over at his leader. "You're welcome Captain. It's been a pleasure meeting the Starfleet officer who outsmarted Chakotay."

"Evans!" Chakotay quickly responded with a small laugh. His embarrassment evident.

Janeway grinned. "I'm sure Mr. Evans that before all this is over we shall meet again."

After throwing Evans a 'don't you say anything more' look Chakotay turned back to the captain. "Thank you for your concern. If conditions change I'll gratefully accept your offer."

Leaning forward she placed her arms on the desk. "I'll notify Tuvok, should it be necessary contact him and he'll make the necessary arrangements. If it's an emergency begin transports immediately and we'll sort things out afterwards. If at any time something should arise and I'm not available then speak with Tuvok. He can be our go-between if necessary."

The Maquis leader nodded. "The same applies to Evans, he can be trusted to relay information and messages back and forth. And., should anything happen that requires an evacuation of your ship, I return your invitation. In the meantime, goodnight."

As Chakotay began to turn away Janeway stopped him. "Fortunately, our supply area escaped with minor damages. I'll have Tuvok send you a list of our spare parts. It's not extensive, but perhaps something will be of use to you."

Gratefully, Chakotay looked down at Janeway. "Thank you. I hope someday I can repay your generosity."

Reaching her hand over to her computer terminal, Janeway smiled and nodded. "I'll see you in the morning."

After the two Maquis departed Janeway continued to study the mysterious M-class planet. The planet with no rain, but lots of energy.

The place where, hopefully, they would find Harry Kim and B'Elanna Torres.

Alive!



Join us for MonSFFA's Annual Holiday Feast!

Saturday, December 5, 18:00 at the



1234 Bishop Street, Montreal

<http://www.irish-embassy.com/>

Family and friends are welcome,
but please note that the pub does not allow minors.

RSVP

<president@monsffa.ca>

We get to choose 3 of these for the set menu, which we will finalize at the Nov 22nd meeting.
Cost is 25\$ plus taxes and gratuity. Appetiser, dessert incl.




Prime Rib Au Jus
Gaspork Pork Belly
Kamouraska Lamb Shank
Grilled Tuna
Turkey Dinner Plate
Vegetarian Curry *

*vegetarian option is offered at a reduced price of \$20.
Every menu will include the Vegetarian curry
as a fourth option.

Eden Worldbuilder App Update,
Reviewed by Sylvain St-Pierre

In Warp issue 81 (Winter 2012), I reviewed the Eden Worldbuilder App. At that time it was already a pretty neat game, with interesting upgrades promised soon. While the announced creatures were introduced not long after, it did take literally years before another major version was released; much to the dismay of gamers, who were starting to leave very unkind comments on the App's Facebook page.

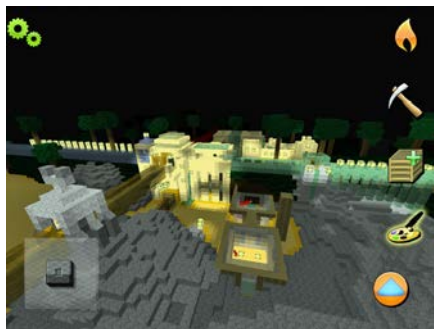
Version 2.1 is, in my opinion, definitely an improvement, and includes a number of new interesting features. Here a few...


 **The ability to change the colour of the sky to anything, from limpid blue to green or pink.** When the sky is black, the world goes into night mode and the new lantern blocks glow very beautifully.



A nice little palace I built for myself. Notice the creature pens in the foreground.


The same palace, at night with the lanterns turned on.

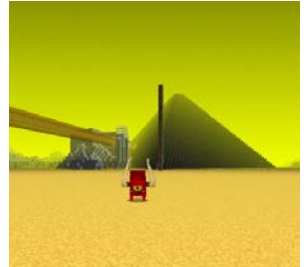


 **Several new kinds of building blocks.** Among them are the fireworks, which shoot upwards and give spectacular displays, and the multiplier blocks, that burst into a bunch of any other kind of block you wish when you set fire to them.



Fun with Explosions!

