

DECEMBER 1995 VOLUME 9 - NUMBER 5

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# WARP

36

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

## IN THIS ISSUE

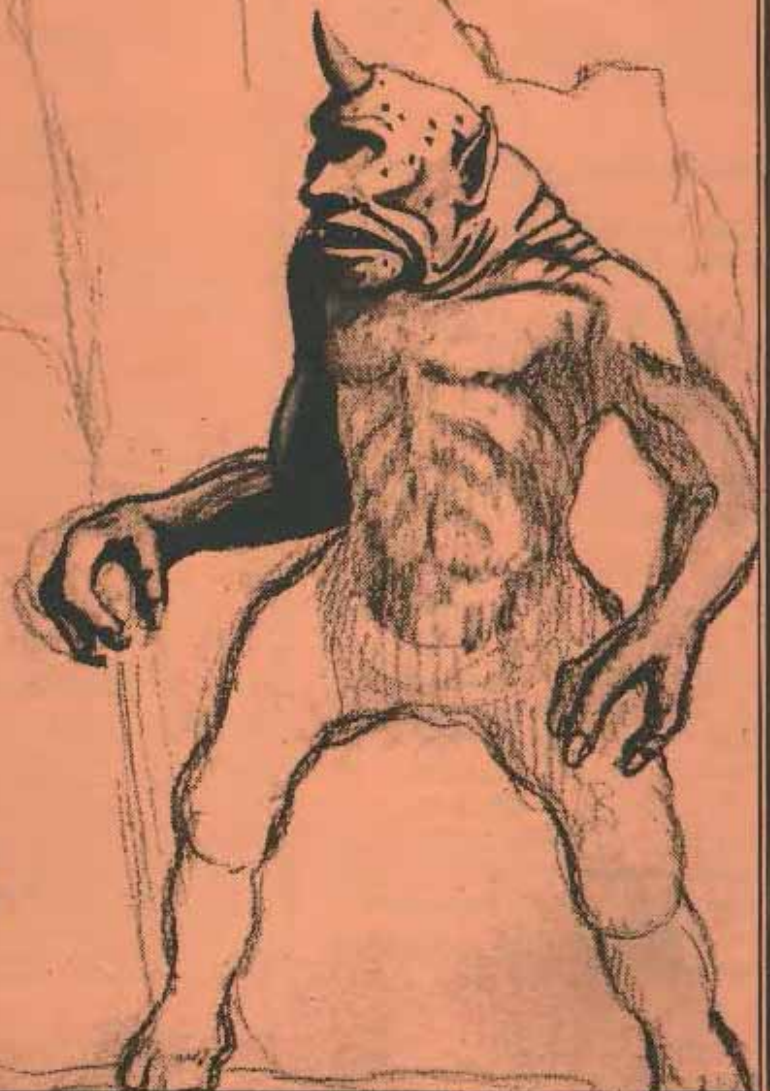
CONVENTION REVIEWS:  
INTERSECTION  
(95 WORLDCON),  
CONCINNITY

ARTICLE: SF IS IN GREAT  
SHAPE

SCI-FI TV THIS SEASON

REVIEWS OF MONTREAL'S  
CYBERMIND CAFÉ AND  
VIRTUAL WORLD

AND MORE...





# Roll Call

## MonSFFA's Executive Committee:

Lynda Pelley: President  
E-mail: [pellyn@odyssee.net](mailto:pellyn@odyssee.net)

Cathy Palmer-Lister: Vice-President

Sylvain St-Pierre: Treasurer

## MonSFFA's Appointed Officers and Advisors:

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

## Newsletter Staff:

Keith Braithwaite: Word-Processing, Editing, Layout,

Michael Masella: Layout, Laser-Printing.

Lynda Pelley: Word-Processing, Photo-Scans.

Murphy: Typos, Misspellings, and Other Errors

**COVER UP:** The October 15 MonSFFA meeting featured hands-on demos of a variety of illustration techniques and in that vein our cover this issue reproduces a pencil rendering *in progress*. The major components of the piece have all been lightly sketched in and finishing has begun on the large figure. The artist is our own *Warp* editor, Keith Braithwaite; the subject, Ray Harryhausen's film *The Seventh Voyage of Sinbad*.

## 1996 MonSFFA MEETING SCHEDULE

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

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EVENT PROGRAMMING  
(DECEMBER 1995-JANUARY 1996)  
Programming subject to rescheduling and/or change

### MonSFFA CHRISTMAS PARTY 1995!

*MonSFFA is pleased to invite its members and friends to the club's annual Christmas party:*

SATURDAY EVENING, DECEMBER 16, 7:30PM  
PARK PLACE BAR, 1244 MACKAY STREET  
(between Ste-Catherine and René-Lévesque)

Join us for a festive evening of partying, lots of munchies, music and dancing, conversation and pool!  
(See "MonSFFAandom" and back cover for more details)

January 21: 1:00PM, MonSFFA's election of its 1996 Executive Committee; 1:15PM, we discuss the space program, asking whether many of the scientific and technological advances attributed to it could/would have been attained in any case right here on Earth for much less money, and whether, therefore, the space program is worth the cost?

NOTE: TransWarp '95, as you have no doubt by now determined for yourselves, has been scrubbed.

JANUARY

21

FEBRUARY

18

MARCH

17

APRIL

21

MAY

19

JUNE

16

AUGUST

18

SEPTEMBER

15

OCTOBER

20

NOVEMBER

17

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

# FROM THE CENTER SEAT

It's December and another good year of MonSFFA activities comes to a close. We will be finishing off the year by celebrating the holiday season with the now traditional MonSFFA Christmas Party. It's at the same location as last year, the Park Place Bar at 1244 Mackay, just below Ste-Catherine. Show up between 7:30 PM and 2:00 AM and share in the festivities. All of the usual party animals from Montreal fandom are invited.

It *really* has been a good year for MonSFFA. The club has demonstrated stability in a year where Montreal fandom has faced financial difficulties, loss of key organizers and personality conflicts.

To MonSFFA's credit is it's dedicated and ever dependable team of organizers, and it's schedule of interesting, informative and entertaining monthly meetings, complete with displays, video clips or slide-show presentations and stimulating discussions. I'd like to take this opportunity to personally thank all of the people who make up MonSFFA's Executive and Board of Advisors (BoA) for the great programming ideas they have been coming up with all year for the club's meetings. Topics this year have included *Babylon 5*, romance in SF/F, collectible-card gaming, home video-making, desktop fanzine publishing, SF/F music and sci-fi vacation destinations. We also held an SF/F art workshop and invited the SCA in to put on a medieval day. And we've got *lots* more fun coming your way in the next year!

It's never too soon to start thinking about next year. Club elections are coming up in January and anyone with a current MonSFFA membership is eligible to run for the position of President, Vice-President or Treasurer. (See section on elections in "MonSFFAandom" for further details.)

Also, a few new faces would be welcome on the BoA. This group of about 10 people gets together once a month, a week or two before the regular MonSFFA meetings, and does most of the planning for the upcoming activities. So that the brainstorming and organizing session doesn't seem like *work*, we make it a social event as well by going out to eat and holding our meeting in the restaurant.

The group has recently decided to change the BoA's meeting time from Friday suppers to Sunday lunches to possibly attract some new people not available on Friday

nights. After all, those who usually participate in this club on a regular basis do so on a Sunday afternoon. Mostly the same group of people have been running MonSFFA for the last three years (*or more!*) so I hope some new people will consider joining the BoA before the rest of us get *too* burned out. We are looking for a few reliable and responsible volunteers. Remember, MonSFFA is *your* club, so *get involved!*



Lynda Pelley  
President, MonSFFA

## A BRIEF WORD FROM THE EDITOR

I have just purchased my first home computer system! *Warp* staffer Mike Masella recently upgraded to a new Power Mac and sold me his old Mac SE/30, the very machine that we've been using these many years to produce *Warp*.

It has always been something of an inconvenience that the newsletter's editor didn't have a computer, considering the degree to which we use computers in producing *Warp*. We've managed, of course, and quite well, I think, but now, with *all* of *Warp's* staff equipped with similar computer systems, we expect that things will be that much easier to do. At least that will be the case once I have become sufficiently proficient on this thing!

Right now I'm in the process of learning how to use my system. I've picked up *some* knowledge from years of observing how Mike, and later *Warp's* third staffer, Lynda Pelley—seasoned Mac users both—make their machines positively *sing*, but I'm still very much a neophyte with all this desktop publishing software.

I've got a few ideas for *Warp* that I've been wanting to try for a while, now, as do Mike and Lynda. In the coming year, we plan to implement these, along with some of the suggestions for improvements that were made at MonSFFA's May meeting (on fanzine publishing) by you, the membership.

So over the next few issues, as I learn to use my system and the new ideas are introduced, *Warp* will be in sort of a state of flux. The end result, we hope, will be a newsletter more efficiently produced in less time, but most importantly, the end result will be a *better* newsletter.



Keith Braithwaite  
Editor, *Warp*



# MonSFFA Membership Benefits

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

## Membership Card

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

## Monthly Events

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

## Discount Program

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

## Newsletter

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

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

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

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

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

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

## MonSFFA Discount Program

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


COMICS CARDS

**EMPIRE**

Ace Lopes

1233 Crescent Empire Hotline:  
Tel.: (514) 871-1402 345-5544


15% off on SF/F merchandise and on back issues of comics; U.S. cover price on new comic books.



**MEMORABILIA & COLLECTIBLES**  
Grace Wong & RuthAnn Raycroft

P.O. Box 80005, Broadmoor P.O.  
82 Athabasca Avenue, Sherwood Park, AB T8A 5T1  
Tel.: 1-403-449-6936 Fax: 1-403-467-4931

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



TEL.: 514-481-5434

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

5450 SHERBROOKE ST. WEST  
MONTREAL, QC  
CANADA H4A 1V5 FAX 514-481-5406

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



# MonSFFA Discount Program

**1,000,000**  
COMIX

- NEW AND OLD COMICS
- OPEN 7 DAYS A WEEK

3846 Jean Talon E.  
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(514) 725-1355

20% off on most merchandise.

**GALAXY ENTERPRISES** Paul Bennett

Box 17 R.R.2  
Dunnville, Ont.  
N1A 2W2, Canada  
Tel: 416-774-8337

Importers of Fine  
Sci-fi Model Kits,  
Toys and Collectibles  
Fax: 416-774-8495

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

**OAS, III**

Fred Albert

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

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

**COMPUTERURE**

Fairview Shopping Centre  
8815 Trans Canada Highway G-19  
Pointe Claire, Quebec H9R 5V1  
Telephone: (514) 895 3820

10% off on computer game and video game software not otherwise on special. Fairview store only, see Mike Masella.

**EL PASO KOMIX**

L'ENDROIT OU L'HOMME-A-RANGÉE  
LIT LES HISTOIRES DE SES  
SUPER-HÉROS FAVORIS

WHERE SPIDEY READS THE  
STORIES OF HIS FAVORITE  
SUPER-HEROES

Ouvrit 7 jours/semaine  
Open 7 days a week

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

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

**HOBBY INTERNATIONAL INC.**

2100 GUY STREET, MONTREAL  
QUEBEC H3H 2M8 • TEL. 514-937-3904

10% off (5% if paying by credit card) on most merchandise, \$10.00 minimum purchase.

**The New Frontier**  
Science Fiction & Space Model Kits

Send \$1.00 for our latest catalogue

P.O. Box 26076, 62-64 Robertson Rd.,  
Nepean, Ontario, K2H 9R0

10% off on most items, 15% at cons and shows (include your name, MonSFFA membership number and expiration date when ordering).

**JOUETS**

**Kangourou**  
HOBBIES

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

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

4210 Decarie  
Montreal Que. H4A 3K3  
489-4009

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

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

**cosmix**

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

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

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

**MARS**

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

BANDES DESSINEES  
SCIENCE FICTION  
CASSETTES VIDEOS  
POSTERS

537 A St-Catherine W  
metro McGill 844-4329

Between 10% and 15% off on most merchandise.

**BULA NEBULA NEB**

More than a SCIENCE-FICTION  
bookshop...  
7 days/week

1832 St. Catherine W (514) 932-3930

10% off on everything except imports and magazines.

**1,000,000**  
COMIX

1418 Pierce Street  
Montreal, Quebec, 989-9587

20% off on most merchandise.

