

# WARP<sup>97</sup>



Winter 2017

## MonSFFA's Executive

President  
Cathy Palmer-Lister  
[president@monsffa.ca](mailto:president@monsffa.ca)

Vice-President  
Keith Braithwaite  
[veep@monsffa.ca](mailto:veep@monsffa.ca)

Treasurer  
Sylvain St-Pierre  
[treasurer@monsffa.ca](mailto:treasurer@monsffa.ca)

### Appointed Positions

PR, Membership, editor of Impulse  
Keith Braithwaite  
[impulse@monsffa.ca](mailto:impulse@monsffa.ca)

Web Master  
Cathy Palmer-Lister  
[webmaster@monsffa.ca](mailto:webmaster@monsffa.ca)

Editor of WARP  
Cathy Palmer-Lister  
[warp@monsffa.ca](mailto:warp@monsffa.ca)

## On the Cover

Keith Braithwaite provides us with this issue's cover, a colourized pencil drawing of H. G. Wells' Martian war machines spewing deadly gas across the countryside. The drawing dates from 1988 and was originally a black-and-white interior illustration accompanying an article Keith had penned for an early issue of WARP about Orson Welles' famous radio adaptation of War of the Worlds.

## Contact us

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

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## MonSFFA CALENDAR OF EVENTS

Except where noted, all MonSFFA meetings are held  
Sundays from 1:00 P.M. to 5:00 P.M.  
Espresso Hotel, Grand Salon, 1005 Guy Street,  
corner René Lévesque.

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

Programming is subject to change. Check our website for latest developments.  
<http://www.monsffa.ca>

### JANUARY 15

**OMG!** From ancient mythology, shows like Stargate, authors like CS Lewis, the Raelians right here and now, there is no escaping somebody's vision of God or god-like creatures. Or is there? (Danny Sichel)

**The return of the Dragon!** Christopher Hammock to give us a preview of Draconis, the gaming convention happening March 3-5.

### Election of Executive

**The Music of SF/F:** Overview of soundtracks, star composers of the genre, sf themes and imagery in pop music--All wrapped up as a game! (Kieth Braithwaite)

### FEBRUARY 12

#### **Wear Red for Valentine's Day!**

**NOON:** We invite our early birds to brainstorm programming ideas for 2017.

**Guest Speaker,** Prof. Don C. Donderi, author of UfOs, ETs And Alien Abductions: A Scientist Looks At The Evidence. Mr Donderi, PhD, associate professor (retired), McGill University Department of Psychology, teaches a ten-week course in the McGill Community for Lifelong Learning (MCLL).

What will the economy of the future look like? Will we reach the Utopian dream of having machines do everything for us so we may study philosophy and art? Will there be enough jobs for everyone; will we lose basic skills?

Will it all go south and become a dystopia?  
(Panel discussion moderated by Keith Braithwaite)

### MARCH 12

#### **NOON: SF Classic Movie Matinée**

**Can Government Get Any Weirder?** The recent US presidential race was... different! Is it the only way to rule a country? Certainly not, as even democracy has many variants. From Libertarian anarchism to totalitarian galactic empires, there is room in the genre for many, many forms of government, some of them very, very strange.  
(Presentation by Sylvain St-Pierre)

**SF/F Conventions:** March is the start of convention season. The Toronto Comicon is next weekend, Ad Astra is on the May 5-7 weekend, and later in the year, Can-Con is in Ottawa. World Con is the BIG one; this year it is in Helsinki, Finland. We discuss the different kinds of con, what you can expect to see and do at each.

**APRIL 9:** Possible Guest Speaker

**MAY 14:** Field Trip, TBD

**JUNE 4 :** Book Sale + presentation TBD

**JULY 16:** Picnic in the Park (Jul 23 in case of bad weather)

*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.*





Montreal was barely visible from Parc Jean-Drapeau as ice fog off the St. Lawrence River blocks the view. John Kenney / THE GAZETTE

## TABLE of CONTENTS

### WINTER 2017

#### FEATURE ARTICLES

Starfleet Treachery / 5  
Preparing for World Con 75 / 7

#### DEPARTMENTS

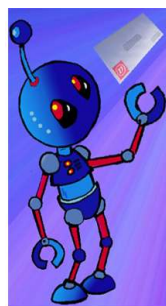
You've Got Mail! / 3  
Blast from the Past: WARP 8 / 3  
Upcoming Conventions & Events / 4

#### REVIEWS

Movies & Television / 9  
Literature / 12

#### MonFFANDOM

Oct 2016 to Jan 2017 / 13  
MonSFFun / 16



*You've Got Mail!*

Dear MonSFFen:

Thank you for Warp 96! Christmas has come and gone, and we've had a great time, and as the New Year's celebrations approach, I can take a little bit of time to respond to the latest clubzine. Let's see what there is to say.

My letter...all the Bell problems are solved for the most part, but sometimes, there is still trouble with Windows 10. We enjoyed the summer's

steampunk events, and we did participate in the voice performance of the new Harry Potter book. And, believe it or not, I am STILL job hunting. I had a great series of interviews and tests with Nasdaq Canada, but I still couldn't secure the job. I am praying for some employment in 2017.

That Trek display looked interesting, and I wish it had come here. I never did see the newest Trek movie, and I don't really care to see it. I hate to say it, but same goes for Rogue One. They

are are not attracting me the way they used to. I do know there's yet another Indiana Jones movie in the works. I suspect Harrison Ford will look older than Sean Connery did when he portrayed Jones' father.

*I would have liked to see Rogue One, fans are saying it's the best since the first Star Wars movie. I gave up on Star Trek after the first of the reboots, but I'm curious about the new TV show. I'm hearing good things, but like you I have issues with reboots and never-ending sequels.*

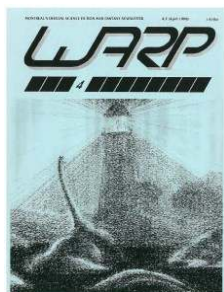
Not much on the way of comments, but then, it is that void period between Christmas and New Year's, so we hope your Christmas was grand, and we hope for the best out of 2017. 2016 seemed a deadly year for so many reasons, especially with the passing of Carrie Fisher just yesterday as I write. The New Year's just gotta be better! See you then.

Yours,

Lloyd Penney



#### Blast from the Past: WARP 10 April 1990



Keith Braithwaite's cover depicts a scene from "The Foghorn", a classic Ray Bradbury story about the last of the Plesiosaurs which is drawn to the sound of a foghorn. Keith, as both president and editor of WARP, issued a plea in his editorial for more participation from the membership of the club. (Sounds familiar

to this president and editor!)

The TransWarp Book Club was announced by MonSFFan William Whitbread who had opened his personal collection to the club membership. The titles listed include many classics of the genre.

MonSFFandom reported on conventions, planning for Con\*Cept 90, and the MonSFFA meetings of March and April. Lynda Pelley gave an audio presentation of an encounter between

Cathy Palmer-Lister

the Enterprise and a Star Destroyer which she created using clips from Star Trek and Star Wars. Dan Kenney brought in a display of his models, some of which featured extensive lighting effects. Keith Braithwaite, Lou Israel, and Richard Brandow hosted a panel discussion on the scientific inaccuracies and failures of internal logic in current SF TV shows and movies. Lou also hosted a panel on the future of Star Trek. Sylvain St-Pierre showed a video he created about Ad Astra, a Toronto convention which provided much of the inspiration for Con\*Cept, and is one of the few conventions still going strong to this day. Oran Gleason is thanked for assisting in set up and clean up. (Sadly, Oran passed away from cancer at a very young age just two or three years later.)

Lloyd Penney's LoC was a full article about SF conventions, comparing pro and fan-run cons, the problem of media coverage (really bad reports left fan conrunners leery of letting TV cameras into our cons even now) and other issues such as younger fans being more media than lit oriented, and fans needing to run cons as a business or risk bankruptcy.