 **The creatures now include two dangerous critters: the Chargers and the Stalkers.** They will attack you on sight and will kill you unless you flee, capture them or kill them outright with your pickaxe. Fortunately, they appear very nearsighted and you will see them well before they can perceive you. They also tend to growl when they approach, which is useful if they happen to wander behind you. Properly restrained, they make great moat monsters!



A Charger in the Golden Desert. I had to die to be able to snap this picture! Note the lovely green sky.

The other creatures may look weird but are perfectly harmless unless you hit them first, in which case they will turn red and charge at you only once, which is not enough to do serious harm. All creatures are unable to jump more than one world block high, which makes the construction of protective walls quite an easy task. They are however spawned from the very sky, so you will need to build a roof to avoid having one drop on you.




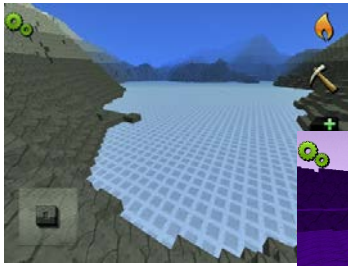
Ordinary creatures both in normal (top) and attack (bottom) modes.



No creature can pass through one of the newly introduced doors, even when they are wide open, which is a useful feature.

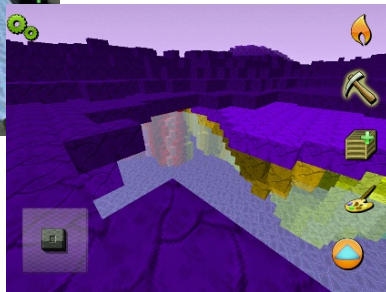
A Stalker safely penned behind a barrier of doors, without which it would be quite deadly at that distance.

 **Another major change is that the terrain is no longer an infinite expanse** of rolling hills punctuated by grey rock quarries. You now have several different regions, including a golden desert dotted with strange black pyramids, icy mountains cradling crystal clear lakes and frozen ponds, a red scorched wasteland with lava spewing volcanoes, a gentle forest with meandering rivers, a nice tropical ocean and a gloomy purple realm that is actually a thin crust covering an endless labyrinth of rainbow caverns.



A frozen lake in the Icy Mountains region.

The colourful caverns under the Purple Desert.



In the previous versions, if you went in a straight line in any direction you could continue virtually forever (in the similar game, *Minecraft*, somebody calculated that it would take you about eighteen years to reach the end of the map...). Now, the world ends abruptly after a while, but you still have a lot of space to explore and build in.

Players cannot get passed the invisible wall that surrounds the world, but creatures can, either on their own – for they are quite stupid – or after you have pushed them over the edge; in which

case they will fall down, re-spawn over the same point and continue to do so forever.



While greatly improved, this game

still needs some work. The new teleportation portals, for instance, appear to be still highly unstable and there is no guarantee that you will end up where you expect if you go through one. The divisions between the various types of terrain are generally well made, mostly in the form of a ridge or a cliff, but there are occasional places where a lake might end up abruptly in a wall of unsupported water. If you try to corral a Stalker in a confined space, there is a mysterious glitch that may teleport it high in the sky, where it will remain hanging forever. Likewise, if you try to place one of the ten prize shining spinning cubes against the vault of heavens, you may make it vanish forever when you remove the temporary scaffolding.

The bottom line is that this App is a quite enjoyable one, well worth the few dollars that it will cost you to download. Hours of entertainment guaranteed.



One of the corners of the world..



REVIEWS: Movies & Television

Ant-Man

Reviewed by Sylvain St-Pierre

A few days before I saw *Ant-Man*, I began to see some negative reviews about it and started get worried. I am glad to report that it was all for naught. Sure, this movie is hardly the greatest ever, but I could think of many less entertaining ways to spend a couple of hours. Considering the very premise of the film – a man who can not only shrink to the size of ants but also talk with them – there are surprisingly few groaners here. The effects



are great, the plot passable and there is nary a dull moment. I cannot say how closely the movie matches the comic book cannon, because I am not very familiar with that particular character, but on the whole it appears that if liberties were taken they managed to do it smoothly.

A very nice way to spend an afternoon or evening. I give it 7 out of 10.

Oh, and you know about the now traditional post-credits Marvel scene? Do not bother to stay for this one, it's not worth it.

Man from U.N.C.L.E.