**FANTASTIQUE FICTION FANTASIE**

The place to find it  
all comics (buy-sell!)  
role playing, books  
and more

L'endroit où tout  
trouver  
B D (achat-vente)  
Jeu de rôle  
romans et plus

7190 St-Hubert Montreal Quebec H2R 2N1 ☎ (514) 873-0081  
METRO JEAN TALON

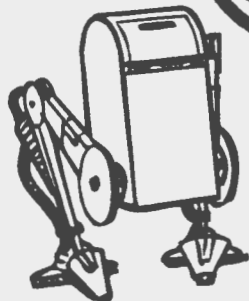
10% off on most merchandise. Does not apply to discounts already offered by this establishment.

**1,000,000**  
COMIX

5164 Queen Mary Road  
Montreal, Quebec

20% off on most merchandise.





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

Following the abrupt cancellation of the Montreal Science Fiction Festival and Comic Book Show only a couple of weeks before it was to take place (September 23), we received the following note from Chris Chartier, Warp 9's president and a co-chair of the event.—Ed

From The Office of Chris Chartier:

I would like to take the time to thank all of our guests and the fan clubs for everything that you have done for us this year. We were to make this show one big blow-out, since I had made up my mind that this was to be my last Montreal Science Fiction Festival. Due to your efforts we had the highest pre-reg we have ever had, but alas, fate did step in and knock down all of this year's work in just seconds. I don't know what to say about that; I hope that your members were not terrible inconvenienced by this. I know that I personally was, but that is another story.

I hope that we can continue to work together on various projects or at least see each other at conventions. I may have left the Festival, but my position with Warp 9 remains status quo, and the club is getting bigger and bigger.

I would like to thank you again

for your support and I hope to see continued support in this city for fan-run events.

Thank You So Much,

Chris Chartier  
President, Warp 9  
Montreal, Quebec

*We were saddened, not to mention surprised, to hear that the Festival/Comic Book Show had to be cancelled, Chris. Everything had seemed to us to be proceeding rather well. We hope that you and Warp 9 have not been put out too much by all of this.*

*We'll see you at the cons around town, and yes, of course, we most certainly can continue to work together on various projects, as our two clubs often have. We look forward, in fact, to doing just that in future.*

*We share your hope that support continues for locally organized fan-run events and we encourage Montreal fandom to get behind Con•Cept and make sure that it remains healthy.*

*Keep well; we send our best seasonal wishes to you and yours, and to all of the members of Warp 9.—Ed*

Keith Braithwaite  
The Montreal Science Fiction and Fantasy Association

Dear Sir,

Nothing can make a person smile like a day of bright sunshine in the middle of the cold, gray winter. And nothing can add hope to a difficult holiday season like a good meal, warm clothing or a toy to share with a child.

41 years ago, a group of young people got together to create what is now the Sun Youth Organization. Today, Sun Youth offers encouragement and guidance to more than 1000 young people through our athletic and recreational activities, and our community development projects reach out to the elderly and families who need help. These are programs which not only warm people's winters but every day of the year.

At this time of year, we're working hard on the Holiday Basket Drive to provide 10,000 of this city's families with a traditional meal and

toys for their children.

This holiday season, we need your help to make a difference in the lives of all those who turn to Sun Youth. Your donation can help us provide a ray of hope to over 10,000 of this city's families. Won't you please help us brighten a child's face on Christmas Day with a toy—and help us fill a food basket for that child's family? Together, we can turn this winter into the warmest season of the year.

From all of us at Sun Youth, we wish you the very best the holiday season has to offer. Thank you for thinking of us.

Sincerely,

Sid Stevens  
Executive Vice-President, Sun Youth and  
Earl De La Perralé  
Executive Director, Sun Youth  
Montreal, Quebec

*Thank you, gentlemen, for thinking of those in need. Our association has always viewed the Sun Youth Organization as a most worthy recipient of whatever charitable donations we can come up with. Sun Youth is MonSFFA's charity of choice and you will be pleased to know that we intend to collect non-perishable food items (and perhaps a few toys for the kids) at our Christmas party this year. We will be getting these donations to you as quickly as we can following our party so that you may include them in your holiday baskets.*

*May we take a moment to commend you and all of your staff and volunteers for the tremendous job you are doing in providing compassionate assistance, and that ray of hope you mentioned, to those less fortunate in our society. To you and yours, and to all of the people in our city who need the kind of help you so selflessly provide, we extend our sincerest wishes for the very best of the season.—Ed*

*To all of our members and friends,  
MonSFFA's very  
best wishes for a joyous holiday  
season, and a happy and  
prosperous New Year!*

# MonSFFAandom

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

## MonSFFA CHRISTMAS PARTY

MonSFFA is pleased to invite its members and their friends, as well as *all* members of Montreal and area fandom, to our annual Christmas party. We return again to the Park Place Bar (1244 Mackay Street, between Ste-Catherine and René-Lévesque); festivities are all set for Saturday evening, December 16, beginning at 7:30PM.

Trekkers, SF art fans, those of you interested in TV and movie production, Christmas shoppers...take note that one of our raffles prize this year is a *doozy*: a copy of the fabulous, lavishly illustrated coffee table book *The Art of Star Trek* (\$55 value)!

So do join us for an evening of partying, *lots* of munchies, music and dancing, conversation and pool. We will be collecting non-perishable food items, as well as children's toys, to be donated to the city's Sun Youth charity, and ask folks attending the party to please, in the spirit of the season, give an item or two for those less fortunate.

(See also "Meeting Schedule," page 2, and back cover.)

## DISCOUNT PROGRAM

Following the fire which destroyed its 1201 Crescent Street location some months back, Empire Comics has set up a new, roomier shop just down the street, at 1233 Crescent. We are happy to see them back on their feet, and are pleased to reactivate them as a member of MonSFFA's discount program.

We are further pleased to announce that the Cosmix comics shop has joined our discount program effective with the release of this issue of *Warp*. Cosmix is located at 931 Décarie in St-Laurent. They are offering MonSFFA members 10 percent off on the purchase of most merchandise, 20 percent off on back issues of comic books. We welcome

Cosmix to the MonSFFA Discount Program and encourage club members to drop by the store and check it out.

## ELECTIONS

The club's election of its 1996 executive will be held at the January 21, 1996, meeting. The vote is expected to take about 15 minutes and all club members are encouraged to participate.

MonSFFA elects annually a president, vice-president and treasurer—who together make up the club's *Executive Committee*—and charges them with the responsibility of running the club on behalf of the membership. The executive recruits advisors and appoints officers to assist them in carrying out this responsibility.

Our current executive is: Lynda Pelley (President), Cathy Palmer-Lister (Vice-President) and Sylvain St-Pierre (Treasurer). It is anticipated that all three will run for another term.

All MonSFFA members in good standing are entitled to vote; members *must be present* at the

designated place and time in order to exercise their right to vote—*proxy voting is not permitted*. (Members who expect to be unable to cast their ballots on the designated voting day may make arrangements through the club's chief returning officer—the CRO—to have their votes recorded in advance.)

Any MonSFFA member in good standing may run for any one of the executive posts. Candidates may nominate themselves or accept nomination by another member in good standing; nominations are received by the CRO up until shortly before the commencement of voting on election day.

MonSFFA's chief returning officer for the election of the 1996 Executive Committee is Keith Braithwaite (514-363-1768). Candidates are asked to contact Keith and inform him of their intentions to run; any questions concerning the election may be directed to him, as well

## AUGUST MonSFFA MEETING

On Sunday afternoon, August 20, about 30 MonSFFA members gathered in the Maritime Hotel's Beauré I room for a presentation on nifty-keen (!) sci-fi themed vacation spots. Sylvain St-Pierre, Kevin Holden, Lynda Pelley and Keith Braithwaite put together a slide and photo-album showcase which took MonSFFA on a tour of the Disney theme parks, Universal Studios and other SF-ish attractions at destinations from Las Vegas to London, England.

Lynda covered the *Trek* cruise experience, while Kevin whet appetites for the Planet Hollywood restaurant in London. Sylvain's vacation slides included a shot of the real-life European castle which served as the model for Disneyland's famous landmark, and Keith's photos were of the many SF movie vehicles, props and models on

**The club's  
election of its  
1996 executive  
will be held at  
the January 21,  
1996, meeting.**



display at the big Florida theme parks. Prospective fannish vacationers were given the particulars of all of these attractions. Our panel described the thrills of rides like Star Tours, Kongfrontation and Back to the Future; the atmosphere of a Sci-Fi Dine-In Theater Restaurant lunch or a Medieval Times dinner; the fun of snorkeling with the stars on one of those *Trek* cruises; and the spectacle of a show like the aptly named Indiana Jones Stunt Spectacular. And for fans willing to part with a week or two's pay, hot sci-fi shopping spots were listed!

Throughout the meeting MonSFFen partook of our snack table, stocked, as always, with various goodies, courtesy club members. The meeting's raffle prizes included a set of collectible *Star Trek* action figures.

MonSFFA thanks Sylvain, Lynda, Kevin and Keith for this meeting's programming. Thanks, also, to those members who set-up and ran the snack table, and to those who took care of the raffle

#### SEPTEMBER MonSFFA MEETING

Between 30 and 35 people attended the September 10 MonSFFA meeting. Our topic: the music of SF/F. Keith Braithwaite, Sylvain St-Pierre and Mike Masella put together a program of audio clips focusing on filk singing, film and television soundtracks, and rock and pop music of an SF/F flavour.

Sylvain began the afternoon's presentation with a primer on filk singing, explaining its origin and development, then playing a few tape-recorded examples for the group. Filk singing, or filking, sees the lyrics of well-known songs rewritten with a usually humorous SF/F slant.

MonSFFA was pleased to be able to bring to the meeting a special filk guest; local *Star Trek* fan Lou Israel was introduced and, accompanying himself on guitar, treated the crowd to a trio of terrific *Trek* filk songs he had written. A round of applause for Lou's performance closed the chapter on filking and led to the next part of our look at SF/F music: film and television soundtracks.

Keith and Mike played clips

from a wealth of soundtracks, taking the audience through four decades of music, discussing various styles, and a few of the major composers—Jerry Goldsmith, John Barry, and of course, John William's. A list of SF/F's greatest hits was compiled as the presentation proceeded; included were the *Star Wars* theme and Imperial (Darth Vader's) March, *Trek's* movie theme and Klingon theme, the Indiana Jones March, the Love Theme from *Blade Runner*, Queen's *Flash Gordon* theme, the themes from *Halloween* and *The Omen*, and the themes from the TV shows *Twilight Zone*, *The X-Files*, *Doctor Who*, *Thunderbirds*, *The Munsters* and *Batman*.

The meeting's raffle was held during our 10-minute mid-meeting break; prizes included audio tapes of SF/F film and television themes, and souvenir items from the 1995 WorldCon in Glasgow, Scotland (these courtesy Sylvain, who had just returned from the con).

The last part of our afternoon's program dealt with SF/F-ish lyrics and imagery in pop and rock and roll music. Keith illustrated by playing excerpts of songs by David Bowie (the Thin White Duke has tapped into sci-fi fairly often: *Space Oddity*, *Starman*, *Saviour Machine*, 1984), Gary Numan (*The Machmen*, *Down in the Park*), Alice Cooper (*Clones* and *The Black Widow*, the

latter featuring the distinctive voice of horror movie star Vincent Price), Michael Jackson (*Thriller*, also featuring Price), Elton John (*Rocket Man*), Styx (*Come Sail Away*), Chris De Burgh (*A Spaceman Came Travelling*), Black Sabbath (*Iron Man*), Deep Purple (*Space Truckin'*), The Monks (*Suspended Animation*), Warren Zevon (*Networking*), The Byrds (*Mr. Spaceman*), and Billy Lee Riley (*Flying Saucers Rock and Roll*), among many others.

MonSFFA thanks Sylvain, Keith and Mike for putting this meeting together, and extends a special thank you to our guest Lou Israel for his most entertaining mini-concert. Thanks, as always, to those members who did the snack table and raffle.

#### LAZER TREK ADVENTURE

On Saturday, September 16, about a dozen MonSFFA members enjoyed an evening of laser tag and pizza as guests of the Klingon Imperial Diplomatic Corps (KIDC). We battled for control of the universe at Décor Décarie's Lazer Trek Adventure. Two teams were formed and we played three 20-minute rounds of the game over the course of a few hours, celebrating the combat and downing copious amounts of pizza and coke during the breaks between sorties.

