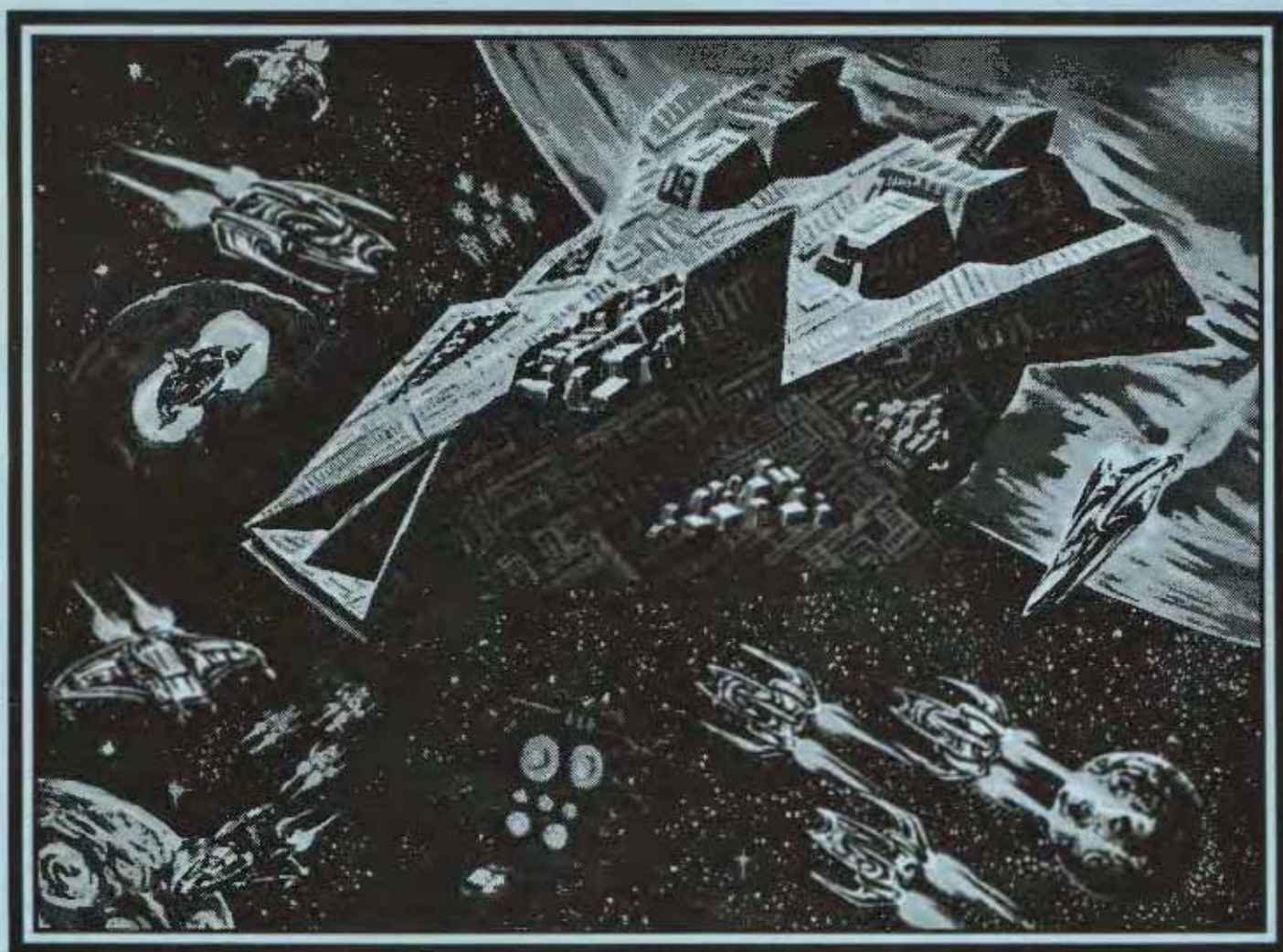


SUMMER 1997 (VOLUME 11, NUMBER 2)

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WARPF 42

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



IN THIS ISSUE:

X-FILES MOVIE PLOT DETAILS! (SEE "SENSORS") • MOVIE
REVIEWS: EMPIRE, JEDI SPECIAL EDITIONS; FIFTH
ELEMENT; LOST WORLD • "DUBIOUS EMPLOYMENT FOR
EX-STARS": OPINION BY JOE ASPLER • AND MORE...