Josée Bellemare

I went to see *Man from U.N.C.L.E.* and while it isn't sci-fi or fantasy it is an entertaining action movie. Based on the old tv series of the same name, the movie is an origin story, how they met and started working together.

Unlike the light hearted feel of the series, the movie is more intense and the characters more dangerous. We also learn a great deal more about their history and how they got to where they are now.

Napoleon Solo and Illya Kuryakin start off as adversaries, ready to kill each other. After their first battle they check out each



other's credentials which they recite in detail at their next meeting, including certain personal details that make the other squirm. Forced to work together, and in spite a lot of verbal sparring, they slowly develop a professional and personal respect. The potential for sequels is wide open.

One weak point I found was Hugh Grant as Alexander Waverley. He comes off far more as a spoiled brit of good family than the head of an international spy organization.

One thing I did notice in the movie theatre was that over ¾ of the crowd were over 55 years old. With only a few exceptions most of the people there were old enough to have seen the series when it first aired.

Overall, a fun movie. Looking forward to the sequels.



The Martian Keith Braithwaite



It's very good, something of a cross between 2001, its sequel, 2010 (the spacecraft/habitat designs, and the striking planetary landscapes, here Martian rather than lunar or Jovian), and Apollo 13 (the drama of the rescue operation that is mounted). I imagine comparisons to Interstellar would also be justified, but I haven't yet seen that one, so I'll decline to make such comparisons. Good script, tension, a sense of humour (including a couple nice inside jokes), solid performances, and eye-popping

visuals make this one a winner.

Interstellar, The Martian, and they're talking about a TV adaptation of Kim Stanley Robinson's Mars trilogy: maybe real, hard sci-fi/space stories are making a comeback on screen! Woo hoo! Perhaps Hollywood senses that many are beginning to grow a tad weary of all the superhero adventures, supernatural horror, and YA fantasy. Just sayin'.

I'm not sure the thin Martian atmosphere would kick up quite so hurricane-like a storm as depicted, setting up the story, but what the hell (this is a Hollywood movie, after all)! It's still a great ride.



REVIEWS: Conventions & Events

Montreal Comiccon 2015 Josée Bellemare



Josée, wearing one of her signature tee shirts.

This year the Con was held the first weekend in July. While the convention itself was well attended, there were a lot less costumed individuals in the metro. Was it because of the warmer weather or maybe people were on vacation, who knows? However, there were some impressive costumes throughout the weekend.

I have to admit, this year I was a little disappointed. For one thing several celebrities didn't allow pictures of any kind during the Q&A on stage. I can understand no flashes so as not to blind them

but no pictures at all so they can sell overpriced autographs, that is really cheap. Also, I found the selection of merchandise in the dealers section to be limited. Yes, I know that it is a Comic con but dealers could also sell books, collectibles or other things besides Superhero swim suits or Star Wars bath robes.

As for the main room, I really didn't like having to wait for an hour, sitting on the floor just to get a seat close to the front. Notice I didn't say a good seat because the chairs in that place felt like torture devices. And why did they always empty the room after every celebrity? Some people would like to see two celebrities in a row.

The only good thing about the con was in the charity section. Different groups had recreated scenes from movies where you could have your picture taken in exchange for a charitable donation. The attention to detail was impressive and for a good cause.

While conventions like this have the budget to attract big-name stars, the attendees don't always get their money's worth.

I find myself missing the old days where we had several fan run cons. They may not have been big, or have big name celebrities but at least we had fun.

Ed's note: **Josée's photos of Comicon** have been uploaded to our website, and can be viewed here:

http://www.monsffa.ca/?page_id=1789



MonSFFen Communications Networks

Website <http://www.monsffa.ca/> Comments are welcome. We have had to remove the subscribe button due to fake subscriptions, but the RSS feed works very well. Just click the orange icon in the far right side of the URL box.

Yahoo Group <https://groups.yahoo.com/neo/groups/MonSFFA> : This group serves largely as a forum for our members and friends. Anyone can apply to join, anyone can post a message on any topic relating to our group interests. The second Yahoo group for official announcements has been disbanded as it is possible to **adjust your profile setting to only receive official announcements**.

Facebook Page <https://www.facebook.com/MonSFFA/> The more official of the two MonSFFA sites on FB, this one also carries posts from our website.