We all had a lot of fun and our



A few of MonSFFA's lazer warriors relax on the "holodeck" between battles. (Photo by Daniel P. Kenney)



thanks go out to the KIDC folks for organizing the event. We understand other such outings are in the offing; our weapons are charged and we await orders to move out!

### OCTOBER MonSFFA MEETING

October's meeting, held on the 15th, was set up as a series of hands-on demonstrations of some of the illustration techniques used by science fiction and fantasy artists to



Berny's illo of a B-5 spaceship sits beside his marker set; the piece was sold in the small art auction which was held at the end of the meeting. (Photo by Daniel P. Kenney)

render futuristic worlds, sleek spaceships, exotic aliens, supernatural sorceresses and brawny barbarians. Also included were demos on airbrushing scale-model spaceships and painting miniature figurines. Over 35 people were in attendance.

Before we got into the demos, however, we were treated to a 30-minute video, prepared by Sylvain St-Pierre, capsulizing his experiences at the 1995 WorldCon, Intersection, which was held in Glasgow, Scotland.

Keith Braithwaite prefaced our demos with an outline of the variety of illustration techniques SF/F artists use in everything from book cover illustration to motion picture storyboarding. He spoke, as well, of the importance of an artist properly researching his/her subject. Reference material can be gathered from magazines and books; scale models, and even toy action figures and vehicles, can be photographed and provide a guide for the artist when the laying out and sketching begins.

Each of our MonSFFArtists took about 15 or 20 minutes for their demo, offering explanation, handy tips and fielding questions as they worked. Berny Reischl rendered a *Babylon 5* spaceship in marker and André Poliquin worked in pen, brush and ink on a comic book page.

Keith gave a quick lesson in sketching with coloured pencils on coloured paper, interpreting an *X-Files* scene.

We equipped ourselves in order to insure that everyone in the room could view the demonstrations close up and without obstruction: Sylvain manned a tripod-mounted video camera which was aimed at the artists' work table and fed a live picture to two TV screens, strategically positioned so that all could see.

Following the mid-meeting break (during which time our raffle was held, as always—prizes included a copy of the *Star Wars Technical Manual*) Lynda Pelley and Mark Burakoff took center stage.

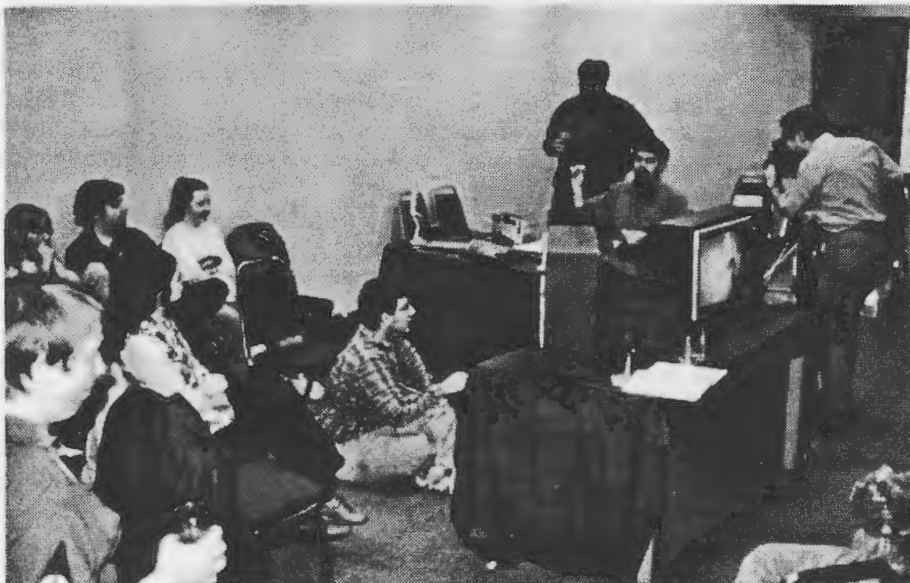
Lynda spoke on the art of airbrushing model spaceships. She explained the stages of preparation required and the how-to's of masking off a model, then fired up her compressor, loaded her airbrush and sprayed away on her demo model. Mark covered the intricacies of painting miniature gaming figures and the like, offering a method of realistically painting the always-tricky-to-do eyes, as well as discussing the different properties of various types of paint and how to approach the job using each.

The meeting closed with a small art auction; pieces up for grabs (originals and prints) were donated by some of the club's artists and included both of the sketches rendered for their demos by Berny and Keith.

The club thanks Keith, Berny, André, Lynda, Mark and Sylvain for putting this one together. Thanks, also, to those members who kindly donated items to the art auction; thanks to Nebula Books, who donated the *Star Wars Technical Manual* to our raffle, and to those members who donated other of the raffle items. And thanks to those members who took care of the snack table.

### RENEWALS

Membership in MonSFFA is *still* only \$20 per year! As always, your membership renewals are *vitaly important* in seeing that this club continues to operate; please be sure to renew *on time*.



Berny Reischl (seated behind table) discusses and demonstrates the art of marker rendering at MonSFFA's October meeting. So that everyone in the room could get a good look, Sylvain St-Pierre manned a video camera which was feeding a live, close-up picture of Berny's demo to TV sets positioned for optimum ease of viewing. (Photo by Daniel P. Kenney)

# CONVENTION REVIEWS

## INTERSECTION: WORLDCON 1995

*review by  
Sylvain  
St-Pierre*

Well, that was different!

A WorldCon is always something special, but this 53rd was even more so. To start with, it was not held on the traditional North American Labour Day weekend, but on the previous one. There was nothing particular going on in Glasgow—or anywhere in Scotland—on that date, but nearby England had a Bank Holiday on August 28th. That was just one hint that the Scots should not be confused with their southern neighbours, an all too frequent occurrence that Canadians can sympathize with (Quebecers even more so). The Scots like to do things their own way, and they don't do them badly at all!

Some fans maintain that the city in which a WorldCon is held is not as important as the con site itself; all you need are decent hotels and good convention facilities. For these people, the Sahara Desert or Antarctica would be perfectly acceptable if only Holiday Inn could build a 5000-room hotel there. After all, who needs the real world? I do not quite agree with this view. The rotation system means that the WorldCon is going to be something like half a continent away, or more, about half of the time. Travelling over that much distance costs a lot, and you will want to get as much as possible for your money.

From a tourist's point of view, there is plenty to see and do in Scotland. I took in only a tiny part of it—mainly Edinburgh and Glasgow—but I was very pleased.

Of these two cities, the former has the most to offer to the devoted sightseer. Only an hour away by train from Glasgow, it features a nice castle; a New Town, with stately,

Programming

had a very

distinct

flavour,

pleasantly

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the usual fare.

Georgian buildings; and a very pleasant Old Town, with narrow, twisting streets, quaint houses, interesting museums, and a bloody bagpiper blasting away on every other street corner! For fans, Edinburgh also has a branch of the famous Forbidden Planet sci-fi store; a restaurant called The Witchery, where you can take a walking tour of local ghost haunts; and the Edinburgh Dungeon, with realistic, gory recreations of various interesting tortures.

The WorldCon city itself, Glasgow, has its own Forbidden Planet shop; a Warner Brothers Store, with giant, kilted 'toons; and two of the last remaining police boxes in existence. Such a police box, as any *Doctor Who* fan knows, was used as the Doctor's TARDIS. On the mundane side, the Center of Town has a superb shopping area with several pedestrian streets lined with Victorian buildings, offering just about everything, but at twice the price Canadians are used to.

The high prices were the topic of

most complaints overheard during the con. (You know, we on this side of the Atlantic should realize that we've got a very high standard of living compared to the rest of the world, and we *really* should stop complaining all the time about how things are!) It should be understood that these high prices are a Europe-wide thing. A common mistake on the part of North American fans was to blame the con-com for this state of affairs. As much as they were sorry for this, the con-com could do nothing about the prices.

Nor, of course, could they do anything about the accommodations. European hotels are generally much smaller than North American ones, which meant that the bookings filled up much faster. My first five choices were already unavailable when I sent for my reservation, and the con-sponsored travel agency could only fit me into a distant and expensive place. I ended up booking through a Montreal agency that found me a centrally located hotel (across the street from Forbidden Planet, no less!) at a reasonable \$108 Canadian a night.

Likewise, by shopping independently I got an air fare better than the 15 percent discount available through the Intersection service, and still with British Airways. Some other people got even better deals. So, *shop around*. And do not expect that the rest of the world is bound to follow the rules we are used to.

For instance, a hotel room in the U.S. or Canada is often the same price whether it is occupied by one or two persons. This is often *not* the case in Europe, where a "single" means a smaller room with a narrow bed. And given that a full, hearty breakfast is generally also included with the room, the higher price for a larger double room is considered justified. (I usually ate as late as possible, making a brunch out of it, thus keeping my costs down. The haggis was delicious! Haggis is a traditional Scottish dish, made of sheep offal, chopped and mixed with oatmeal and onions, and encased in a



sheep stomach.) Be warned, as well, that not all rooms in a given hotel have bathrooms; ask for an "en suite" if you want one. Remember too that air conditioning is rare in European hotels, and that you may find your room uncomfortable in high summer.

Even with all this in mind, though, I did find that there were a few gross price exaggerations. The cost of food at the Scottish Exhibition and Convention Centre (S.E.C.C.)—the con site—was in some cases exorbitant even by U.K. standards. The cheapest thing to drink was beer, at 90 pence a pint (about \$2 Canadian), while a tiny cup of orange juice cost as much as the \$4 hotdogs. All this was made worse by the fact that it was forbidden to consume, on site, food and drink bought elsewhere.

Getting to the con site required a bit of effort, the place being somewhat isolated. There is a cluster of large, modern hotels nearby, but the presence of an expressway made it difficult for foot traffic. The train line that should normally have connected the site with the Center of Town every fifteen minutes had, unfortunately, been disabled by a flood earlier in the spring and was not yet back in service. Many fans ended up grouping together in taxis, which, in major U.K. cities, are clean and designed according to strict specifications, with lots of space and comfort.

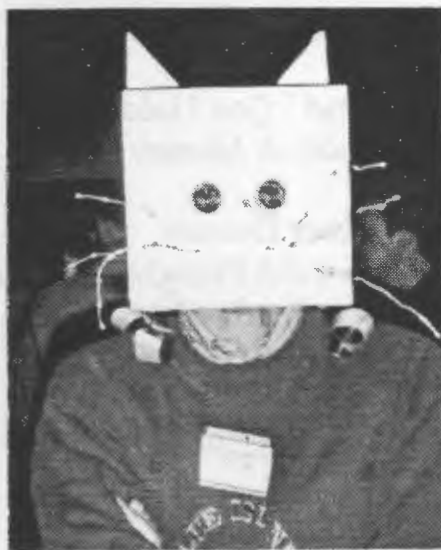


Sylvain found himself staying at a hotel just across the street from a Forbidden Planet location! (Photo by Sylvain St-Pierre)

As far as the layout was concerned, the S.E.C.C. was an easy place to navigate through—very large exhibition rooms opening on both sides of a central hall. We are talking *big* here, like the Death Star's hangars, divided by flying partitions, all of them bearing the posted warning "Do Not Lean On This Panel, Or It Will Collapse!" This was not a bad arrangement for the main hall, containing the Dealers' Room, the Art Show and the Exhibitions, but the acoustics were terrible in those sections devoted to programming. Policing was done by the S.E.C.C.'s own security personnel, and they took the matter of badge checking rather seriously!

The Pocket Program Guide was a marvel of design: a small ring binder that could actually just about fit in my pocket, with all the necessary information clearly and concisely laid out. It is regrettable that there were a great many panels cancelled, postponed or, even worse, moved to an earlier time slot. While this is an unavoidable occurrence at any con, I felt that the proportion was somewhat too high here.

Programming had a very distinct flavour, pleasantly different from the usual fare. British and international topics made up for a large part of it, and that was a welcome change. It should be noted that the con-com went quite a bit out of its way to please American fans, who, after all, accounted for most of the attendees.



RoboCat? (Photo by Sylvain St-Pierre)

There were, however, still a few grumblers who complained that things "were not quite right." Tsk, tsk! Come on guys, why do you think they call it a *WorldCon*?

Certainly different was the particular emphasis on gay programming. In recent years, there has always been a gay panel or two at the WorldCon, but this time, with Guest of Honour Samuel R. Delany openly homosexual, there were several items devoted to alternate lifestyles.