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President

Dave Legault
Vice-President

Sylvain St-Pierre
Treasurer

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Murphy
Typos, Misspellings
and Other Errors

COVER UP: An armada of space warships form up and prepare to head into battle in this dramatically lit scene, rendered principally in pastel by MonSFFArtist André Poliquin. André's portfolio includes a number of sci-fi pictures and *Warp* readers can look forward to our featuring a couple more of his pieces on the covers of future issues.

1997 MonSFFA EVENTS SCHEDULE

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

EVENT PROGRAMMING (AUGUST-DECEMBER)
Programming subject to rescheduling and/or change

SUMMER BREAK
(No events scheduled in July)

AUGUST 17 MonSFFA MEETING

10:00AM—Collectibles Sale/Swap Meet Members are invited to bring in their SF/F collectibles of all kinds for show, sale or swap!
1:00PM—Sci-Fi Garage Sale Fund-Raiser MonSFFA has collected a variety of SF/F books, videos, posters, collectibles, etc. and we are pleased to offer them all up for sale, auction and raffle, monies raised for benefit of the club. (Note: members who missed out on the special edition *Star Wars*, *Empire* and *Jedi* T-shirts that we raffled off at the June club meeting will be pleased to know that we have acquired another of each of these and that we will, for our Sci-Fi Garage Sale, package them together as a single raffle prize. A lucky ticket could win you the complete set!)

SEPTEMBER 8-20

From Yesterday to Tomorrow—Science Fiction Through the Ages MonSFFA will participate in this SF exhibition, taking place at Complexe Desjardins, downtown Montreal. (Organizers include MonSFFA members Berny Reischl and Alain Essiembre.)

SEPTEMBER 21 MonSFFA MEETING

1:00PM—SF Exhibition Wrap-Up A wrap-up of the Complexe Desjardins science fiction exhibition (September 8-20), of which MonSFFA was part.
1:30PM—New Directions in SF/F Literature Special guest Keith Logan, of Nebula Books, speaks on this topic and lists upcoming book releases.
3:00PM—Discussion Panel: The Future of Babylon 5 The series wraps...and then what? There's talk of TV movies, spin-off series; what would you like to see unfold in the B-5 universe?

SEPTEMBER 26-28

Con•Cept/Boréal '97 MonSFFA is pleased to again take part in Montreal's annual SF/F convention, taking place this year at the Days Inn, 1005 Guy Street (this is the same locale at which MonSFFA holds its monthly meetings).

OCTOBER 19 MonSFFA MEETING

1:00PM—Model-Building Workshop MonSFFA's scale modelling enthusiasts show how.

SATURDAY, NOVEMBER 8

MonSFFA's 10th Anniversary Celebration! A full day of activities are planned. Details to follow; watch this space.

SATURDAY, DECEMBER 13

MonSFFA's Annual Christmas Party! Details to follow; watch this space.

JANUARY

19

FEBRUARY

16

MARCH

9

APRIL

20

MAY

11

JUNE

15

AUGUST

17

SEPTEMBER

21

OCTOBER

19

NOVEMBER

8

DECEMBER

13

Warp is published five or 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. A subscription to *Warp* is a benefit of membership in MonSFFA. MonSFFA is a not-for-profit organization dedicated to the enjoyment and promotion of science fiction and fantasy literature, film and television, comics, fanzines, art, music, costuming, model-making, gaming, etc. The opinions expressed in *Warp* are solely those of the individual writers and do not necessarily reflect the opinions of *Warp* or MonSFFA. The use of copyrighted material in this newsletter is—yes, we know—verboten, but is not intended to infringe upon any of the rights of the copyright holders. Come on, people...lighten up! This is an amateur publication intended for enjoyment only. "The length of a film should be directly related to the endurance of the human bladder."—Alfred Hitchcock