Facebook Group <https://www.facebook.com/groups/3668900441/> Serves as a group forum—any member of the group can post anything of possible interest to fans of SF/F and related subjects.

Twitter: <https://twitter.com/MonSFFA> Mostly carries headlines from our website.

JUNE

At the outset of the club's summer break, about a dozen MonSFFen took in a screening of the new Jurassic Park sequel,



Complimentary boxes of 'raptor kibble! Members can download the pattern to make their own, http://www.monsffa.ca/?page_id=1139

Jurassic World. The group met at the downtown Cinéma Banque Scotia Montréal shortly before showtime on Sunday afternoon, June 14, where everyone received a souvenir of the outing fashioned for the occasion by **Sylvain St-Pierre**: a complimentary box of 'raptor kibble!

The premise of Jurassic World is that some twenty years after the disastrous events of the first film in the popular franchise, the dinosaur theme park first envisioned by the late John Hammond is up and running, and bigger and better than he could have imagined. But in order to maintain high public interest in the park, InGen's engineers have begun developing new marquee attractions, namely bigger, scarier monsters. Probably not a good idea, notes 'raptor trainer Owen Grady (Chris Pratt), foreshadowing the horrifyingly deadly sequence of events about to unfold, for the first of these marquee attractions is a hybrid of Tyrannosaurus rex and, among various other creatures, Velociraptor. This particularly nasty, clever, and terrifying super-dinosaur is dubbed Indominus rex.

An after-show nosh at a nearby eatery permitted the group to discuss the movie and offer individual reviews. Half of us rated this installment the best of the four Jurassic Park movies, while the other half placed it in the number-two spot, just behind the original. It was, we all thought, an excellent if sometimes predicable action/monster movie, featuring a number of memorable moments and properly leavened with a sense of humour. Shrewdly, the film never took itself too seriously, even poking sly fun at some of the action tropes it embraces, like the female lead's ability to run around the jungle in high-heels, outpacing even charging dinosaurs without missing a step!

While many of us had qualms going in about the idea of trained 'Raptors, everyone allowed that the notion was handled well by

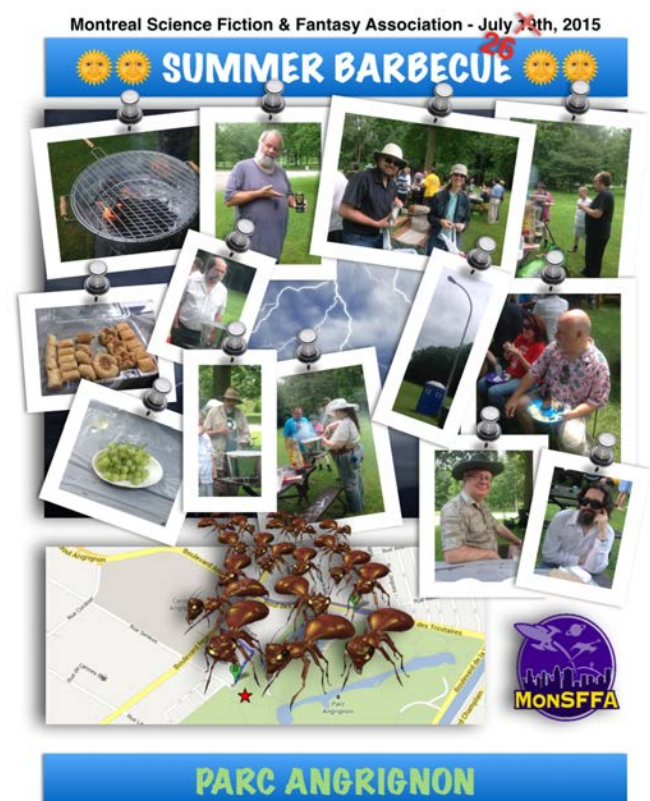
scriptwriters and these prehistoric predators, so terrifying brought to life by Steven Spielberg in the original Jurassic Park, pretty much regain their menace in this latest film.

It was a most enjoyable afternoon at the movies and we thank club VP **Keith Braithwaite** for coordinating the outing, and Sylvain St-Pierre for supplying all who attended with those amusing souvenirs. (See WARP 92 for the pattern.)