An alternate of another kind was the KidCon, a separate track of programming/day care for the benefit of very young children. This was well organized; I would not have minded getting into that inflatable castle or that pile of Lego blocks myself. Get 'em early, and they'll be ours for life!

The Art Show was a magnificent one. The two previous European WorldCons that I attended—Brighton in '87 and The Hague in '90—did not have impressive art displays, but Glasgow's was spectacular. The proportion of amateurs was smaller and the professional British artists had gorgeous stuff, hardly ever seen here, if at all, even on imported book covers.

Likewise, the Dealers' Room offered much material that you cannot find, even in specialty shops, anywhere west of *Atlantis*! I indulged myself in as much as I could afford, *and more*. I am not selfish, however; Con•Cept '96 chair René Walling and I believe that we have convinced a dealer in Discworld sculptures to bring his wares to Con•Cept in March.

René, along with Terry Fong, were the only other Montrealers that I am aware of who managed to make it to Intersection. I spotted a number of other Canadians in attendance, including some friends from Ottawa. In all, some 4800 fans were in attendance.

The Masquerade had only 22 entries, which is very small for a WorldCon. Most were of a high level of craftsmanship, but I felt that many presentations left something to be desired, and some were lost in the glare of the powerful spotlights. I was disappointed by the fact that there was very little science fiction

content, most entries being of a fantasy or historical nature. Mind you, "Henry the VIII and his Wives" was certainly worthy of praise! One truly stunning presentation was "The Return of the Hunt": five beautiful costumes, each of them adorned with hundreds of lights. Knowing a little about what is involved in organizing something on this scale, my hat is off to the Masquerade sub-committee for flawless timing and a smoothly run event. And for once, the usual warning about no flash photography was taken seriously; when a couple of photographers disregarded the rule, the entire Masquerade was put on hold until they were expelled!

By general consensus, only the tech crew failed to gather much praise. Not that they did not perform well, quite the contrary. The sound, the lights, the video were expertly handled, but only at the cost of stepping on many feet, overruling the decisions of other committees, and doing pretty much what they wanted without much regard for, or consultation with, others. In short, they became *power mad*.

There were a few problems due to the lack of experience of the

organizers, like putting the message center name sheets on hard wood. This made it nearly impossible to stick a pin next to the name of the person to whom you wanted to leave a message (hence the name Voodoo Board). But these are minor details.

Weather-wise, the beginning of Intersection marked the end of the longest period without rain in recorded history for the area. It did pour some, but, all in all, the temperature was quite acceptable. I did not have to wear any of the heavy sweaters I had brought (when it was time to come home, they proved very useful to pad the more fragile items I had purchased).

The atmospheric conditions were certainly fine for the Sunday night fireworks, which were quite spectacular. The only regrets, expressed the following day in the con news sheet, was that the artificers had failed to hit the nearby offices of the *Scottish Sunday Mail*. This newspaper had earlier attracted the ire of the fans with it's "Weirdos' Show is Branded a Rip-Off" article.

The convention newsletter, *Voice of the Mysterons*, proved to be the funniest such rag that I have seen

yet. (I love British humour!) This is strangely ironic, considering that European fandom in general tends to present a more serious image of itself than its North American counterpart.

One sad bit of news was the passing away of British author John Brunner at the convention. He suffered a massive stroke on Friday morning and was gone before the end of the day. In a way, it was considered fitting by many—if he had to go, what better place?

To be sure, just about every Glaswegian (yes, that is the correct name to describe the inhabitants of Glasgow; I checked it out) must have known about Intersection because one of the sponsors was local TV Channel 4. They celebrated with a special weekend-long sci-fi marathon, and included extensive coverage of the WorldCon itself.

I bet we will be remembered for quite some time.

Baltimore, Maryland, won the bid to host the 1998 WorldCon, called BucCONeer. It *will not* take place over the traditional Labour Day weekend, but rather run August 5-9.

## 1995 HUGO AWARD-WINNERS

**Best Novel:** *Mirror Dance* (Lois McMaster Bujold)  
**Best Novella:** "Seven Views of Olduvai Gorge" (Mike Resnick)  
**Best Novellette:** "The Martian Child" (David Gerrold)  
**Best Short Story:** "None So Blind" (Joe Haldeman)  
**Best Non-Fiction Book:** *I, Asimov: A Memoir* (Isaac Asimov)  
**Best Professional Editor:** Gardner Dozois  
**Best Semi-Prozine:** *Interzone* (David Pringle, editor)  
**Best Fanzine:** *Ansible* (Dave Langford, editor)  
**Best Fan Writer:** Dave Langford  
**Best Professional Artist:** Jim Burns  
**Best Original Artwork:** *Lady Cottington's Pressed Fairy Book* (Brian Froud)  
**Best Fan Artist:** Teddy Harvia  
**Best Dramatic Presentation:** "All Good Things" (*Star Trek: The Next Generation*)

## SCHEDULED WORLDCONS

**1996**  
 L.A. con III  
 (54th WorldCon)  
 Anaheim, California  
 August 26-September 2

**1997**  
 LoneStarCon 2  
 (55th WorldCon)  
 San Antonio, Texas  
 August 28-September 1

**1998**  
 BucCONeer  
 (56th WorldCon)  
 Baltimore, Maryland  
 August 5-9



# CONCINNITY

review by  
Sylvain  
St-Pierre

A relaxicon is a special kind of fannish convention. It is small, cozy and usually held in an out-of-the-way place because, as the name implies, the idea is to *relax*. Concinnity 1995 certainly qualified on all counts.

A descendant of the famed Maplecon (a full-blown weekender, now defunct), Concinnity was held in Kanata, about 20 kilometers from Ottawa. I was a bit worried about getting there, but the heavily subsidized National Capital Transit System carried me to within a few hundred feet of the hotel all the way from downtown Ottawa, for a grand total of \$1.60!

Our hotel was a Comfort Inn—that means no frills, but it was clean, cheap and most adequate for an event of this size. There was a modest restaurant in the hotel proper and a better one on the other side of the parking lot. A supermarket a couple of blocks away provided all the munchies we needed and since we were all amongst friends, it was an easy matter to pile into a few cars if we wanted something fancier to eat a bit further away.

That's one other characteristic of relaxicons: you know most of the people and there is almost no off-the-street traffic. Think of it as a large party for all your slightly deranged buddies.

There were many Montrealers in attendance, including a good number of MonSFFen. Needless to say, the Quebec referendum was the topic of many discussions as we did not know at the time if we would need a passport or not to attend next year's con!

Everything was very informal. There were panels of sorts but only when we wanted them, and the topics were usually chosen on the spur of the moment. For instance, somebody brought in an armload of slide rules and, noticing that one of them was calibrated to calculate the effects of a nuclear explosion, we got to evaluating our chances if World War III were to start *right now!*

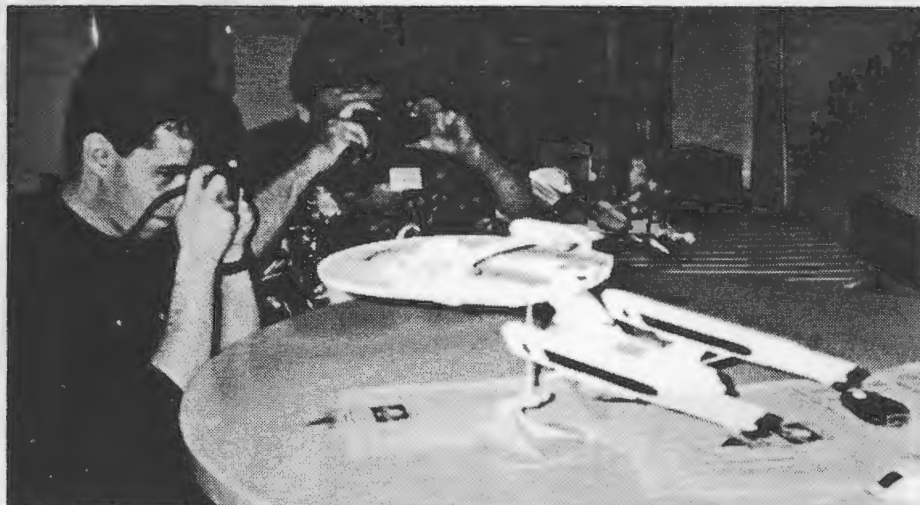
The Con Suite was very central, and quite large and well equipped. A small model show and a couple of dealers operated from hotel rooms, the hotel not having any convention space as such. Of special interest in

one room was a PC-based virtual reality game (even if it did make my eyes water).

As usual, a family of mundanes was given a room located right in front of the dance despite our warnings to management that it was likely to get noisy. Of course they complained; in their shoes I know I would have!

The Fan Guests of Honour—the only kind we had—were Larry "The Doctor" Stewart and Montrealer Capucine Plourde...and her cats! Now how many cons have you attended where you could stroke Simba the Love Slut? Larry exhibited his comedic versatility and had people rolling on the floor in laughter as he read from...*the local phone book!*

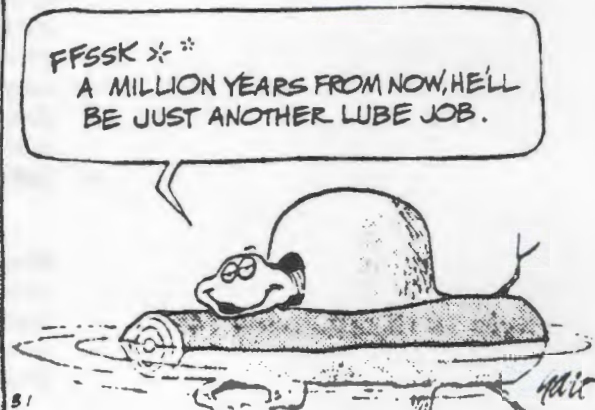
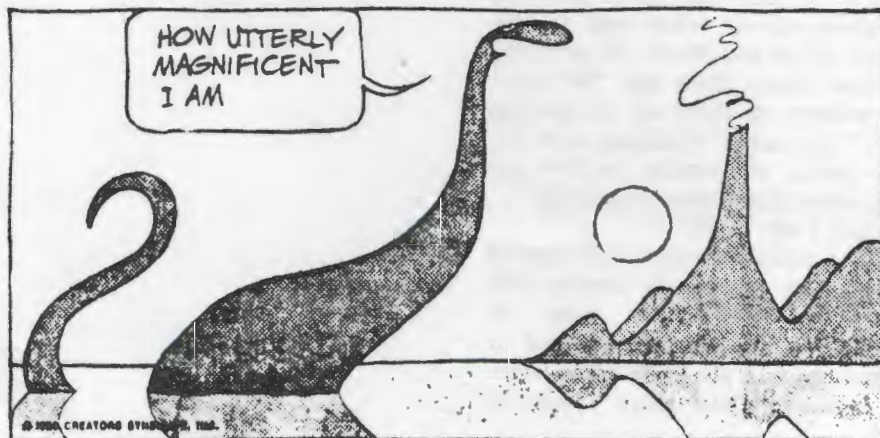
Relaxicons do indeed provide for a most pleasant weekend if you are the kind of person who likes to take it easy once in a while and enjoy chatting with old friends.



MonSFFA members Dominique Durocher (left) and Wayne Glover snap a few photos of one of Wayne's models, on display at Concinnity. (Photo by Lynda Pelley)

B.C.

By Johnny Hart



Long-time MonSFFAn John Dupuis is having none of this talk about today's written SF being garbage! In no uncertain terms, John is out to dispel this myth. There *is* a lot of great stuff out there, he asserts, by writers *other* than the superstars of years gone by. The best in contemporary SF *is not* to be found listed in *TV Guide*! Fans of the world, turn off your TVs; you have nothing to lose but your addiction to *Star Trek*!

# SF IS IN GREAT SHAPE!

by John Dupuis

*If* I hear *one* more person complain about what bad shape written SF is in I think I'll scream! "No new ideas," they say. "No great new writers to stack up to the big three," they say. "Nothing with the same sense of wonder to fire my imagination like when I was a kid."

Well, I say "*Bull!*"

My typical encounter with one of these nay-sayers usually begins with something like "Aw, gee, ya know...there ain't much good or interesting goin' on in SF these days. It's lost that old time sense of



wonder. The place to go these days for startlingly original hard SF is *The X Files*, ya know, with those two FBI agents, Kolchak and Serling, and their mysterious boss, Oliver Stone." At this point I usually rattle off five or ten names of authors or titles of books from the last few years and ask if they have been encountered. The answer is usually no, with the implied question, "Who are these guys and where did you hear about them?"