Keith and Berny wrote lovingly about the Aurora model kits of the 60s and 70s, especially the Batman and SeaQuest models.

*The Do's and Don't's of Fandom* by Keith Braithwaite expands on the points raised in his report as club president:

In the two years of my involvement with MonSFFA, and fandom in general, I have heard many a comment along the lines of, "There are two kinds of fans, media and literary," or "sf and fantasy," or "*Trek* and everyone else," but my experience with recruiting bodies to help organize things has led me to conclude that fandom can really only be divided into *these* two basic groups: those who do and those who don't.

He reminded us of the adage that 10% of a membership does 90% of the work, which is OK until the membership starts shrinking. Dire warnings of burnout are still very relevant today.

Keith, writing as Carl Philips, reported on Con-vent-1, run by Dawson College. MonSFFA had a booth there. Berny Reischl and Dan Kenny won awards for their models.

Kevin Holden wrote about Astral Café on Ste-Catherine street which, unusually, catered to fandom. Earth-Shattering Trumors reported on awards, and the latest news and speculations on TV, movies, and books. Main Viewscreen featured art by Keith, more dinosaurs, of course! Brian Ekers contributed a funny short, short story entitled "Memoranda".



## Upcoming Conventions and Events

Lloyd Penney

Abridged, consult our website for more complete listing

February 26, 2017 – Retro Expo – Toy Convention -Delta Hotel, Montreal. QC  
<http://www.gamerscanada.com/retroexpo/emain.html>

March 3-4-5 – Draconis, gaming convention, Cégep du Vieux Montréal <https://www.facebook.com/FestivalDraconis/?fref=ts>

March 17-19, 2017 – Toronto Comicon, Metro Toronto Convention Centre, Toronto. <http://www.comicontoronto.com>

March 17-19, 2017 – Furnal Equinox, Westin Harbour Castle Hotel, Toronto. Furry convention. <http://www.furnalequinox.com>

March 26, 2017 – HeritageCon XI, Canadian Warplane Heritage Museum, Hamilton. Modellers' convention.  
<http://www.ipmshamilton.ca>

March 31 – April 2, 2017 – Nadeshicon, Pavilions Alphonse-Desjardins, Quebec City. Festival of Japanese culture, <http://www.nadeshicon.ca>

April 1&2, 2017 – Kitchener Comic Con, Kitchener City Hall, Kitchener. <http://www.kitchenercomiccon.com>

April 9, 2017 – Buffcon 34, Justin & Columbus Hall, Cheektowaga, NY. Modellers' convention  
<http://www.ipmsniagarafrontier.com>

April 20-24, 2017 – CostumeCon 35, Meadowvale Hilton Hotel, Mississauga. <http://www.costumecon35.org>

April 30, 2017 – 80s Toy Expo 2017, Hilton Mississauga Meadowvale Hotel, Mississauga.  
<http://www.ontariocollectorscon.com>

May 5-7, 2017 – Ad Astra 2017, Best Western/Sheraton Parkway Hotels, Richmond Hill, ON. GoH: Brandon Sanderson, Returning: Anne Bishop, Julie  
<http://www.ad-astra.org/> Hashtag #AdAstra2017

Le 5,6,7 mai, – Congrès Boréal, Monastère des Augustines 77 rue des Remparts, Quebec, QC <http://2017.congresboreal.ca/>

May 6, 2017 – Torcan 2017, Century Gardens Recreational Centre, Brampton. Modellers' convention  
<http://www.torcanmodelshow.com>

May 12-14, 2017 Ottawa Comicon, EY Centre, Ottawa. For more information, <http://www.ottawacomicon.com>.

May 14, 2017 – Orillia Comic-Con, Geneva Event Centre, Orillia, ON. <http://www.orilliacomiccon.com>

May 26-28, 2017 – Anime North 2017, Toronto Congress Centre and surrounding hotels, Toronto <http://www.animenorth.org>

May 26-28, 2017 – Festival BD de Montreal, Espace la Fontaine, Montreal. Convention for bandes dessinées.  
<http://www.fbdm-montreal.ca>



# 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, Janeway's vessel is detected and scanned by Chakotay's ship. Negotiations are interrupted when both are hit by a massive displacement wave. Heroic efforts bring the engines back on line, but 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. It has an M-class planet, and oddly, the Array is aiming pulses of energy straight at it.

Janeway leaves Cavit out of the tactical consultation, further infuriating him. Tuvok tells her the missing crew must be dead, but Janeway will not give up. Evans is sent over to assist in repairs on the Starfleet vessel, but Chakotay warns him to be wary of Cavit. Chakotay warns Janeway of the Cardassian/Dominion plot to attack the Federation.

## CHAPTER 36

"Thank you!" Kathryn Janeway breathed a silent sigh of relief.

Chakotay's confusion clearly showed. "You're welcome, I guess. May I ask why?"



Janeway managed a very innocent facial expression. "For helping me justify the course of action which I had already chosen."

"Oh!" Handing the padd back to the captain, Chakotay gave his head a small, quick shake.

After placing it in her padd organizer she turned off the monitor. "How about an away team of myself, you, and Tuvok, along with three Starfleet and three Maquis. With emergency beam out procedures?"

He nodded agreement. "That should be sufficient. We could have a security team on stand-by, just in case."

Janeway stood up. "All right, let's do it! I'm on my way down to the science lab. Will you join me?"

Chakotay answered as he too rose to his feet. "Of course! But first, if you don't mind, I'll like to contact my ship."

Entering the bridge Janeway and Chakotay walked into the center of the command area. The captain turned to the ops station. "Mr. Evans, open a comm line to the Maquis."

The Maquis temporary Starfleet officer tapped the control panel. "Yes Captain!"

Watching his man efficiently carry out this Starfleet captain's order Chakotay ran a hand along his chin, trying to hide the amused smile on his face. When a Bajoran face appeared the Maquis leader turned in the direction of the viewscreen. "Seska, we're heading for that M-class planet. Set a course to match this ship using the information from the tactical link. Once we're in orbit three of our crew will join the away team."

Rising from the command chair Seska moved closer to the railing near the conn. "Which three?"

"I'll let you know." In truth, Chakotay was not sure which three of his crew to choose.

Seska grinned. "Afraid you'll have a mutiny on your hands. Not everybody will welcome working with Starfleet."

Chakotay knew Seska was correct. "Perhaps they would prefer to lose B'Elanna. Chakotay out!"

Janeway listened with interest to the exchange. What

Chakotay had said was true, she was not the only captain with crew members harbouring strong feelings. The two crews would never be able to coexist. Just the thought of that necessity occurring sent a shiver of apprehension down her spine. They had to find a way home! If not, how long could she and Chakotay maintain their truce? How long before the crews began turning on each other? Hatred had strange effects on people, destroying discipline and human values.

The captain walked in the direction of the helm, where a young ensign sat at the controls. Tom Paris was standing beside her, bent over, still working on the console. Janeway addressed Paris. "Tom, what's the condition of the conn?"

Standing up straight he turned to the captain. "It's fully operational. There's still a few minor repairs to be completed but they should not interfere with navigation."

Worry and hope mingled on his face. "Do you have some information?"

Smiling gently Janeway shook her head. "Not at the moment. Chakotay and I are just checking out a few ideas. I'll let you know as soon as something develops."

She turned her attention to the Ensign. "Ms. Forester, lay in a course to the M-class planet. Maximum impulse."

The ensign tapped her controls. "Yes Captain, course laid in."

Janeway walked back to Chakotay. "I don't trust our warp core. It will take longer using impulse, but a lot safer." With Chakotay beside her, Janeway headed to the turbolift. Coming abreast of the ops station she stopped. Looking at her new crewman there was a touch of mischief in her voice. "Well Mr. Evans, how are you getting along?"