JULY

Postponed a week due to forecasts of thunderstorms that, ultimately, never materialized, MonSFFA's summer Barbecue-in-the-Park this year unfolded on Sunday, July 26, at our usual Parc Angrignon locale in Lasalle.

It was a warm day and skies were partly cloudy, but the rain stayed away, allowing all MonSFFen and friends present a most pleasant afternoon in the park.



Many pictures and video are available from the members page: http://www.monsffa.ca/?page_id=1297

The club's brand new tabletop grill was broken in and provided the group with a selection of delectable barbecued meats. Refreshing drinks and a variety of tasty snacks completed the afternoon's menu.

Conversation both profound and rather less so flowed liberally under the shade of several large trees under which we had established ourselves.

It is perhaps clichéd but nevertheless entirely accurate to say that a good time was had by all.

We thank club VP **Keith Braithwaite** for securing us a cooking

grill, with accompanying accoutrements, and tip the hat, too, to those who brought food and drink to share.



More pictures of the pool party available from

http://www.monsffa.ca/?page_id=1

328

Wayne Glover reported that his annual backyard barbecue and pool party, which took place on Saturday, July 11, also went very well. However, there were a few very strange uninvited guests. They were rather shy and elusive, but Sylvain St-Pierre was able to snap a few pictures.

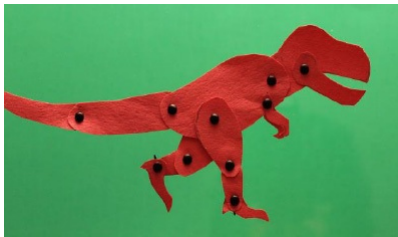
AUGUST

The early-morning session was devoted to another edition of Sunday Sci-Fi Cinema Matinée. End-of-the-World movies was featured on this occasion, offering folks a choice of either *When Worlds Collide* (1951), *Day the World Ended* (1955), *Voyage to the Bottom of the Sea* (1961), *Day of the Triffids* (1962), or *Crack in the World* (1965).



The group picked the British-produced *Day of the Triffids* and found it to be competently made if not particularly outstanding. This is a post-apocalyptic survival story and involves the global spread of a form of carnivorous alien plant-life in the wake of a strange meteor shower that has rendered all but a few people suddenly blind. There are two unconnected narratives running throughout the film but, oddly, at no point do the two storylines converge, as one might expect. A few of us found this peculiar, as if two separate movies were unspooling within one.

The club's stab at producing a short stop-motion animated film stalled somewhat about halfway into our August "fancraft" meeting as the assembled club members busied themselves with the art of creating paper-craft animation puppets, backgrounds, and various landscape elements required in each of the scenes planned. As we drew and cut and coloured, the five-layer animation stand built for the occasion by Mark Burakoff was set up and tested. We had some difficulty lighting the thing properly, a few stray reflections from the room's ceiling lights and shadows from the stand's supports vexing us. Test



A paper-craft animation puppet, built to test ease of movement, is filmed against a green screen in this frame from test footage.

footage shot soon revealed that we'll have to further refine our lighting array so as to eliminate ghostly reflections captured on

film in the stand's glass sections.

At one point, animation supervisor **François Menard**, working out the camera positioning and framing, found that the puppets folk were fabricating were going to be too big for our purposes, at least when it came to appearing in proper scale for some of the long shots required. It was back to the drawing board!

But making these puppets at about half or less their original size proved challenging, given the detail involved and the mechanics of building articulated joints out of paper on this smaller scale. A lot of trial and error, here, and lessons learned. The technicalities are currently being reworked in order to arrive at an optimal puppet design that provides for maximum flexibility and ease of movement when animating.

As you may have gathered at this point, we did not manage to complete production on our proposed short film during the course of the meeting, as had been, in retrospect, naively hoped! But people enjoyed the experience nonetheless, and the group is determined to see the project through over the coming months. A suggestion has been made that we tackle the various tasks involved in shorter, more manageable workshops as part of the next several meetings, as well as, perhaps, give willing participants specific assignments that could be done at home and brought in completed next time.

But to return to the August meeting for a moment, people were initially inspired by the few seconds of test footage François had prepared as a demonstration, showing a sauropod walking. And **Keith Braithwaite's** storyboards for the piece, put together as a video, were shown at the outset of the meeting to give folk an idea of what the finished film would look like and provide guidance for those unfamiliar with animation. Keith offered further advice as to artistic technique in rendering visually interesting backgrounds and other elements.