I think that the problem we all share stems from the fact that there is so much SF being published these days it's hard for any of us to know what's good amongst all the chaff. The old, reliable authors like Asimov, Heinlein, Clarke and Bradbury are all either dead or not doing much worth notice. We also tend to think of the middle-aged authors like Le Guin, Silverberg, Delany and Niven as past their prime, their best work as having been done in the '60s and '70s.

Where does this leave us? Trying to figure out who the new generation of authors are, those whose best work is from the '80s, '90s or even, better yet, *still to come*. That's what I want to try to do here: introduce frustrated readers to a newer generation of writers, and also offer a few hints on how to keep on top of who all the hot new writers are, as they emerge. My hints first.

### How to Find SF's Hot New Writers

The first and best way is to read all the SF magazines, like *Asimov's* and *Analog*. New SF writers usually come up through the ranks by writing short stories and then graduating to novels. Catching them at the beginning is the best way to make sure you don't miss them. Unfortunately, it also requires a lot of time and patience, which I, for one, don't have.

The next best way to catch writers while they're still in the short story stage is to read Gardner Dozois' *Year's Best SF* anthology. Dozois does all the hard work, reading through all the magazines and anthologies of the year and picking his favourites. You can be assured that each volume is a treasure trove of great stories, many

by newer writers. He also provides a good year-in-review essay, covering all the important events, trends and novels of the year. Dozois' bias in story selection tends towards softer, more literary and character driven SF, with a lot of contemporary fantasy thrown in. The good news is that Con•Cept mainstay David Hartwell is apparently going to do a similar volume to Dozois', but with a stronger emphasis on hard SF.

Another way to spot the new kids on the block that is nearly as good is to read all the Hugo- and Nebula-nominated novels every year. This gives you a short list of five to ten books each year which are worth reading. This year's Hugo list is a perfect example: it contains five terrific novels, all by writers who are relatively new: *Mother of Storms*, by John Barnes; *Brittle Innings*, by Michael Bishop; *Mirror Dance*, by Lois McMaster Bujold; *Beggars and Choosers*, by Nancy Kress; and *Towing Jehovah*, by James Morrow. This is one of the strongest Hugo lists in years, so much so that the novel I thought was a shoe-in to win, Bruce Sterling's *Heavy Weather*, wasn't even nominated! I would stack this year's nominees up against any set from the past. The only problem with using the Hugos as a guide is that you may miss some writers who just aren't lucky enough to be nominated; the same bunch of five or six writers are nominated every year, it sometimes seems. Although, this year I almost fell off my chair when I saw that Morrow and Bishop were in the running. *Go figure*.

Perhaps the best way to find new writers is to become a review junkie like me. All the major fiction magazines have regular review columns, so if you buy the magazines for short fiction, you'll also get a lot of hints about novels. Glenn Grant reviews SF in *The Gazette* every couple of months; you should probably read most anything he suggests. The best place for regular reviews of lots of SF novels is *Locus*, the monthly semi-pro news/reviews bible of the SF community. If you love SF, you should read *Locus*. But for a more thoughtful and intellectual look at the genre, you can't beat *The New York Review of Science Fiction*, published by David Hartwell; it is an

indispensable companion to the more lightweight *Locus*.

### Recommended Reading

Now, down to brass tacks: who and what might you want to take a look at to get up to date on modern SF. First of all, the single best writer working in SF today is Kim Stanley Robinson. His Mars books (*Red Mars* and *Green Mars*, *Blue Mars* to come) are not to be missed. Two Canadian writers worth reading are Robert Sawyer and Sean Stewart. Sawyer does good old fashioned *idea* SF while Stewart is more into contemporary fantasy. Hard SF lovers should definitely try the B-boys: Gregory Benford, Greg Bear, David Brin and John Barnes. Charles Sheffield should also be added to the must-read list for hard SF. Those looking for something a little different should read Alexander Jablovkov's baroque *To Carve the Sky* or George Alec Effinger's Middle-Eastern cyberpunk Marid Audran books, starting with *When Gravity Fails*. For a good old fashioned moral dilemma and some rip-roaring space opera, try Orson Scott Card's Ender books (*Ender's Game*, *Speaker for the Dead* and *Xenocide*). Bruce Sterling provides wild near-future speculation in *Globalhead*, *Heavy Weather* and *Islands in the Net*. If satire is your cup of tea, try James Morrow's *Towing Jehovah* or *City of Truth*. Maureen McHugh's *China Mountain Zhang* is the best first novel in decades. For those with a historical bent, try Connie Willis' time travel story *Doomsday Book* and Harry Turtledove's alternate history *Guns of the South*.

Some other authors to try (anything by any of these writers is worth your time): Nancy Kress, Michael Bishop, Dan Simmons, the Pats, Murphy, Cadigan and Anthony, Mary Rosenblum, Greg Egan, Steven Baxter, Geoff Ryman, Iain Banks, Lois McMaster Bujold, Neal Stephenson, Allen Steele, Wilhelmina Baird, Lisa Mason, Melissa Scott, James Patrick Kelly, John Kessel, Rebecca Ore and Ian McDonald. These are just the ones I can think off of the top of my head!

"But," you say, "no one will ever replace those old guys as the greatest

SF writers of all time. If I like the old guys, who out there will give me the same kind of feeling as Asimov, Clarke, Heinlien and Bradbury? In other words, who are their contemporary counterparts?" While all writers have their own individual voices, it is often possible to point to two authors and say anyone who likes A will almost certainly like B. And such is the case with many of the older writers. For example, anybody who likes the scientific accuracy and intellectual challenge of the best of Asimov will almost certainly find these same qualities in the work of Gregory Benford or Greg Bear. If you grew up on Heinlein's juveniles, like *Have Spacesuit, Will Travel*, you'll find the same thrill in coming-of-age tales like John Barnes' *Orbital Resonance* or John M. Ford's *Growing Up Weightless*. How about that great humanist visionary, Arthur C. Clarke? You'll find much of the same kind of feel in the work of Charles Sheffield or Greg Bear. Michael Bishop's *Brittle Innings* and Connie Willis' *Lincoln Dreams* have the same nostalgic, poetic feel to them as Bradbury. Someone looking for the same wacky humour of a Frederic Brown or a Robert Sheckley will find it in spades in Connie Willis' short fiction. The humanist, poetic and literary values epitomized by Theodore Sturgeon are very rare in any field, but I think that Canadian Robert Charles Wilson's work is very reminiscent of Sturgeon at his best. If your looking for the scathing satire or hard-nosed social extrapolation of Frederik Pohl, you need look no further than James Morrow for the one and David Brin for the other. Some talents are truly irreplaceable. Philip K. Dick's unique talent has never been matched, although Rudy Rucker, K.W. Jeter and Tim Powers all skirt the edges. Likewise, the only talent to come close to approximating the bizarre feel of Samuel R. Delany is Delany himself.

And not all of those old guys need replacing. Some of them are still doing good work: Robert Silverberg (*The Kingdom of the Wall*), Harlan Ellison (*Mephisto in Onyx*), Norman Spinrad (*Pictures at 11*), Damon Knight (*Why do Birds*), Frederik Pohl (*Voices of Heaven*), John Varley (*Steel Beach*), Joe Haldeman (*The*

# We are living in a Golden Age the likes of which SF has never seen.

*Hemingway Hoax*) and Ursula Le Guin (*The Fisherman of the Inland Sea*).

## A Modern Golden Age

As a final word I have to say that I don't want to hear *anyone* complain about written SF until they give what's going on a try. Don't even talk to me about it until you read the following baker's dozen books (or series). Remember, we are living in a *Golden Age* the likes of which SF has never seen. I don't think the SF field has seen a time like this one, where there are so many good writers writing so much good stuff, since the heyday of John Campbell's time at *Astounding* in the late '30s and early '40s. To boot, I think that the writers working now are *better* than any of the ones Campbell had working for him! Take a look for yourself:

1. *Red Mars* (and sequels), Kim Stanley Robinson

2. *Doomsday Book*, Connie Willis
3. *Brittle Innings*, Michael Bishop
4. *To Carve the Sky*, Alexander Jablovkov
5. *Towing Jehovah*, James Morrow
6. *China Mountain Zhang*, Maureen McHugh
7. *Islands in the Net*, Bruce Sterling
8. *Guns of the South*, Harry Turtledove
9. *The Terminal Experiment*, Robert J. Sawyer
10. *Beggars in Spain*, Nancy Kress
11. *Timescape*, Gregory Benford
12. *When Gravity Fails* (and sequels), George Alec Effinger
13. *Ender's Game* (and sequels), Orson Scott Card

Most of the above books are from the last five years or so; the series I cite may have started earlier than that but in those cases, the sequels are as strong or stronger than the first book. I don't want you to think that the books I cite are all the *best* recent books; they are just a sampling of what is available. I've also concentrated on newer or more unfamiliar authors because you don't need me to tell you that you might want to take a look at *Neuromancer*.

## A Postscript

As fans we have to *stop* rewarding publishers for putting out all the crap that they want to pass off on us as SF. We have to *start* rewarding them for putting out the good stuff. This means we have to *stop* buying all those damned novelizations and endless, stupid fantasy series! We have to *stop* buying all that macho, shoot-'em-up, military space opera! We have to *stop* buying all those "In the World Of..." books written by lesser writers in worlds made famous by Asimov, Clarke and the rest. We *have* to get out from under the shadows of the Grand Old Men of SF!



# SCI-FI TV: A LOOK AT THE FALL '95 SEASON

by Carl Phillips

We are two months or so into the Fall 1995 TV season as I write this and clearly, TV programmers continue to view sci-fi as a hot commodity. A number of the genre series that were part of the first wave of the current SF boom on the tube are gone, but the boom shows no sign of abatement and new series have replaced those cancelled. The new shows are pretty good; better overall, I'd say, than last year's crop.

Following are my first impressions of some of these new SF shows, along with quick evaluations of how some of the returning shows are doing this season. All of these series can be seen in Montreal, though in a few cases, availability is limited. More than half of them are carried by several stations and air more than once a week. Check local listings.

## NEW SERIES

### *Space: Above and Beyond* (Fox)

A *Battlestar: Galactica* for the '90s. While *Galactica* was a Western in space, this show is described by its creators as a World War II movie in space. It fairly lives up to that billing. Generally well written and well acted, but predictable at times and somehow missing that certain spark.

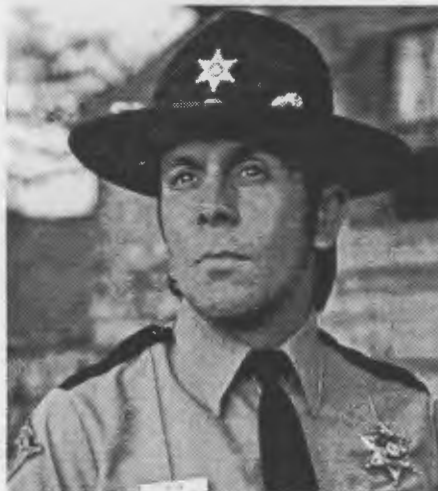
### *American Gothic* (CBS)

Scary, creepy stuff; sometimes *Twin Peaks* surreal. CBS hopes to hop onto the *X-Files* bandwagon with this one. The story of a demonic sheriff's grip on a small town plays out like a prime time soap opera, which is basically what it is, albeit a *satanic* prime time soap opera. The show's strongest asset is its lead, Gary Cole, who is terrifically threatening as the incubus Lucas Buck.

### *Strange Luck* (Fox)

This series, apparently, is doing well for Fox and may provide the

network with the successful show it seeks as a lead-in to its mega-popular *X-Files*. Photo-journalist Chance Harper has been experiencing a supernaturally incredible streak of luck—both good and bad—since surviving a plane crash as a child. He'll typically find himself in the right place at the right time, only to then stumble into the wrong place at the wrong time. But



Above: Gary Cole as *American Gothic*'s demonic sheriff, Lucas Buck.

Below: Michael Ironside takes over from Roy Scheider as *seaQuest*'s new captain.



his strange luck always sees him through each week's twist of bizarre coincidences. Half the fun is watching how everything comes together and how it all works out in the end.