Evans tried to avoid looking at the Maquis leader. "Fine Captain, you systems are comparable to Chakotay's."

"Hey, Evans! Don't get too comfortable. Remember, you're part of my crew," joked Chakotay as he tried to look serious.

Evans retorted with a grin on his face, "Hell, Chakotay! Her coffee is much better than yours!"

Chakotay looked at the Starfleet captain who was fighting to keep a straight face. "The price of loyalty these days. Deserted for a cup of coffee!"

For the first time since their abrupt arrival, at least for a brief moment, the bridge crew had smiles on their faces.

In the turbolift Chakotay attempted to look and sound serious. "Did you do this on purpose? Trying to entice my crew away with your coffee?"

"Commander!" Exclaimed Janeway, faking shock at the suggestion. Then she retorted in the most innocent of voices. "Would I do something like that?" Leaving the turbolift she threw over her shoulder. "However, it does give me ideas!"

Hands on his hips Chakotay just stood there, watching Kathryn Janeway. He realized not only was this one very determined captain, but an extremely unusual one. Be it searching for two lost crewmen, hunting a Maquis outlaw, or using lighthearted banter to maintain a truce, her unpredictability gave her an advantage. And she knew it.

Heaving an *'I wonder what next'* sigh, he too exited the lift, catching up with the captain at the door to the science lab.

Janeway walked up to the console where Tuvok was working. "Anything?"

The Vulcan replied as he continued to tap the display, studying the information. "Yes, Captain. By compensating for the interference from the energy our long range scans revealed activity in the airspace, southwest of where the pulses from the Array are landing. Also, these energy bursts are still increasing in frequency."

Janeway threw a quick glance at Chakotay, who was standing beside her. "Activity in the airspace, interesting. I have set a course for this planet. If there is some form of life down there let's hope it's friendly. Tuvok, prepare for an away mission, three from our crew, three from Chakotay's."

While still talking to Tuvok, Janeway looked defiantly at the Maquis leader. "Also arrange for Tom Paris to join us."

Chakotay grinned at the Starfleet captain. "I'll deal with him after we return to the Alpha Quadrant."

Despite knowing she was being baited, Janeway stepped closer to Chakotay. "Paris is a member of my crew. Here....or in the Alpha Quadrant!"

While looking the Maquis leader in the eye, she tapped his chest with her finger for emphasis. "Understood!"

Eyes gleaming with mischief Chakotay replied in his best subservient voice. "Yes ma'am."

Which earned him a *'just wait until I get you'* glare from Janeway. Neither of them admitted, at least to each other or out loud, that Janeway's light touch had sent a jolt of electricity threw both of them.

Total unaware of what had transpired between the commanders, Tuvok turned to Chakotay. "May I suggest Timmins, B'Kay, and Jarvis."

For a moment the Maquis leader thought over the Vulcan's suggestion. "All right. I'll have them join us when we're in orbit."

Why, Chakotay wondered, should he be surprised at Tuvok's suggestion. The Starfleet officer had been part of his crew, knew his people. The Vulcan had chosen three of the best. The only problem....one of the three hated Starfleet as no other on his ship. However, Jarvis did have an unusual reputation. Perhaps he had better keep an eye on the captain.

Just then Cavit entered. Seeing Chakotay the officer quickly controlled his strong dislike of the Maquis leader before the

captain could notice his reaction.

Janeway turned to her first officer. "Ah Mr. Cavit, just in time. I have set a course for that M-class planet. Once we're in orbit Chakotay and I will be taking an away team down to the surface. Stay on full security alert, constant scans with emergency beam-out status, and have a security detail armed with phaser compression rifles on stand-by, ready to beam-down if necessary. Any improvement with the warp core?"

Cavit stood quietly, hands folded behind his back. "Carey's last report was an hour ago, when he increased warp drive up to 4.5. I just came from sick bay, I'm on my way to engineering now."

Cavit's news did nothing to improve Janeway's disposition. "We're in strange space with limited capabilities, not the best situation. To aid with the repairs I sent Rollins down to engineering. A member of Chakotay's crew, Mr. Evans, is helping at the ops station."

Chakotay carefully monitored the reactions of both Tuvok and Cavit. The Vulcan raised an eyebrow, however, the news that a member of Chakotay's crew was working on the ship did not appear to surprise him. Obviously the Vulcan knew his captain. As for Cavit, the first officer appeared surprised but showed nothing more. Apparently he had learned to accept his captain's authority.

However, neither Janeway or Chakotay saw the tightly clenched fists of the officer.

The captain continued speaking to Cavit. "I want an update after you have spoken with Carey, and what is the situation with our injured crew members?"

Cavit managed to keep his attention focused on his captain and not on Chakotay. "Dr. Fitzgerald released one this morning. There are six others who suffered massive first degree burns, severe lacerations, and multiple trauma injuries. With the loss of over seventy-five percent of our medical supplies, at the moment all the Doctor can do is sedate them."

If the situation with the warp core had upset Janeway, this news deeply troubled her. Feeling helpless and frustrated, for the moment at least, the captain was forced to admit there was little she could do. "Keep me posted."

Turning in the direction of the door Cavit gave a slight nod. "Very good, Captain. If that is all, I'll be in engineering." The picture of a perfect first officer. Emotions fully under control, showing none of his growing inner fury. A Maquis on HIS bridge! Serving on HIS ship! How dare she? He was now determined, upon their return to the Alpha Quadrant, it would be his duty to report the captain's breach of regulations. He has a responsibility to ensure it would be a long time, if ever, before Kathryn Janeway commanded another ship.

After Cavit left Janeway turned back to Chakotay. "Do you want to contact your ship now or later?"

Chakotay looked over at Tuvok. "Tell Evans to contact Seska. Arrange for Timmins, B'Kay and Jarvis to join the away team. Also ask Seska to check with the EMH concerning our medical supplies. We carry a good inventory, have her send over whatever





you require.”

Without hesitation Tuvok nodded. “Very good Commander.” Then with nothing more to say, in true Vulcan fashion Tuvok left the science lab.

Feeling greatly relieved a very grateful Starfleet captain turned to the Maquis leader. “Thank you!”

She did not have to say anything more, and it was not necessary for Chakotay to reply. However....it did not escape the captain of how easily Evans had taken orders from her and how, without question, Tuvok had accepted instructions from Chakotay. Janeway rubbed her hand along the back of her neck. “When we return home, we might have to sort out who belongs to whom.”

Grinning, Chakotay rested his hand on top of the console as he studied Janeway, who was working, head bent, studying the display panel. “How do you know I didn’t order Evans to sabotage your ship, or use this as an opportunity to access your computer?”

The captain kept her eyes on the panel, which prevented Chakotay’s from seeing her amused smile. “Ay yes. I forgot, Evans is your chief spy.”

The Maquis leader very quickly retorted. “Captain, you no more forgot than I did!”

Still keeping her head bent she shrugged her shoulders. “Go ahead, access our records. You were a Starfleet officer, most of the information is either already known, or of little practical use to you. Crew reports, a lot of scientific information, nothing classified. Besides....from what I heard of the Maquis, you don’t require an invitation.”

Chakotay laughed. “Captain Kathryn Janeway....practical as

well as unpredictable.”

Still occupied with the console Janeway managed to keep the laughter out of her voice. “As for sabotage, Tuvok said you were a man of your word, that you would honour the truce.”

The Maquis leader also managed to maintain a straight face. “And of course, Vulcans never lie!”

Looking up the laughter danced in her eyes. “Will you ever forgive me for planting Tuvok in your crew?”