MonSFFA's Address: P.O. Box 1186, Place du Parc, Montreal, Quebec, Canada, H2W 2P4
MonSFFA's Web Site is at: <http://www.onsffa.html> **Temporarily Shut Down**

FROM THE *Navigator's* SEAT

In spite of my propensity for getting lost, my fellow science fiction fans *keep* putting me in the navigator's seat. Maybe this is because they are *fans of science fiction*; perhaps they are still hoping that the next time I take the wrong exit, we'll find ourselves in some strange, new world. Just look what happened to that other Katherine, the one on the *Voyager*. And her gang weren't even trying to seek out new worlds when they found themselves in the Delta Quadrant! On the other hand, I do hope that when I get lost, my crew will get to see something at least a little new, even if it's just the other side of the highway. Even a small change in perspective can be refreshing at times. I'm an optimist. I'm still watching *Voyager*! But even an optimist has to give in to reality at some point, and I do wish Kate had the kind of crew I have in MonSFFA. At least we try not to keep going around in circles.

Which brings me to the BoA—the Board of Advisors. I would never have taken on the responsibility of guiding this respected club into its next decade had this little group not existed. The BoA meets from time to time for lunch, usually at the Giorgio's near the Forum (they don't seem to mind the noise), and discusses the future. A little planning goes a long way in avoiding another holodeck episode. We brainstorm, fearlessly tossing ideas into space to see where they go. Some get shot down, but most are developed into panels, debates or activities outside our usual meetings. It's a friendly group; we laugh a lot, eat too much dessert and usually wander off to Nebula or Chapters when we think we've tried the waiter's patience long enough.

Who's on the Board, and can anyone join? Glad you asked! Anyone in MonSFFA is welcome to participate. Just show up at Giorgio's for the next BoA meeting (August 10, 12:30PM) or give me a call to let me know you want to become more active in the club. We need more than planners, we are looking for panelists, too. On page 2 are published the scheduled events for the rest of this year. These ideas are only skeletons; they need *you* to flesh them out and make them realities. Is there a topic

that strikes your fancy, or your funny bone? Ask to be part of the fun. The chairs behind the head table are pulled from the chairs set up for the audience. They are not any less comfortable, believe me, and they are not reserved solely for officers.

Too shy to sit up front? Perhaps you would like to share your thoughts with the rest of us via this column. We are making changes on this page. There won't be a "From the Center Seat" heading anymore. Instead, you will be seeing columns written from the navigator's seat, the editor's seat, the left-of-center seat, the rumble seat... Where have *you* been sitting? Care to let us know what MonSFFA looks like from your perspective? Why are we getting rid of our "Center Seat" column? Because MonSFFA doesn't actually need one. We have a strong membership, and that membership is our greatest asset. I don't feel comfortable telling it what to do and how to do it. Besides, you don't really want to know what lies beyond the next wrong exit, do you?

Cathy Palmer-Lister
President, MonSFFA

A Brief Word From the Editors:

We are in flux here on page 3. As our club president has outlined above, "Center Seat" is out, and a new column, open to any and all members of the club who have something constructive to say about MonSFFA, is in. We'll still hear from Cathy, of course—as president, one of her duties is to communicate important information about goings-on in the club to the membership—but we want to hear other voices, too. We want to hear *directly* from some of you BoA people, and from ordinary MonSFFers; we want to hear what you like about the club, what improvements you'd make, what plans you can offer. Together, we'll outline the kinds of things we want to do, put together and promote our activities, and advance our club as an excellent outlet for the enjoyment of science fiction and fantasy.

While we're all getting our feet wet with this new column, we'll run it on a semi-regular basis, probably every second issue.

Keith Braithwaite
and *Lynda Pelley*
Co-Editors, 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.

Nick Krimp Entreprises Inc.
Les Entreprises Nick Krimp Inc.