### *Nowhere Man* (UPN)

I quite like this one, though it isn't really an SF series, per se—more of a mystery heavily dosed with paranoia. Fans of the kinds of shadowy conspiracies central to *The X-Files* will love *Nowhere Man*, and who knows, the show may yet reveal an SF element or two. Photographer Thomas Veil suddenly finds that his life has been erased! No one seems to know who he is; his friends, co-workers, even his wife deny that they know him, his house keys don't fit the lock anymore and he is soon pegged as a loon. He's trucked off to a mental hospital and just as he's beginning to think that maybe he really *is* insane, he discovers that some mysterious, organized cabal of shady characters are behind the erasure of his existence. Who are these people? Criminals? Foreign agents? The Government? And why are they doing this to him? He has no idea, but suspects it might have something to do with a photograph he shot of an execution in some third world backwater. He has the negative, they want it. He escapes from the mental hospital and so begins the chase, with a little more of the mystery revealed with each episode. Creator Lawrence Hertzog has put together a thoroughly entertaining series that is part *Fugitive*, part *Prisoner*, and with the conspiracy angle firmly wedged in there, part *X-Files*.

*Xena: Warrior Princess* (Syndicated)  
The sexy, sword-wielding Xena proved so popular after her appearance on *Hercules: The Legendary Journeys* (reviewed below)

that producers gave the ball-busting warrior princess her own series. Like *Hercules*, lots of action and campy fun.

#### **Deadly Games (UPN)**

I'm not terribly impressed. This is a so-so series at best, which centers around the now stale trope of cyberworld characters crossing over into the real world.

#### **RETURNING SERIES**

##### ***The X-Files* (Fox)**

Continues to deliver stories of the highest quality. A great mix of sci-fi

and horror; superbly written, acted and produced, and quite simply, the *best* genre show on the tube today, and one of the best genre series *ever*.

##### ***Star Trek: Voyager* (UPN)**

Ratings have declined substantially as viewers bail out in favour of the many other, finer SF offerings available on today's TV skeds. Sadly it seems, as the *Star Trek* franchise progresses the quality of the series becomes more and more diluted. *Voyager* began encouragingly enough, but has disappointingly declined—*drastically*—in entertainment value. One often has the

impression of having seen it all before, and done better, in a *TNG* episode.

##### ***Star Trek: Deep Space Nine* (Syndicated)**

I tuned this one out way back somewhere in the middle of its second season, but I have returned this season. Producers appear to have woken up and injected the series with a shot of adrenaline—there's more of a much-needed edge to it all, now, and not so much of the sappy and maudlin. Bringing popular *TNG* icon Worf aboard seems to have helped, but the real improvement has been in the writing. A caution, though: while they are fun to watch, if episodes like the amusing Roswell story and the James Bond parody start popping up on a regular basis, the series risks becoming too cutesy.

##### ***Lois and Clark: The New Adventures of Superman* (ABC)** Not a great show, but a pleasing romance/sci-fi/adventure series that appeals to most tastes. The new season maintains that appeal.

##### ***seaQuest 2032* (NBC)** Formerly *seaQuest DSV*, this ratings-troubled series has been revamped with the start of each new season and shone only on very rare occasion. This is season three and the *seaQuest*'s new, hard-nosed captain provides for some real drama (finally!), as does a shift to more adult-oriented writing. But it may all be too little, too late.

##### ***Babylon 5* (Syndicated)** An excellent series that is really hitting its stride this season as the plot thickens. Solid writing and acting makes for interesting, engaging, three-dimensional characters.

##### ***Hercules: The Legendary Journeys* (Syndicated)** What the 1960s *Batman* TV series did for comic book superheroes, *Hercules* does for the heroes of Greek mythology. Plenty of action, adventure, swordplay, some very creative special effects, and always a sense of humour. This one never takes itself too seriously and delivers lots of campy fun.



Nowhere Man Thomas Veil isn't crazy, he's the victim of a shadowy conspiracy in a new series that is part *Fugitive*, part *Prisoner*, and part *X-Files*.



# CYBERFUN

## Computer-Age Entertainment Attractions in Montreal

reviews by Lynda Pelley  
(photos by the author)

### Cybermind Café

The Cybermind Café can best be described as a cross between a coffee shop/bar and a high-tech entertainment center. I'm not quite sure what type of crowd it will attract but presumably they will be young people.

I was invited on very short notice (about 3 hours) to the October 25th opening night. The place was quite crowded, but I managed to see enough of it to get an impression.

The idea here was to eat, drink, entertain yourself with computers, and generally hang out. There were three choices of computer activities: surfing the internet, playing computer games or experiencing virtual reality simulation games.

The internet computers were located in a series of semi-circular booths around the outer walls of the room. These booths accommodated two people comfortably or four people uncomfortably—fellow MonSFFA members Keith Braithwaite, John Matthias and Kevin Holden were with me. We navigated through the World Wide Web, looking for SF and other cool stuff, but the computer, a Pentium 90, was quite a bit slower than the 33-MHz Macintosh that I have at home. The system was obviously overloaded somewhere; that Pentium should have been much faster than my Mac! The waiting was a bit frustrating, but at least the service was free on opening night. They plan to charge 10 (or was it 20?) cents per minute for use of the internet during regular operation.

In the center of the room there were clusters of single-person computer gaming stations, which also used Pentium 90s. You could entertain yourself by playing games such as Doom, Star Trek: A Final

Unity and numerous others. I tried the *Star Trek* game, but couldn't figure out how it worked. There were no manuals or on-screen instructions to tell me which commands did what. Obviously, in a place like the Cybermind Café, you need to already know how to play these games well—including keyboard short cuts and the use of cheat keys—for the experience to be worthwhile at the proposed 35 cents per minute.

Playing computer games and surfing the internet are things that I can do at home so it was no big thrill to do them here. However, the virtual reality simulators were a new experience for me. Each virtual reality apparatus consists of a raised, circular platform with railings. After waiting in line, a Cybermind Café technician helps you into a shoulder harness and power pack, which fastens around your waist. I was concerned that the one-size-fits-all VR helmet would not fit well on a small person such as myself. It was a bit heavy and awkward but it did turn out to be very adjustable. As the technician tightened various knobs and levers on the helmet, I felt like my head was in a padded vise grip! The VR gear also included a small control stick with a trigger. I played a game which involved shooting and destroying some mecha-type robots. It was fun and I did well, but I did not find the Amiga-generated graphics very impressive. What was interesting was the feeling of being *somewhere else* while in the VR helmet. Turning your head, moving around on the platform or "flying" with the hand-held control gives you a sense of moving within three-dimensional space in the computer-generated reality. The sensory deprivation of the virtual reality helmet is a strange sensation. Of course, to the people watching, those having the virtual experience look like fools as they stand on the raised platforms and react to invisible settings. There are rows of monitors along the wall so that onlookers can see what you are seeing inside the VR helmet, but it is not at all like virtually being there. The game lasted for about five minutes, for which regular patrons will be charged a flat rate of five dollars.

Overall, the Cybermind Café

was interesting enough as a novelty, but I can't really see myself going there to hang out on a regular basis. Anyone who owns a computer will find it more economical and more comfortable to do these types of activities at home. This place may be of more interest to those who don't have access to a computer or have a computer but not a modem. It would provide them with occasional internet access and/or possibly help some decide whether or not to buy a modem. The games and virtual reality set-up may have the same type of appeal as an arcade.

As for the social aspect, the constant din of loud rock music made conversation difficult—it was so loud it even permeated the VR helmets, *drowning out* some of the sound effects! Also, the ventilation was extremely poor, resulting in a very hot and smoke-filled room. This is not exactly an ideal environment for all that expensive computer hardware, not to mention those using it. Perhaps during regular operation there will be less noise and less smoke.

If you have an interest in computers and want to check out the Cybermind Café, it's located downtown, just across the street from the Eaton Centre.

### Virtual World

A few months ago, through my connections with the Klingon Imperial Diplomatic Corps (KIDC), I was invited to help beta-test the flight simulators at Virtual World. This was a pre-opening run-through of the system, designed to give the staff an opportunity to practice on sample customers—us.

Virtual World is located downtown in Complexe Déjardins and is accessible from both



Ste-Catherine Street and through the shopping mall. The illusion begins as you enter a lounge/canteen area that provides a Jules Verne-type setting. The room is decorated with portraits of fictional adventurers, computers, models in glass cases and a variety of futuristic "antiques." The introductory scenario is that various people have voyaged through time and space on quests of discovery and adventure, and now we, too, can travel as they did, in a virtual cockpit.

Virtual World is equipped to take you to The Red Planet or to the world of BattleTech. Only The Red Planet was operational on the day we went. To maintain the spirit of the setting, the Virtual World staff never refer to the simulations as games. They are "adventures," or in the case of The Red Planet, "flight missions to Mars".

After filling out the appropriate form with your name, address, call sign, etc., you are issued a membership card. Virtual World creates a computer file for you and keeps track of your particulars and experience level. This is convenient if you are a regular customer.

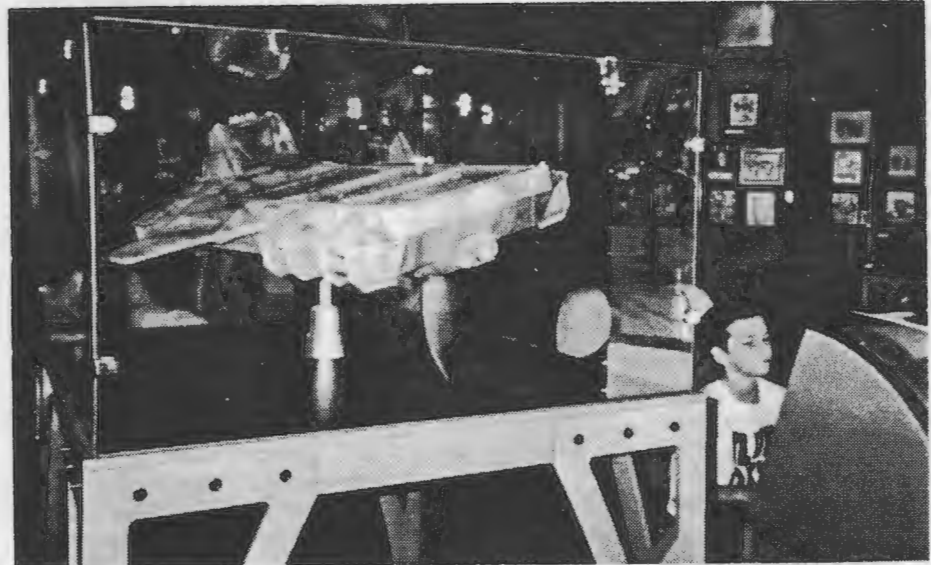
The next step is flight training. You enter another room and learn how to operate the simulator cockpit. It comes equipped with a joystick on the right which controls laser weapons, booster rockets, parachutes and steering; a throttle on the left for speed and forward/reverse; foot peddles for more precise turning; and some additional controls on a forward panel. There is a screen in front of you, positioned to give the perspective of looking out the front window. During this "mission briefing" you also choose the type of ship you will pilot and its colour and markings.

Once trained, you move on to the actual adventure. The simulation operates with a group of about eight or 10 people, with each individual in their own cockpit. It is more fun if you know the other people in your group and remember who is in what ship. You compete against each other, the objective being to score the most points while (in our case) flying at high speeds through the hazardous mining tunnels below the surface of Mars—sort of like flying

through the Death Star trench but with more twists and obstacles. The images on the screen react to your maneuvers *with realtime precision*. The Virtual World staff wouldn't tell us the type of computers used, but the graphics were certainly impressive. Our group flew several missions, and even after repeated use, the simulations remained fun and challenging. Each group trip through the simulator took about half an hour, including training and flight time.

Since this was a beta-test it was, of course, free. During regular operation Virtual World intends to charge \$13 for each mission. This is a bit pricey but you can't get this quality of entertainment from the average home computer. Also, I expect that the overhead on Virtual World's equipment is rather high. The good news is that they will do group rates and other specials.

I highly recommend the Virtual World experience and I intend to go back there eventually.