Chakotay locked eyes with the captain. “I’m working on it. However, I might forgive, but I’ll never forget!” There were no hard feelings. Never had been. As a Starfleet officer she had done what she had to. Chakotay understood, and Janeway knew this.

She quickly turned back to the console. “Let’s run some more scans. See if we can force this mysterious planet to give up the secrets that it holds. Perhaps, we can locate some indication of Torres and Kim. No matter how small I’ll consider it a good sign.” To their intense sorrow, hoping and longing were not enough. With each passing minute the chances of finding the two alive were diminishing. Neither voiced the anguish they were feeling. The sick empty feeling in the depths of their beings, both knowing this was their last hope, their last chance of rescuing Kim and Torres. Both knowing soon they might be forced to accept the inevitable.

If the missing crew members were not on this planet, or at least an indication of where they were, the two commanders knew they were out of options. The search would have to be called off. They would have to concentrate on the Array! On a way home, leaving behind the two whose exact fate would never be known!



## Preparing for Worldcon 75 Sylvain St-Pierre



Is it 2017 already? My, how time flies! This means that there are only a few months left before Worldcon 75 in Helsinki. If you hurry, you can still manage to squeeze in. Here are a few tips for late comers.

Find a place to stay. NOW. Helsinki is not a very large city, and is a favourite destination for Southern Europeans who want to escape the stifling August heat of their own region. A lot of the con-approved hotels filled up in a few days when the list was published last September. It may still be possible to find a room at the last minute, but it will really be a gamble.

Do remember that European hotels tend to be smaller and that the tradition of piling up a dozen fans in a “single” is very much frowned upon, to the point of being illegal. If you want to save money, tourist apartments can be an excellent option. Fortunately, the various travel Websites are a godsend to research the perfect



place. My favourite is Booking.com, but there are numerous others, each with its own pluses and minuses.

Note that the con has reserved sizable blocks of rooms in many hotels. While many of the more desirable ones are already taken, quite a few may still be available through the Worldcon 75 Web site (see link below), even if the hotels or other sites show the place as full.

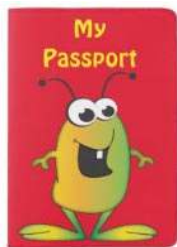
About the venue: Be warned that the Messukeskus Convention Center, where the con is going to be held, is some distance away from the Center of Town; and that the only hotel



*Messukeskus Convention Center.*

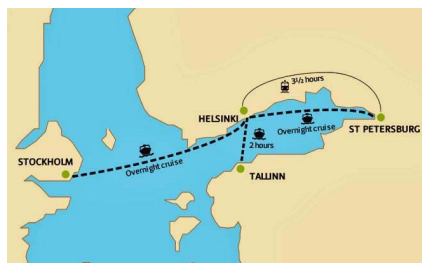
connected to it is going to be set aside for people with mobility problems. Transit is expected to be rather easy, on the order of less than fifteen minutes by train – of which there is one every few minutes – or about twenty minutes by tramway, which stops at the door. It will also be free, as the City of Helsinki is giving away a Transportation Card to all Worldcon 75 attendees for the

duration of the event.



Make sure you have a valid passport. There is still plenty of time to get a passport or have your old one renewed if needed; but do not procrastinate, as this is an essential step. Canadians with no criminal record usually have no problem entering the Schengen Area, which encompasses most of Western Europe. Once in, you can move between member countries as you wish. Always carry your passport with you, as identity controls tend to be routine in some places.

Research your itinerary. Unless you are the kind of fan that cares only about the con and nothing else, you will probably want to take advantage of the trip to visit a few places aside from Helsinki. There are several very attractive cities within a relatively short distance. If you like to roam with no clear destination, an open Eurorail Pass might be the perfect solution for you, allowing to take the train to virtually anywhere on the spur of the moment.



Nearby destinations

half to cross and there are several trips each day. Estonia uses the same currency, the Euro, as Finland and is part of the Schengen Area. You can leave in the morning, visit



Science Fiction Bokhandeln in Stockholm

about an hour, but the ferry is a very attractive option. It takes longer, but it is much cheaper and the trip can be made at night, thus saving precious visiting time. A small cabin will cost you about the same as the hotel night that you would have to pay anyway. The ferries are enormous and extremely well equipped, with numerous shops and restaurants. Sweden is also part of the Schengen Area, but uses the Krona (SEK) as currency. As a bonus to fans, there is a shop that specialises in SF&F right in the

Tallinn is right across the Baltic. This Hanseatic League city has preserved a wonderful medieval atmosphere and appears to be well worth a visit. The ferry takes only about two hours and a



Draakon Restaurant in Tallinn.

all day and be back in Helsinki before nightfall.

Stockholm is close by. The capital of Sweden is a desirable stop either before or after the con. Air travel between the two cities is only

Old Town.

St. Petersburg is not very far away. This city has preserved much of the splendour from the days of the Tsars and can be reached in a few hours by train from Helsinki. You MUST have a visa on your passport to enter Russia, otherwise you will be turned back at the border. The one exception is if you come in on a cruise of the St. Peter Line, but it must be arranged well in advance. You will also need to get some rubles for.



Church of the Saviour, St. Petersburg, Russia



European power sockets

You will need an adapter to plug your electrical devices in European power sockets. Note that the outlets on the Continent are different from those in the United Kingdom. As well, they all deliver power at 220 Volts, which will fry your North American 110 V devices unless you also use a converter. There are some nifty gadgets on

the market that will automatically adapt to local requirements, but be sure you get the right kind.

Dress properly. Helsinki is about on the same latitude as Puvirnituk, off James' Bay, close to the Northern tip of Quebec. Because of the Gulf Stream, it is much warmer on average but the summers are still cooler than those of Montreal. In 2016, the temperature for the period matching that of Worldcon 75 this year hovered around 20 Celsius. You will not see snow, but a good windbreaker is a minimum requirement, and a decent jacket or sweater would be a wise thing to pack.



Xellana, a Finnish graphic novel by Kari T. Leppänen

They speak Finnish in Finland. And Swedish in Sweden, Estonian in Estonia, and so on. However, the overwhelming majority of people in those countries are at least bilingual, and it should not be difficult to find somebody who speaks English, especially in the tourist areas of the major cities. But it would still be a good idea to bring a small relevant basic dictionary and phrase book and learn how to say "hello", "please" and "thank you". Do not be that ugly traveller who will shame us all.

What to expect? Worldcons held outside of North America always have a special flavour to them, and it is especially true when the venue is in Continental Europe. I remember quite fondly ConFiction at The Hague, in the Netherlands, where there was a



high proportion of people from surrounding countries and the atmosphere was fantastic ([See Warp #13](#), December 1990, Page 13) Stay informed. A few of us are considering going or have already made our reservations. We are maintaining a [Facebook page](#) to post useful information about various practical matters

regarding this trip. We intend to keep it updated until the last minute. Feel free to consult it .

The official Worldcon 75 Web site can be accessed at: <http://www.worldcon.fi>



## REVIEWS: Movies & Television

### Danny Boyle's *Sunshine* Reviewed by Shawn Picard

I watched this movie again last night. It's one of my all-time favourites – not the least of which because Cillian Murphy is amazing as an actor and is super cute.



I remember when I saw it in theatres with my then-boyfriend-now-ex-husband, and as we discussed it, strolling away from the cinema through the muggy streets of Taipei, I expressed a certain disappointment. I'm not sure why exactly, just that the story seemed to be lacking something. I often feel this way when I watch Sci-Fi movies – as if they nearly hit the mark, but fall short somehow.

Yet our opinions happily can change as we grow, and I have since fallen in love with this visionary film. I did the same with *TRON: LEGACY*, but my appreciation for that one came out of watching the original *TRON*, adding whole new layers of depth.

In the case of *Sunshine*, I think it was necessary for me to watch a few times in order to fully understand what's going on (the mark of any good film, in my book!) and in this case a lot of it is nuance: the interaction with the characters.