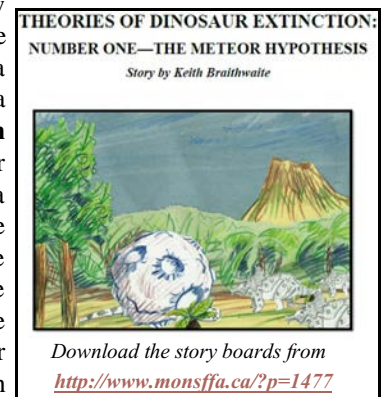
The learning curve turned out to be quite a bit steeper than we anticipated, however! There were also technical limitations that required some last-minute rejigging. And, there were many questions about whether this or that would or would not work. François, being the only of us ever to have actually done this kind of thing before, offered guidance to everyone and explanations of the process, while highlighting the common pitfalls to be avoided, some of which we had already, unfortunately, encountered.

In short, we were not as prepared as we should have been, and we did not expect that the process would be as problematic and quite so time-consuming as we rapidly discovered it was!

Oh, the best laid plans of mice and men!

Allowances, too, for last-minute input on the part of participants in the project were made as folk came up with a few amusing visual gags that might be included. We *do* want to incorporate as many ideas as we possibly can into what is, after all, a group venture.

So, we all learned a little more about the art of animation



Download the story boards from <http://www.monsffa.ca/?p=1477>

through practical experience, and trial and error. And, we made a reasonably good, if halting, start of our project. Most importantly, we had fun!

Ed's note: François Menard created two short stop motion sequencers as demonstrations of what could be done. The first one, of a walking sauropod, includes images showing the steps involved in its creation. <http://www.monsffa.ca/?p=1416> The second sequence shows a pterodactyl in flight <http://www.monsffa.ca/?p=1460>

SEPTEMBER

MonSFFA's September meeting welcomed guest speakers **David Shuman** and **Bill Strople**, both of the local branch of the



Observing Sol, David Shuman far left

Royal Canadian Astronomical Society, for a talk on telescopes.

David showcased and set up outside on our hotel's front porch his Coronado telescope, specially designed for viewing the sun. Numerous MonSFFen availed themselves of the

opportunity to safely gaze at Sol, an uncommon experience, to be sure!

Bill, a collector of vintage telescopes, brought in and set up a number of examples, outlining the technical details of each and in the process giving the group a primer on types of telescopes – Schmidt-Cassegrain (SCT), Newtonian – pointing out the pros and cons of each. One of his pieces was a beautiful, impressively large refractor dating back to the 1950s.



He also displayed a sample Dobsonian-mounted reflector not yet on the market, which he had



Left, Bill with as yet commercially unavailable telescope. Right, Mark gives a presentation for beginners.

obtained from the manufacturer.



Lindsay and Wayne show off their telescopes.

Our own **Lindsay Brown**, **Mark Burakoff**, and **Wayne Glover** brought in their telescopes, as well, and Mark gave a brief "Introduction to Amateur Astronomy" discourse, recommending one's kit include binoculars and star charts. Club president and long-time astronomy buff **Cathy Palmer-Lister** chimed in, too, offering her savvy on the hobby.

Lots more about the September meeting can be found on our website, <http://www.monsffa.ca/?p=1510>

The closing hour or so of the meeting was devoted to our more-challenging-than-anticipated short stop-motion film project, which had gotten off to a halting start the previous meeting. We have since collected ourselves and are now carefully proceeding one step at a time, as opposed to the do-the-whole-thing-in-a-single-afternoon approach we initially decided upon, which was, in retrospect, somewhat unrealistic.

On this afternoon, we focussed on character design, with folk assigned to come up with a sketch for each of the dinosaurs featured in our story.

The early-morning session was devoted to a screening, critique, and discussion of the themes explored in the mid-'70s sci-fi film **Logan's Run**, starring Michael York, Jenny Agutter, and Richard Jordan. Judging by the production design, music, and hedonistic vibe, the film was most definitely a product of the 1970s, several folk commented. Older members of the club who remembered seeing the movie when they were younger – that is, under the 30-year-old maximum lifespan enforced in the film's dystopian future – came away after this viewing with a decidedly different perspective than that of their younger selves!