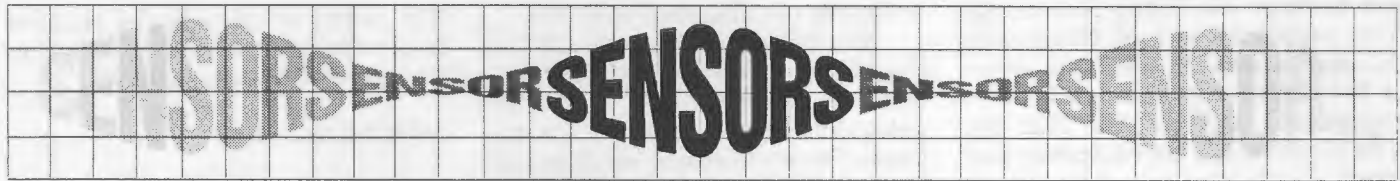


Model of an ore barge, one of the ships you may choose to "fly" beneath the surface of Mars at Montreal's high-tech Virtual World entertainment center.



MonSFFA member Dominique Durocher operates an "antique," Jules Verne-style computer at Virtual World. Note the model of the BattleTech robot; a BattleTech adventure is a scenario that will soon be online.





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

Information for this column was pulled off a satellite dish at 2:00 in the morning.

### DS9'S LESBIAN KISS CENSORED

Gay and lesbian activists in Halifax were not *trilled* with the ATV network's decision to cut a scene from an episode of *Star Trek: Deep Space Nine* which depicted series regular Terry "Dax" Farrell passionately kissing another woman. The episode aired with the scene intact on Fox stations in the area, but ATV spokespeople cited concern over the appropriateness of showing the kiss during the 7:00-8:00PM family hour.

### ALIENS INVADE HOLLYWOOD

In this column last issue we

mentioned that Tim Burton is working on a film adaptation of the "Mars Attacks" card series. Indeed, space aliens are the subject of several Hollywood film projects now in the works.



Genre veteran Jeff Goldblum stars in *Independence Day*, a sci-fi blockbuster coming in Summer '96

*Contact*, based on the Carl Sagan novel of the same name, is the story of an astronomer who detects the first radio signal from outer space of an intelligent origin. When deciphered, the signal proves to be the blueprint for an interstellar craft. Jodie Foster was set to star as the astronomer but left the project, unsatisfied with the script. A rewrite has apparently lured her back, not to mention a \$7 million paycheck!

Genre veteran Jeff Goldblum (the Fly films, *Jurassic Park*) stars in *Independence Day*, a sci-fi blockbuster scheduled for release in the summer of '96. An alien fleet has arrived over Earth and Goldblum's character, a computer genius, figures out that the aliens intend to destroy humanity and claim the planet for themselves. In the tradition of such '50s alien invasion classics as *War of the Worlds*

### CANFANDOM

#### Local News: Cons Collapse, Club Folds, Klingons See Changes

Montreal fandom experienced great disturbances in the force during the latter half of 1995.

Unexpectedly cancelled just a couple of weeks before it was to take place was The Montreal Science Fiction Festival and Comic Book Show. This one day event, put together by the Warp 9 sci-fi club in place of their on-hiatus Montreal Science Fiction Festival, would have run September 23rd and featured among its guests actor Ed Bishop (of the early '70s British TV

series *UFO*) and Marc Okrand, creator of the Klingon language.

The word going around is that one of the financial backers of the show bowed out at the last minute, leaving the con short of the cash it needed to cover guest expenses. Money could not be raised elsewhere or costs sufficiently trimmed, and the event quickly collapsed. Co-chair Chris Chartier, who had decided that this con "was to be my last," has seen to it that all persons who registered in advance for the show receive a *full* refund.

This unfortunate turn of events almost certainly spells the end of the financially troubled series of media sci-fi cons which

Chris and partner Bill Gathercole have spearheaded these past few years. Regrettably, Montreal has lost a darned good little con.

TransWarp, this city's annual inter-club mini-con, never materialized this year as the number of clubs able to participate in and finance the event proved too few to make it viable. As of this date, there has been no serious talk of trying a TransWarp in '96 and this event, also, may be a goner.

Montreal's *Doctor Who* fan club, the High Council of Gallifrey, has officially folded. The club was unable to find a new president following the departure of Andrew Gurudata (who recently

moved to Toronto and a new job) and the H.C.o.G.'s executive decided to pack it in.

It had been planned, at one point, to have the H.C.o.G. annexed by Warp 9, with the Council's fanzine, *Foreman Report*, incorporated into Warp 9's newsletter, *Warp Factor*. Council members were to be given the choice of either transferring their memberships to Warp 9 or to a new club being formed by Andrew in Toronto. However, "due to internal problems" these plans have not gone ahead and the Council has been shut down. H.C.o.G. members will now have their memberships transferred to Andrew's Toronto club, or receive a partial

and *Earth vs. the Flying Saucers*, the film promises lots of fireworks, including a scene in which hundreds of F-18 fighter planes and UFOs engage in a dogfight. *Star Trek: The Next Generation's* Brent Spiner also stars.

*Men in Black* will see TV's Fresh Prince of Bel Air, Will Smith, teamed with Tommy Lee Jones as mysterious cops who investigate alien visitations. Disney, meanwhile, has acquired a script entitled *Black Box*, the tale of aliens and government agents in pursuit of a downed UFO's flight recorder. And, we are told, agents Mulder and Scully may venture onto the silver screen in pursuit of the truth, perhaps in '97.

#### **BATMAN IV IN THE WORKS, INDY IV ON HOLD**

*Batman Forever* director Joel Schumacher will helm the coming fourth installment of the Batman film franchise. Val "Batman" Kilmer and Chris "Robin" O'Donnell have signed on while *ST:TNG's* Patrick Stewart is in negotiation to play villain Mr. Freeze. The names Julia Roberts and Demi Moore have both, in conflicting reports, been attached

to the role of villainess Poison Ivy.

Shooting *did not* begin this fall on the planned fourth Indiana Jones movie. Script problems caused the delay, and now principles George Lucas, Steven Spielberg and Harrison Ford are finding their schedules busy with other projects, thus holding up indefinitely any further adventures for Indy.

#### **HUGO AWARDS**

SF's Hugo Awards are given out each year at the World Science Fiction Convention; the 1995 WorldCon, Intersection, was held August 24-28 in Glasgow, Scotland. (See Sylvain St-Pierre's review of the con, along with the list of 1995 Hugo Award-winners, beginning on page 10.)

#### **NEUROMULDER**

Cyberpunk guru William Gibson is said to be writing an episode of *The X-Files* which will air sometime early next year. No doubt Gibson's story will have something to do with computers. His daughter is reported to be a big fan of the series. (And while we are talking about *The X-*

*Files*, keep an eye out for another cameo appearance by Deep Throat in the latter half of this season.)

#### **UPCOMING TV SF**

The Showtime cable network and Trilogy Entertainment, who brought us the new *Outer Limits*, will introduce *Poltergeist: The Legacy* in April. The series is guaranteed a two-season, 44-episode run and deals with an organization—the Legacy—which investigates the paranormal and tries to explain what science cannot.

Fox's cancelled alternate reality adventure series *Sliders* has been given another chance; vocal fan support for the show, it seems, has convinced the network to slate *Sliders* in as a mid-season replacement.

Cancelled not once but *twice* before, *Forever Knight* is resurrected *yet again* and fans of this cult hit can look forward to 22 new episodes, airing both on the USA Network (in prime time, weekdays) and in syndication (on weekends). Three of the show's regulars are gone, though, replaced by three new characters. The series is about a centuries old

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refund of their membership fees.

Meanwhile, Montreal Klingon fandom has seen change.

The locally-based KAG/Kanada "ship" Emperor's Fist, according to one communiqué, has been "dry-docked for a refit," with all of her crew transferring to a new ship, IKV Destiny. Destiny is captained by Cathy Palmer-Lister, who as MonSFFen all know, leads another life as our club's V-P. MonSFFA was pleased to make its meeting space available on the morning of October 15 for the Destiny's official launch. Plans are to recommission the Emperor's Fist as the personal flagship of KAG's admiral, Berny Reischl

(another MonSFFA!).

And, the Klingon Imperial Diplomatic Corps (KIDC), a national club run by Capucine Plourde and based right here in Montreal, has broken away from KAG/Kanada, going independent (we're *Quebecers*; it must be in our blood!) over differences of approach in club-running.

#### **Out of Town**

The Ottawa Science Fiction Society (OSFS) has recently reinstated its monthly meetings, cancelled at the beginning of the year due to apathetically weak attendance. It is encouraging to see that OSFS members are rallying around to keep their long-running club

going. Bravo!

R. Graeme Cameron, the "God-Editor" of *BCSFAzine*, published by Vancouver's British Columbia Science Fiction Association (BCSFA), ended six years (77 issues worth!) of editing the club's newsletter with issue number 269 (October 1995). He was the 18th, and longest serving editor of *BCSFAzine*. John Wong takes over now and has reworked the 'zine's layout and opened the publication to "all science fiction and fantasy related organizations and event organizers" in the area. Graeme retires to publishing his perzine, *Space Cadet*. We give him top marks for the monicker he has given to his letters

column: "Ook Ook, Slobber Drool!"

As mentioned in the above Montreal coverage, ex-Montrealer and former High Council of Gallifrey president Andrew Gurudata is involved in the creation of a new SF club in the Toronto area. The club will bear the name Pharos Project, explore "British sci-fi television in general" and publish a fanzine, dubbed *Singularity*. Andrew is joined by several other U.K. TV SF fans in this venture, including another ex-Montrealer and past president of the H.C.o.G., Rod Mammitzsch. The premiere issue of *Singularity* is scheduled for a January '96 release. We look forward to it.



**FOR SALE (VERY CHEAP!), OR EXCHANGE:**

**MODEL KITS (BUILT)**

Drop Ship, from Aliens; 12" long  
 U.S.S Sulaco, from Aliens; 12" long  
 Diorama, Alien and Hulk; alien, with egg, and Hulk figure, killed by alien (!), on base, 9" high  
 Shado Mobile, from UFO TV series; 5.5" long, includes box  
 Thunderbird 2; 24" long, handmade from cardboard and plaster  
 Batmobile (new version); 8" long  
 Ziggurat Tank (with missile and jet on top); Japanese, 8" long  
 Thunderbird's John Tracy, with Thunderbird 5; 3" high, includes box  
 Runabout, from Deep Space Nine; 12" long  
 Battlestar: Galactica, fighter, 10" long  
 Battlestar: Galactica; Cylon ship, 8" long

**CARDS**

Terminator 2; complete set of 140 cards, mint condition  
 Superman; hologram card, 1992, series 1, DCH8

Return of Superman; special card, SP-1  
 Spiderman II, 30th anniversary hologram card, P-7  
 Spiderman II, 30th anniversary hologram card, P-12  
 X-Men; "all new, all different X-Men," 1 promotional card  
 Gambit, X-Men; XH-3  
 Predator Vs. Magnus, Robot Fighter; 2 promotional cards  
 Lobo; promotional card, 1992, series 1, #120  
 The Monkees (pop group); old cards, 1967, 5-B, 30-B

**MISC.**

Toy Tribble, from the original Star Trek; 7" dia., with sound  
 Poster, Doctor Who; 25th anniversary, signed by Jon Pertwee, Sylvester McCoy, John Levene  
 Battlestar: Galactica, Ovian guard; puzzle mounted on white board, 18"X14"  
 Star Trek: The Next Generation towels

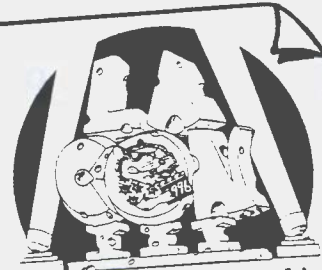
INFO: DANIEL, at (514) 336-9105 between 8:00PM and 11:00PM

1996 Worldcon  
**L.A.con III**

c/o SCIFI, P.O. Box 8442  
 Van Nuys CA 91409 USA  
 Email: lacon3-info@netcom.com

ANAHEIM HILTON & TOWERS  
 Anaheim Convention Center  
 Anaheim Marriott  
 (across from Disneyland)

James White  
 Roger Corman  
 Elsie Wollheim  
 Takumi Shibano  
 Sachiko Shibano  
 Connie Willis



ANAHEIM, CALIFORNIA, U.S.A.  
 August 29-Sept. 2, 1996  
 Thu-Fri-Sat-Sun-Mon (Labor Day Weekend)

vampire trying to atone for his evil ways by working as a cop in modern-day Toronto.

And CBS plans to try out *The Osiris Chronicles*, described as a *Star Trek* gone awry, in March.