“What is that? Beef?”

“Chicken. You don't like it, you take my shift next time!”

This says a lot about a group of people living together in cramped quarters. Mace and Trey, the two characters that have this terse bit of dialogue, are living in a house they can't leave, each with eight other roommates. Personally, I have trouble sometimes with just one roommate! And we've all been stir crazy at least when we were kids and wanted to play outside on a rainy day.

Now, if you've seen *Sunshine*, you may wish to correct me and say that there are only eight people total on the ship, the *Icarus II* – but this is only half-true (at least before the SPOILER ALERT unexpected arrival of Pinbacker played magnificently by Mark Strong) since the ship leaves Earth with nine passengers: eight astronauts strapped to the back of a bomb, and one artificial intelligence.

*Icarus* is totally a character to consider – and while she doesn't fall in love with anyone or try to kill anyone, she is still present,

and vital, and even one of Pinbacker's victims. Nine people, nine deaths.

Why is this important?

Because there were nine people in *The Fellowship of the Ring*.

Huh? What does *Lord of the Rings* have to do with *Sunshine*?

Well, despite the oddity of having the two movies paired up in YouTube videos playing the adagio D and showing the climax of both films, there is no real connection between these two stories – except that they are essentially the same story!

Capa is Frodo. He has to throw the Ring into the Fire where it was forged. Kaneda is Gandalf, who knowingly sacrifices himself to the Fire. Cassie is Sam who accompanies Capa to the Fire. Pinbacker is Gollum who tries to push them into the Fire.

The rest of the crew and the fellowship have certain weaker correlations, but these four are the archetypes which we watch over and over and enjoy so much (Luke Skywalker, Obi Wan Kenobi, Han Solo, Darth Vader) and I'll provide what I think is the best match-up at the end of this article.

To stay with the archetypes for a bit: when I discovered this, I developed a deep...

The Sun is portrayed all throughout *Sunshine* as an overlord – not a Dark Lord, but the opposite, a Bright Lord, whose fire is unmerciful and destructive. It is massive and powerful beyond belief, and is spreading corruption and death in this movie – for with its death it is dooming Earth and its citizens to an ultimate demise.

I think when I first saw the film I thought it unlikely that humans could construct a space vessel that could withstand those fires. Sure, the ship has a shield, but what is the shield made of that allows it to resist melting? Maybe it's possible, but I had a hard time with that, and wondered if it was a plot hole. I also wondered if the shield was possible to construct, why not just make the entire ship shielded with the material? Maybe it was a design issue. The film never explains any of this science, and maybe it doesn't need to, because as soon as I realized that I was watching a myth that ran parallel to one of my favourite classics, *The Lord of the Rings*, I stopped caring about any of these flaws.

I was not turned off at any point by the “horror twist” that really irked so many people. I think that since we've seen this type of thing before, we have become too jaded to it. It worked perfectly in *Alien* and it worked perfectly in *Sunshine*. It was a wonderful plot element to include a man who had lost his mind by beholding the awesomeness of the Sun so close which man was never meant to do.

The psych officer on board the *Icarus II*, Dr. Searle, is headed down that exact same path. He needs to know so desperately what Kaneda sees moments before claimed by the Sunfire; he is letting

his face be peeled off by his sun burn, and he is a total addict to sun-bathing (for lack of a better term, maybe sun-worship, something we as a race used to do universally not that long ago down our evolutionary line) so he gets it when he sees the crew of the Icarus I who “had an epiphany” and “saw the light”. Searle therefore is another archetype, Boromir, the corrupted/redemptive one. The one who gives himself up so that others may live.

Okay, I guess since I’ve gone ahead with it, I might as well do the rest of the crew:

Mace is Aragorn, a crownless prince, an angry outcast. He knows best, but no one listens to him. When we meet Aragorn, he’s a scraggly Ranger called only Strider. Mace is also scraggly at the beginning of the film until Searle prescribes a haircut to deal with his outburst with Capa.

Merry and Pippin are represented best in *Sunshine* by Corazen and Trey. In the literature, Merry and Pippin are not that distinct from one another, and are not as clownish as in Peter Jackson’s film portrayal of them. Pippin however does drop the stone into the well in Moria and brings on a goblin attack that leads to Gandalf facing the Balrog on the Bridge of Kazad-dum and falling into the darkness (just as Trey’s error leads to Kaneda’s death when he repairs the sunward shield) and Corazen is best married with Merry because she is an earthy, grounded biologist and hobbits are pretty rustic. There may be some other good correlations there but I’d have to dig for them and I don’t think they matter much.

This brings us to the final pair: Gimli the Dwarf and Legolas the Elf. These two, at odds with each other in the Fellowship, are represented by Harvey and Icarus, since these two characters are paired up. Icarus uses her Elf Eyes and Ears to detect many things that the others cannot, much like Legolas tracking the Uruk-hai across the plains of Rohan, and stepping gently on the snow while the rest of the Fellowship must sink and flail upon the snowy passes of Caradhas. Harvey is much more narrow-minded, stubborn like a dwarf in some cases, and he mines deep space for transmissions. He also leads them to Icarus I by doing so, much like Gimli suggesting the Fellowship attempt the Mines of Moria, and this leads to devastation and regret.

Now, I doubt that Danny Boyle or screenwriter [name] really had any inkling when they made the script for *Sunshine* or produced it that they were following a very powerful formula for a successful mythic adventure. It’s LotR in Space. And it rocks, mainly for that reason.

It’s a bit more morbid, since (SPOILER ALERT) everyone dies in *Sunshine* (but the people on Earth are saved!) but this is the only way within that framework for the mythical hero’s journey to be completed. Frodo must go on alone (although he is accompanied by Sam, it’s true, but Sam is just an aspect of the archetype, the Good Angel on Frodo’s shoulder balancing out the duplicitous and deceitful Evil Angel of Gollum) and in exactly the same way, Capa must complete the mission alone, facing Pinbacker (with Cassie’s help) in a final confrontation with the insane captain of the first mission that is almost a play-by-play

recreation of Gollum struggling with the invisible Frodo in the Crag of Doom above the fiery chasm while Sam, distraught and unable to help, looks on.

Both conflicts are momentarily violent and true: Capa cannot overpower the brutish and monstrous (rather Orc-like, now I think of it, or maybe more of a Cave Troll) Pinbacker just as Frodo cannot overpower his desire for the Ring, which is personified by the greedy and grasping Gollum. And wonderfully both conflicts avoid the Good Guy killing the Bad Guy in a moment of ridiculous and unwarranted redemptive violence. Gollum tumbles off the cliff into the Fire, just as suddenly and stupidly as Pinbacker releases his victims to fall over the edge and make a brilliant escape using the gravity of the bomb itself to make a quick getaway.



Michelle Yeoh, Troy Garity, Rose Byrne, Cliff Curtis, Chris Evans, Cillian Murphy, Hiroyuki Sanada, and Benedict Wong in *Sunshine* (2007)

In both cases the Over Lord is a distant presence, ever-watchful but impotent except by spreading its powers across the world. Sauron’s Monotheistic Eye is the unblinking and all-burning Sun so wonderfully depicted in the film with stunning graphics. Kudos to Boyle for really representing the villain as a powerful and inhuman god that cares not a whit for any of man’s troubles. More ominous really is such a detached entity than Sauron, whose motivation is really just to dwell as a lord of Middle Earth ruling a bunch of dim-witted Orcs and

Goblins in a new age of eternal darkness – not a viable thing to shoot for, unless this was always meant to be a springboard to invade the land of the Immortals, lost across the Sea to which only Elves and particularly lucky hobbits get invited.