Several people noted a religious/spiritual angle they had not formerly perceived, specifically the human trait of concocting, or believing in, a rewarding afterlife – "Renewal" in the movie – in order to be able to face one's own mortality.

Post-meeting, much of the group convened for supper at a nearby eatery, and afterwards returned to the hotel to observe the moon through Lindsay's telescope.



The Hugo rockets were awarded at Sasquan in a ceremony fraught with tension. Robert Silverberg dispelled much of our “tension, apprehension and dissension” with Hare Krishna chants. It’s worth watching, especially if, like me, you remember 1968. I was afraid the contentious “No Awards” would be met with heckling from Puppies, but I heard none. The Dalek probably helped.

The rocket for Best Novel was awarded by Special Guest, NASA astronaut Kjell Lindgren while aboard the International Space Station.

Mike Glyer wrote an excellent summary of the event on [File 770](#). You can watch the ceremony on line, at <http://www.ustream.tv/hugo-awards>



Best Novel: *The Three Body Problem*, Cixin Liu, Ken Liu translator (Tor Books)

Best Novelette: “The Day the World Turned Upside Down”, Thomas Olde Heuvelt, Lia Belt translator

Best Dramatic Presentation, Long Form: *Guardians of the Galaxy*, written by James Gunn and Nicole Perlman (Marvel Studios, Moving Picture Company)

Best Dramatic Presentation, Short Form *Orphan Black: “By Means Which Have Never Yet Been Tried”*, ” written by Graeme Manson, directed by John Fawcett (Temple Street Productions, Space/BBC America)

Best Fanzine: *Journey Planet*, edited by James Bacon, Christopher J Garcia, Colin Harris, Alissa McKersie, and Helen J. Montgomery

Best Fancast: *Galactic Suburbia* Podcast, Alisa Krasnostein, Alexandra Pierce, Tansy Rayner Roberts (Presenters) and Andrew Finch (Producer)

Best Fan Writer: Laura J. Mixon

Best Fan Artist: Elizabeth Leggett

Best Graphic Story: *Ms. Marvel Volume 1: No Normal*, written by G. Willow Wilson, illustrated by Adrian Alphona and Jake Wyatt, (Marvel Comics)

Best Professional Artist: Julie Dillon

Best Semiprozine: *Lightspeed Magazine*, edited by John Joseph Adams, Stefan Rudnicki, Rich Horton, Wendy N. Wagner, and Christie Yant

John W. Campbell Award for Best New Writer: Wesley Chu



Canada’s Aurora Awards will be presented by the Canadian Science Fiction and Fantasy Association, (CSFFA) at Convention 35, which this year is being hosted by SFCOntario, <http://sfcontario.ca/>. So that he would not have to travel to Toronto from Victoria, Dave Duncan was inducted into the CSFFA Hall of Fame October 4 at V-Con 40 in Vancouver.

Superheros Movie Release Timeline

Josée Bellemare

Deadpool	February 12, 2016	Justice League, Part 1	November 17, 2017
Batman V Superman: Dawn of Justice	March 25, 2016	The Flash	March 23, 2018
Captain America: Civil War	May 6, 2016	The Avengers - Infinity War, Part 1	May 4, 2018
X-Men Apocalypse	May 27, 2016	Black Panther	July 6, 2018
Suicide Squad	August 5, 2016	Aquaman	July 27, 2018
Gambit	October 7, 2016	Captain Marvel	November 2, 2018
Doctor Strange	November 4, 2016	Shazam	April 5, 2019
Wolverine 3	March 3 2017	The Avengers - Infinity War, Part 2	May 3, 2019
Guardians of the Galaxy 2	May 2017	Justice League, Part 2	June 14, 2019
Fantastic Four 2	June 2, 2017	The Inhumans	July 12, 2019
Wonder Woman	June 23, 2017	Cyborg	April 3, 2020
Spider-Man	July 28, 2017	Green Lantern	June 19, 2020
Thor - Ragnarok	November 3, 2017		

MonSFFun

Find the MonSFFA rocket hidden in this issue! (No, the one in our logo does not count, silly.)