**DOCTOR WHO**

Producers hoping to revive *Doctor Who* are certainly tenacious. Having been thwarted numerous times during the past year, they have nevertheless managed to keep their project alive in some form or other.

At last report, a TV movie script had been written (ultimately, producers want to do six *Doctor Who* TV movies per year) which saw the Doctor based in San Francisco. Gone are the Daleks, included in an earlier draft of the story, and there is talk of having seventh *Doctor* Sylvester McCoy cameo in the opening regeneration scene.

A Spring '96 airdate is proposed and it was hoped that filming would begin sometime in November, in Vancouver. But before we get too far ahead of ourselves, script approval is required, and we have no confirmation at this time of any such approval. No official word, either, on casting. Shooting *does not*, in fact, appear to have begun yet and we suspect that delays have arisen.

Stay tuned for fresh news as soon as it comes to us.

**MONSTROUS MEAT-EATER FOUND**

The fossilized remains of a huge, meat-eating dinosaur have been found in South America. *Giganotosaurus Carolinii* lived some 30 million years before *Tyrannosaurus Rex*, say scientists, and typically stood taller, was longer and weighed about three tons more.

# Montreal's Science Fiction and Fantasy Convention

# CONCEPT 96

Invites you to meet

Guest of Honour

**Terry Pratchett**

Artist Guest of Honour

**Bob Eggleton**

Fan of Honour

**Hal Clement**

On March 22<sup>nd</sup>, 23<sup>rd</sup> and 24<sup>th</sup>, 1996

At the Holiday Inn Crown Plaza Metro Centre

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Con•Cept will be held in conjunction with Quebec's Annual SF Convention

## Boréal 96

Boréal Guest of Honour

**Joël Champetier**

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### Our Guest List Also Includes:

Our guest list is filled with many people active in the world of fandom including: authors, fans, media people and other neat folks of all kinds. Will be present: Kathryn Cramer, Paul Davidson, Glenn Grant, David G. Hartwell, Nancy Kilpatrick, Donald Kingsbury, SN Lewitt, Shirley Meier, Yves Meynard, Gabriel Morissette, Esther Rochon, Daniel Ser-nine, Karen Wehrstein, and many others!

### Convention hotel:

This year we are again situated at the Holiday Inn Crown Plaza Metro Center, within walking distance from downtown Montreal and directly above Sherbrooke Metro Station.

Holiday Inn Crown Plaza Metro Center  
505 Sherbrooke St. East, H2L 1K2,  
Tel.: (514) 842-8581, 1-800-561-4644,  
room rates are:

\$85 for single and doubles

\$95 for triples and quads

Mention **Con•Cept** when making your reservations.

### Membership Rates:

Week end: \$20.00 before September 30<sup>th</sup>, 1995, \$24.00 before March 8<sup>th</sup>, 1995 or \$29.00 afterwards and at the door.

A special group pre-registration rate is also available, please write for more information: **Con•Cept**

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

To pre-register, simply fill out our advance registration form and mail it to the above mentioned address, along with a cheque or money order in the correct amount, made out to **Con•Cept**.

Thank you for pre-registering early.

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



## Programming Activities Include:

Discussion Panels, Workshops, Exhibits, Dealer's Room, Masquerade, Art Show, Gaming, SF&F Model Making Competition, Art, Books & Collectibles Auction, Video Room, All Night Dance and much much MORE!

## Convention schedule:

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

Programming will run:

Friday: 6 pm to 12 pm

Saturday: 9 am to 12 pm

Sunday: 9 am to 5 pm

The Dealers Room and the Display Area will be open:

Friday: 5 pm to 9 pm

Saturday: 9 am to 8 pm

Sunday: 9 am to 3 pm

Registration will be open:

Friday: 3 pm to 10 pm

Saturday: 9 am to 8 pm

Sunday: 9 am to 3 pm

Some activities, including the Video Room, the Dance and the Consuite, will run overnight.

## Panels:

We will have three tracks of programming, with topics ranging from the serious to the whimsical. Subjects will include a mix of literary, media, art, science and humor panels. In addition, Boréal will run its own track of french programming throughout the weekend. If you have a panel you would like to see and/or participate in, please write to **Con•Cept**, c/o Programming Director.

## Masquerade:

The **Con•Cept** Masquerade will allow all costumers to show their stuff to all convention attendees. The masquerade will take place Saturday night right before the dance. Masquerade registration will take place at the **Con•Cept** table in the Dealer's room. For more information please contact us.

## Art Show and Print Shop:

Our art show will once again allow artists to display and sell their work. Panels cost \$10.00 each and tables \$8.00 each. There is a maximum of 2 units per artist (2 panels, 2 tables or 1 panel and 1 table) and a 10% commission will be deducted from all sales. There will be no display fee for the print shop, but, again, a 10% commission will be charged on all sales. There will be no handling fee for mail-in art but a \$20.00 deposit is requested to cover return mailing costs. Space is allotted on a first come first served basis and pre-registration is recommended. For more information and/or an artist registration kit, please write to the **Con•Cept** address c/o the Art Show Director.

## Gaming:

Once again we will have a room were gamers will be able to confront ultimate evil armed only with puny pencils and dice!

## Model Exhibition and Competition:

Our annual model exhibition and competition will be sanctioned by the Science Fiction Model Builders Association (SFMBA). Come and see spaceships from other galaxies, all in the comfort and safe-

ty of the convention hotel. For those of you who wish to enter the competition, registration will be at the convention site, Friday night and Saturday morning.

## Video and Animation Rooms:

Our Video and Animation Rooms will provide you with a large variety of film and animation classics as well as some great TV shows. A complete schedule will be posted at the convention.

## Dance:

A **Con•Cept** tradition, our annual Dance will take place right after the masquerade and will last until the last dancer drops from exhaustion or until the sun rises, whichever comes first.

## Directions to the Convention Site:

Coming from Toronto/Ottawa: Once past the Quebec border, follow signs to Highway 40. Take 40 into the city, until the 15 South/Sud. At the bottom of the 15, the road splits, take the right-hand lanes (Autoroute Ville-Marie, or the 720). \*Get off the expressway at the Berri Street exit then turn left on Berri Street, continue until you reach Sherbrooke Street. The hotel will be on the corner.

Coming from the South: Take the 10 North, when approaching Montreal, follow signs to Pont Champlain/Champlain Bridge. Follow the bridge and ensuing highway until signs for the 720 East/Autoroute Ville-Marie /Downtown Montreal. Once on the 720, follow the directions marked with an \*.

From Quebec City: Almost the same as above, except that you will be travelling West on the 40 until the 15 South/Sud. From there, the directions are the same.



Yes! I want to register for a weekend of fun at **Con•Cept '96** !

Name: \_\_\_\_\_

Address: \_\_\_\_\_

City/Town: \_\_\_\_\_ Province/State: \_\_\_\_\_

Country: \_\_\_\_\_ Postal/Zip Code: \_\_\_\_\_

Telephone No.: \_\_\_\_\_ Fax No.: \_\_\_\_\_

E-mail address: \_\_\_\_\_

I would like more information on:  Art Show  Masquerade  
 Gaming  Display Area  Dealer's Room  
 I Want to Volunteer  Model Exhibition and Competition

Will you be taking a room at the convention hotel? .....  Yes .....  No

May we have your permission to exchange this information with other non-profit, volunteer organizations? .....  Yes .....  No

When communicating with me please use:.....  English...  French

## Volunteers:

All conventions need volunteers in order to run properly and **Con•Cept** is no exception. If you want to help us before, during or after the convention, let us know and tell us what area you would like to help us with:

- Art Show
- Consuite
- Gophers
- Masquerade
- Programming
- Registration
- Security
- Set-up/Tear down
- Other
- I want to help in the organization of future **Con•Cepts**.

This is your  
**Invitation**

to support a

**World Science Fiction  
Convention Bid**

for

**Toronto in 2003**

(Ontario Canada)

Pre-supporting: \$7.00 U.S. / \$10.00 Cdn

Friend: \$25.00 U.S. / \$35.00 Cdn

Patron: \$150.00 U.S. / \$225.00 Cdn

Please make cheques or money orders payable to:

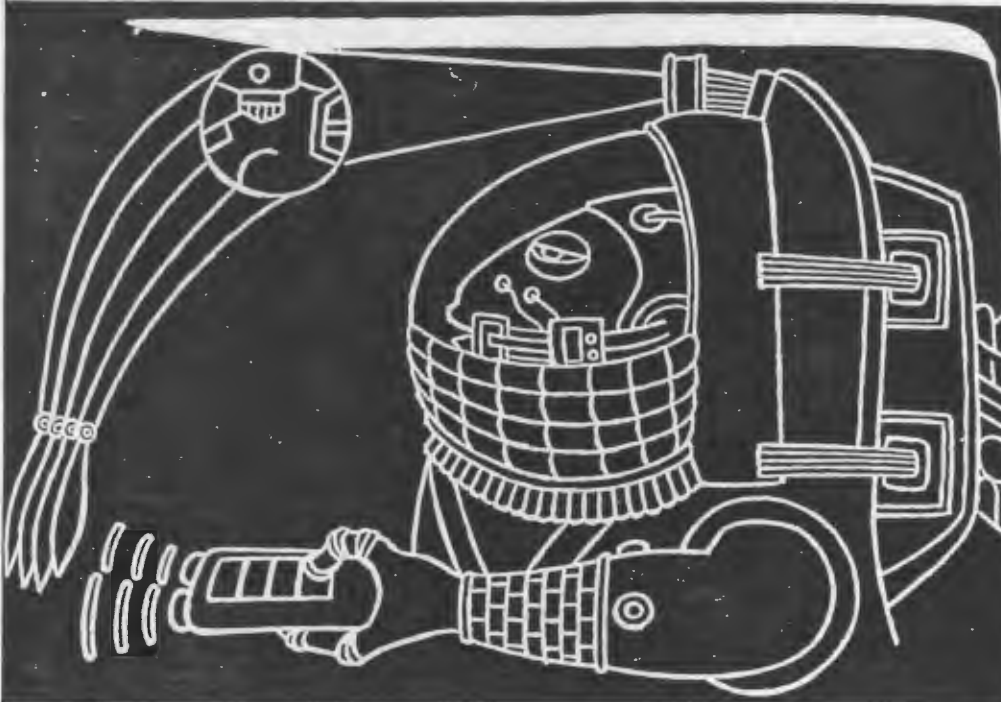
**TORONTO IN 2003 WSFCB**

For additional information about the bid  
please contact: **Martin Miller, Box 3026,  
300 Coxwell Avenue Toronto, Ontario M4L 2A0**



# LoneStarCon 2

August 28 - September 1, 1997 • San Antonio, Republic of Texas



**A. Crossing all Borders in Science Fiction A**

The Second Occasional LoneStarCon Science Fiction Convention & Chili Cook-off  
Variously known as the 55th World Science Fiction Convention & the 1997 Worldcon

Honored Guests:

**Algis Budrys & Michael Moorcock**

Honored Artist Guest

**Don Maitz**

Honored Fan Guest - Roy Tackett • Master of Toasts - Neal Barrett, Jr.

LoneStarCon 2 • P.O. Box 27277 • Austin, Texas 78755 • (512) 453-7446

Attending-\$80 (until August 15, 1995) • Supporting-\$25



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

**MonSFFA**

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

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

**AMonSFF**

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

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

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

**Interests**

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

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

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

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

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

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

**Intérêts personnels**

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

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

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

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

# MonSFFA CHRISTMAS PARTY 1995

*MonSFFA is pleased to invite its members and friends  
to the club's annual Christmas party:*

**SATURDAY EVENING, DECEMBER 16, 7:30PM  
PARK PLACE BAR, 1244 MACKAY STREET  
(between Ste-Catherine and René-Lévesque)**

Join us for a festive evening of partying, *lots* of munchies, music and dancing, conversation and pool!

**HOLIDAY BASKET DRIVE:** We will be collecting items of non-perishable food, as well as children's toys, to be donated to the Sun Youth Holiday Basket Drive. In the spirit of season, we are asking that folks attending the party please contribute an item or two for those less fortunate.

**RAFFLE:** Our raffle prizes this year include a copy of the lavishly illustrated coffee table book *The Art of Star Trek* (\$55 value).

*To all of our members and friends, MonSFFA's very  
best wishes for a joyous holiday season,  
and a happy and prosperous New Year!*