Anyway, this is why I love *Sunshine*. It has a few flaws and maybe a few plot holes. For example: Capa, why, Oh why don’t you tell anyone there’s a fifth crew member onboard before confronting him all by yourself?!?

Oh well, human error is an important plot element in *Sunshine*, as this is what leads Mace and Kaneda to hand the mission back over to the AI, telling Icarus to manage things after too many botched attempts to do the right thing. Still, Capa, by this point you should have known to report your intel immediately. And for that matter, if these people are all the best and brightest, why couldn’t they conceive of a survivor boarding their ship? They knew there was a possibility that some but not all crew could survive seven years orbiting the sun alone, and yet when they docked they essentially left themselves wide open to an attack. Mace suggests Trey sabotaged the airlock and says he’s the only person who could have done so...

Yet a small leap of logic or a wee brainstorming session could easily have led someone to say, “Hey, what if one of the crew members of Icarus I survived and tried to come aboard?” This is essentially the same as someone saying, “Hey, why didn’t Frodo just ride an Eagle into Mordor and pitch the Ring into the volcano?” (although I think in that case the Ring Wraiths are used as an impediment to that course of action).

These are trivial plot points because what’s coming across is the Mythic Quest, undertaken by Frodo and Capa and many others in films and literature. If done well (and in this case it most



certainly is!) then the story resonates within us and we feel the truth of that quest: that each of us from birth to death is alone and afraid in a harsh environment where all we have for comfort is each other and whatever truth we can glean for ourselves from the cosmos – whether this is the technology to save the Earth with all of its fissile materials mined and made into a bomb, or by using the Force, or by finding the will to travel into Mordor and cast the

One Ring into the fires of Mount Doom which alone can destroy it.

It's a fun ride in any case.

*Editor's note: a [clip from Sunshine](#) can be viewed on the [imdb.com](#) site, [the trailer](#) is on Youtube. If you find the comparison to LoTR intriguing, I recommend reading *The Hero with a Thousand Faces* by Joseph Campbell. This is the book that inspired *Star Wars*.*

## Fantastic Beasts and Where to Find Them Reviewed by Josée Bellemare

This is *Harry Potter* for grown-ups. The protagonists in this story are adults which makes it more appealing for the adults in the audience but still makes it interesting for kids of all ages.



For the magic fans out there, this movie is your chance to revisit a world where magic exists side by side with the real world. It makes you wonder what might be behind the door that says "Authorized personnel only"... After all, the wizarding community goes through a lot of effort to keep their existence a secret from us, the no-maj or muggles as the British call us.

Set in New York in the nineteen twenties, everyone asked said that the sets are brilliant, amazing, breathtaking and so on. Entire blocks of New York were reproduced in great detail and studios intend to use them for other productions.

As for the beasts, you have quite a variety from small and cute to big, fierce and majestic with a few weird-looking ones in between. These beasts live inside Newt Scamander's case, the magic equivalent to the Tardis, each in a different environment. It's almost like visiting the Biodome.



Just like *Harry Potter*, the heroes of this story are outsiders: good people who, in spite of their best efforts, don't quite fit in. Throughout her books J.K. Rowling has always made it a point to empower the misunderstood.

Considering the fact that J.K. Rowling is already planning several sequels, it might be time to dust off our magic wands.

*Editor's note: If you need a magic wand, Josée has [tutorial on our website](#).*

## Rogue One Reviewed by Sylvain St-Pierre



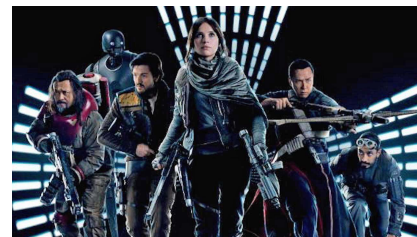
We are now used to sequels and prequels, but – uh – in-betweenquels? This is a movie that puts us in the position of knowing both the past and the future, and I was really wondering how they would handle that without violating canon.



Quite well, in my opinion. Yes, the plot is grim, but it meshes almost flawlessly with *Episode IV* and answers many questions that have bugged fans over the last four decades. Not quite perfectly, mind you, but the general feel is much closer to that of *A New Hope* than most of the other instalments. I am a sucker for imaginative sets and vehicles, and certainly was not disappointed.

The many winks to the original work are a pure delight to hard core fans, and it brings great joy and satisfaction to be able to catch some obscure jokes or references. Especially for those of us who are old enough to have attended a performance in 1976.

I went to a presentation about a week before Carrie Fisher passed away, so my perception was a bit different than for those who saw it afterwards. Still, I was amazed to see how good the re-creation of actors who are no longer with us was, and this aspect will no doubt improve even further in the future.



It is highly unlikely that *Rogue One* itself will have a sequel, unless you take seriously the jokes about *Episode IV* being one such, but the possibility of other stand-alone similar movies should definitely be taken in consideration. If done well, as this one was, it could expand the *Star Wars* universe to new heights.

I know that not everybody will agree, for I have already seen some very negative reviews, but in my own personal opinion this was an excellent show. It could stand a few improvements here and there, but it is certainly worthy of praise.

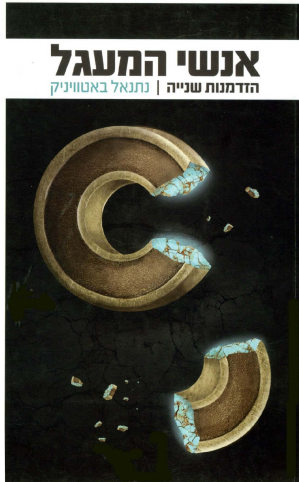
May the Force be with you!

When your editor met Leybl Botwinik, editor of Israel's longest running fanzine, we discussed a sort of "cultural exchange". (See MonSFFandom, October) Since I couldn't read his son Nathaniel's book, Leybl sent me a copy of the review he wrote for CyberCozen.

**Anshey haMaagal: Hizdamnut Shniya [People of the Circle: 2nd Chance] by Nathaniel Botwinik**  
**Reviewed by Leybl Botwinik**

Book 1 of the Hebrew series of books: Anshey haMaagal / 256 pages / Steimatsky Books, Nov.2013

The new Hebrew language book **Anshey Hamaagal: Second Chance** is an original science fiction/fantasy novel told in part by a young man, David Green, caught up in intrigues not of his making. The first thing we learn is that he has a unique but perplexing power: Once a year, exactly on his birthday, he becomes invisible – and only for 24 hours.



Before he delves into the story of his search for the reasons why this happens to him, he takes us back to before he was born, and recounts his own mother's adventures – which may or may not be the root of his 'situation'.

His mother, Elena Green (born Elena Brown, from a well-founded British family), is an archaeologist specializing in the North American Indian tribes. Her research takes her and a specially organized team of experts from England to the USA on the quest of a mysterious heretofore-unknown tribe coined "Tribe of the Disappearing Indians".

*"Ah yes. Quite! Good that you should ask. This may be one of the great mysteries of all time – and we are at the edge of fathoming its import... The tribe is named so, because of a special and unique trait. They seem to have a strange way of setting up their homes. They would arrive somewhere, build habitats of stable and long-standing construction – solid constructs, cabins, huts, etc. Once completed – in about one year's time, they would pack up and vanish overnight – abandoning everything but their most personal belongings... as if marking their passage."*

*The professor paused, partly for effect, but most likely because the mystery excited him too, and then continued:*

*"In a short time, they are discovered to be somewhere else on the continent, rebuilding, resettling, and then again disappearing within the year – or so the legend goes. Surely something to look into, since this phenomenal and strange mannerism is unheard of amongst nomadic tribes who would normally set up temporary camps and then gather just about everything up and transport it with them – generally leaving no sign of their passing. This is completely unheard of, outstanding, and a mystery in and of itself!"*

The team – sponsored by a mysterious company called "Chance" – together with David's mother playing a leading role

in the expedition, manages to track down the tribe. Unfortunately, they are at odds in extracting any useful data. Only Elena manages to return to England with any information or artifact of value – which she keeps hidden from the trip's sponsors.

When David grows up and decides to seek out the root of his power, a cross-continent odyssey begins and he finds himself at the centre of a power struggle between three groups of people with extraordinary powers, each with its own secret agenda, trying to snatch his powers for themselves – they are all "anshey hamaagal" [people of the circle].

As the story unfolds, other unique characters are introduced into the tale. They are all somehow interconnected, and David must find out what his role in the entire situation is, how his uniqueness came about, and why everyone is after him.

The book, as mentioned, is in Hebrew, and is the first in a series. An English translation is being worked on, and the first few chapters will be available soon (via the Facebook site). In addition to this story, Nathaniel is presently working on an expanded series of interconnected stories dealing with one of the more unique characters of the book that he hopes will be a major success in the SF/Fantasy genre. Good luck to him.

NOTE: The original name of the book in Hebrew, before publication, was to be the very long **Anshey**

**haNetsakh: Khipus Akharey Shevet haIndianim haNeelmim – The Forever People: Search for the Tribe of the Disappearing Indians.** The subtitle was shortened and modified primarily because Internet searches kept bringing up hits about the 'vanishing culture' and 'disappearing' Amerindian (North American Indian). The main part of the title, for the people with extra-ordinary power, was changed, because there was a concern that people would mistakenly connect the story to the TV show **Highlander** that was dubbed in Hebrew "Ish haNetsakh". Interestingly enough, after dispensing with the "Amerindian connection" in the title, it cropped up again, in that the new name whose equivalent is "People of the Circle" kept appearing in Internet hits as relating to Amerindian tribes... (One can't escape destiny, it seems...). For the moment, the main English title will remain as "The Forever People" – but that may change at some point in time.



René Walling and author, Nathaniel Botwinik,  
photo by Leybl Botwinik





## OCTOBER

We were moved upstairs to a 7th-floor luxury suite on this occasion as our usual meeting room was not available; really nice digs! Fortunately, folk were able to find us and the meeting was well attended.

We began with another edition of Sunday Sci-Fi Cinema Matinée, the MonSFFen gathered choosing the British film *Island of Terror* (1966) for review from a menu of five sci-fi flicks featuring uniquely strange aliens or monsters.



While the creature effects were on par with Star Trek's Horta, director Terence Fisher made the very best of it and tantalizingly built the story's mystery and suspense. A solid script and terrific performances from a cast led by sci-fi/horror star Peter Cushing made this low-budget movie a winner in the eyes of our group.

The suite's bedroom was quickly converted into a makeshift studio and throughout the meeting, **Keith Braithwaite** and **François Menard** worked on shooting a few more scenes for our stop-motion animated film project.

Programming this day unfolded in the suite's living room and featured three quick panels. The first was hosted by **Rene Walling**, who spoke on the topic of foreign-language SF from outside North America, suggesting a number of works for folk interested in exploring the genre from a different perspective than that of the Anglo-American oeuvre with which we are all most familiar.

**Mark Burakoff** followed, leading a discussion on surviving the apocalypse, asking whether any of us are prepared for another ice storm, let alone a zombie outbreak or alien invasion! In a

world suddenly without electricity, a communication network, or a functional government, how to start a fire, gather food and clean water, locate safe refuge, and protect oneself from the inevitable collapse of society were among the particulars discussed.

We closed the meeting with **Keith Braithwaite** and **François Menard** tackling the question of art versus commerce in sci-fi publishing, and film and television production. The conclusion reached was that self-publishing and independent film production are the best ways to insure one's vision is not unduly corrupted by the corporate entertainment industry.



Cathy, Danny, René, Nathaniel. Leybl is behind the camera.

A week later, on the 23<sup>rd</sup>, **Cathy Palmer-Lister**, **Danny Sichel**, and **René Walling** met with CyberCozen's editor, **Leybl Botwinik**.

A former Montrealer, Leybl, was back visiting with his son, Nathaniel, who has published a book in Hebrew. A very talented young man, Nathaniel designed the cover and is currently adapting his book for television. Nathaniel kindly gave me a signed copy, René and Cathy passed on copies of our respective zines, and a set of Canadian postage stamps featuring Star Trek. Leybl and Cathy discussed an exchange programme, which is now implemented. [Dec 2016 Cybercozen](#) has Leybl's description with photos of our meeting, and in the [February 2017](#) issue, he reprints some of Cathy's book reports. WARP is reprinting a review of Nathaniel's book, *Anshey haMaagal: Hizdamnut Shniya*, written by his dad who has every reason to be proud.

## NOVEMBER



The club's final meeting of 2016 was held on Sunday, November 20, and began with another edition of our semi-regular showcase, the Sunday Sci-Fi Cinema Matinée.

Fantasy adventures were on tap this morning, the MonSFFen gathered choosing from a list of movies that included *The Magic Sword* and *Jack the Giant Killer* (both 1962). The group opted for the very best, selecting for review the celebrated Ray Harryhausen masterpiece *The 7th Voyage of Sinbad* (1958), featuring one of the stop-motion maestro's most



acclaimed creatures, the iconic Cyclops!

While some evaluated the story and script as old-fashioned by today's standards, this did not especially diminish audience enjoyment of the picture. Everyone classed the film a tremendously rousing fantasy adventure that pitted Sinbad and his brave crew against a bevy of extraordinary creatures brought to life in an amazing display of special effects wizardry and craftsmanship. All agreed that the movie stands the test of time.

Perhaps inspired by this Harryhausen classic, **Keith Braithwaite** and **François Menard**, during the course of the afternoon, completed principal photography on the club's own stop-motion project, a simple short film using paper cut-out dinosaurs animated against construction and crepe paper backdrops.

Our principal presentation of the afternoon was by Sylvain St-Pierre on the topic of the dastardly villains of SF/F. Covering

legendary bad guys from SF/F literature, comics, and the screen, Sylvain outlined the attributes of villainy and, along with his audience, explored our fascination with the likes of Dracula, Sauron, and Darth Vader. The best-conceived villains are not merely one-dimensional baddies with a penchant for violence, destruction, and memorable catch-phrases! And, they do not see themselves as evil, but are, rather, driven by some albeit warped reasoning or desire.

The meeting also saw one of our own, **Shawn Picard**, introduce to his fellow MonSFFen his own creative project, a recently self-published high fantasy novel, one of several he has penned and marketed online. <http://fieryrhythm.wixsite.com/mysite>

The group also kicked around a few programming ideas as the club began preparing for 2017's meetings.

MonSFFA members will find more photos on our

website: [http://www.monsffa.ca/?page\\_id=4419](http://www.monsffa.ca/?page_id=4419)



*Keith & François complete the filming of our stop motion film project.*

## DECEMBER



MonSFFA's 2016 Christmas Dinner/Party was held on Saturday evening, December 3. Some 20 club members and friends were in attendance, including former MonSFFA president **Berny Reischl**, who degafiated briefly to join his old sci-fi comrades for the holiday dinner gathering. The downtown Irish Embassy Pub and Grill served as our meeting place, as has become our recent Christmas custom.

Folk enjoyed the good company, conversation, and seasonal cheer over a fine meal and drinks. The surprising election of Donald Trump as U.S. president just a month earlier seemed like something out of a dystopian science fiction novel to many and was the topic of more than one discussion!

Via our special "Rewards Raffles", token thank-you gifts were distributed to randomly selected volunteer-members in

recognition of the efforts of all volunteer-members on behalf of the club during the year. We also offered a table-full of gift-wrapped prizes to the lucky winners of our traditional Christmas fund-raising raffle (all proceeds are directed to funding the club's operations). We thank very much all those who donated items to our raffles.

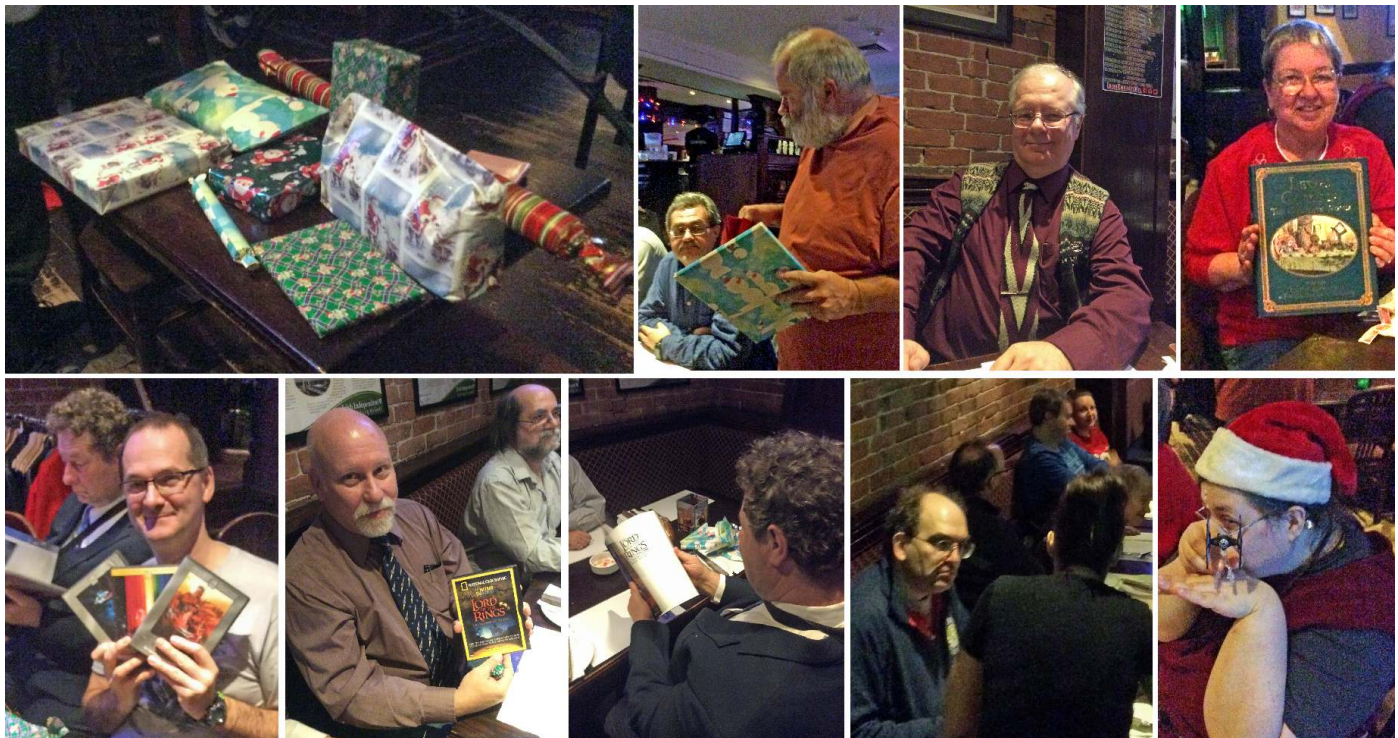
Finally, we extend thanks to club president **Cathy Palmer-Lister** for making the arrangements with the Irish Embassy, and to club VP **Keith Braithwaite** and MonSFFAn **Josée Bellemare** for organizing the various raffles.

MonSFFA members will find many more photographs of our Christmas party on our website. [http://www.monsffa.ca/?page\\_id=4306](http://www.monsffa.ca/?page_id=4306)



Former presidents Bernard Reischl (drk blue shirt in first photo( and Lynda Pelley (red sweater and cool earrings) were back for a visit ! We also welcomed our newest member, Paula.





Keith has always been good at picking special gifts for our Christmas raffle, but this year he really raised the bar: gorgeous books, DVD collections, Star Wars finger puppets, card games, et cetera, and all beautifully wrapped!

## JANUARY

MonSFFA opened 2017 with a well-attended January 15 meeting. The afternoon's agenda was a busy one!

**Keith Braithwaite** kicked it off with an exploration of SF/F soundtracks and notable Genre film and television composers presented in the form of a difficult but fun game employing a range of classic sci-fi film music and contemporary TV themes and songs. The group was divided into two teams that took turns endeavouring to correctly identify, from short excerpts, the movies and television shows for which each piece of music was composed.

A selection of orchestral pieces, synthesizer driven electronic works, and pop music numbers employed as TV themes tested the group's knowledge of sci-fi/ fantasy/horror soundtracks. Throughout the game, Keith paused briefly to speak of such outstanding composers as Bernard Herrmann, John Williams, Jerry Goldsmith, and horror director John Carpenter, who scored most of his own films.

Keith also touched on the subject of SF/F themes, metaphor, and imagery in pop and rock music, inviting folk to identify songs and singers from a few lines of lyrics, a challenge that proved rather daunting!

The club also welcomed MonSFFA's **Christopher Hammock** to the podium to update folk on plans to relaunch the dormant local **gaming convention Draconis**, coming March 3-5, 2017, at Cégep du Vieux Montréal.

For more information, check out the con's Facebook page: [www.facebook.com/FestivalDraconis](http://www.facebook.com/FestivalDraconis)

The club held its annual elections, on this occasion, choosing MonSFFA's Executive Committee for 2017.

Returned to office were: **Cathy Palmer-Lister**, president; **Keith Braithwaite**, vice-president; and **Sylvain St-Pierre**, treasurer. These long-serving MonSFFers will form our 2017 Executive Committee.

Our VP, **Keith Braithwaite**, acting as our **hotel liaison** was able to report that our proposed meeting dates for 2017 have been confirmed. However, we are moving down the hall to the Grand Salon; St-François is only available until 4:00PM this year, and we often need at least 15 minutes to clear the room.

Upcoming meetings are scheduled for February 12, March 12, April 9, June 4 (book sale), August 27 (fancraft workshops, group projects), September 17, October 15, and November 12.

In addition, we have a field trip planned for Sunday, May 14, our annual picnic-in-the-park set for Sunday, July 16, and our Christmas Dinner/Party scheduled for Saturday evening, December 9. You'll find the details [on our website](#).

**Danny Sichel** gave a talk on the concept and attributes of gods, depicted in Genre literature and elsewhere, speaking of such godly characteristics as omniscience, immortality, and divinity. He compared the mythologies of the various gods with what science has to say about the universe and spoke of the relationship between man and deity, putting up visuals as he spoke to illustrate his points.

Finally, **Cathy Palmer-Lister** led a brainstorming session seeking to compile programming ideas and schedule presentations, discussion panels, and workshops for the club's upcoming meetings.





## WAR AND FEAST!

Employing a deck of ordinary playing cards and a game board resembling that of Risk, Keith Braithwaite's board game, War and Feast, pits werewolves, vampires, and zombies against each other in a battle to conquer the world once ruled by man! Suggestions for improvements to the game were noted after a trial run in June. The following month Keith brought in a brand new map featuring cleverly named countries such as Sasquatchewan, Independent Poutinia, Mesoamerica and the Buccaneer Islands. Sylvain St-Pierre and Marquise are now working on developing special cards for the werewolves, vampires and zombies!



Keith's re-imagining of our post-human world is the game board for War and Feast. To the right, is a close-up of what used to be Eastern Europe.



Marquise began working up designs for werewolf playing cards, starting with rough drafts on hotel notepaper! Starting from the left, we see the progression to the final product.