Sports, non-Sports Cards
Comics, Role Playing Games
Star Trek

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187 T Hymus Boul. 426-2192
Pointe-Claire, QC Fax: 426-2702
H9R 1E9 nke@cam.org

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TEL: 514-481-5434

Hobby Worlds

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• DOLL HOUSE MINIATURES
• RADIO CONTROL MODELS
• WOODEN PERIOD SHIPS
• ARCHITECTURAL SUPPLIES

5450 SHERBROOKE ST. WEST
MONTREAL, QC
CANADA H4A 1V9 FAX: 514-481-5468

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

MonSFFA Discount Program

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- OPEN 7 DAYS A WEEK

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(514) 725-1355

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GALAXY ENTERPRISES Paul Bennett

BoX 340
Grimsby, Ont.
L3M 4H8, Canada
Tel: 905-309-0644

Importers of Fine
Sci-fi Model Kits,
Toys and Collectibles
Fax: 905-309-0640

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

OAS

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).

COMPUTCENTRE

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

EL PASO KOMIX

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

WHERE SPODY READS THE
STORIES OF HIS FAVORITE
SUPER-HEROES

Ouvert 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 Mania
HOBBIES & COLLECTIBLES

- VINYL MODELS
- D&D GAMES
- COMICS
- MAGIC CARDS
- PLASTIC MODELS
- CARDS
- SCI-FI NOVELTIES
- PAINT & ACCESSORIES
- FIGURES AND MORE

11475 LACORDAIRE, MONTREAL-NORTH
(514) 955-4940

10% off on most merchandise. Does not apply to merchandise already discounted.

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 Maria Metro

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

cosmix

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

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

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

MARS

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

BANDES DESSINEES
SCIENCE FICTION
CASSETTES VIDEOS
POSTERS

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metro McGill (514) 844-4329

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more.

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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. *Warp* reserves the right to edit letters where deemed necessary.

Dear MonSFFen,

The post office has finally delivered issue 41 of *Warp* and so here's a letter of comment.

We (*Lloyd and wife Yvonne*) have accepted Con•Cept's invitation to be their Fan GoHs. More details are to

follow, and I guess a new flyer as well.

Another video project ("*MonSFFA*ndom")? Enough of these and you can provide your own home-made video track at a future Con•Cept. I also see mention of Levar Burton's novel; it's called *Aftermath* and Burton himself was in Toronto for a signing. He will not attend *Trek* cons so this was a rare opportunity to meet this private person.

On Bryan Ekers' Trek VIII review:

If I recall, I had a positive response to *Star Trek: First Contact* when it came out, but I, *too*, noticed the lack of background info on the new ship, and I was also troubled that even if the Federation is very careful about not disturbing the timeline, Riker and LaForge tell Zefrem Cochrane what's going to happen. Who knows, they may have taken Cochrane the hell-raiser and turned him into the Cochrane the original *Enterprise* found.

On Lynda Pelley's Star Wars: Special Edition review:

I've seen all three special edition *Star Wars* movies; great to see them again, and the new stuff. Some things I wish they'd kept, like the Ewok chorus at the end of *Jedi*, but on the whole the new bits add some, but not a lot. One interesting rumour I heard is that the team creating the special editions morphed the image of Forrest Gump onto the end of a line of snowspeeder pilots Leia briefs before they attack the Imperial walkers in *Empire*. Getting copies of the film might confirm this, although if it really happened I'm sure it would be edited out of the pro dupe.

On "CanFandom":

Yes, the Toronto in 2003/Eclipticon bid is defunct and the Toronto in 2003/Torcon III bid is going full steam. Martin Miller's WorldCon bid was more a trial balloon, I believe, to see what kind of support there would be for such a bid. Athena Jarvis has designed some new Toronto in '03 flyers and I'll get some to you as soon as I have them myself.

Time to sign off...

Lloyd Penney
Etobicoke, Ontario

We know that you and Yvonne are slated as Con•Cept '97's Fan Guests of Honour; the new flyer that you anticipate is out and reproduced in this issue. Montreal fandom looks forward to seeing you both in September.

We never thought we'd dive back into another big video project so soon after Plant 9, but there's interest and enthusiasm among the club's members to do so, so we have! This one is a lot more elaborate a project than was P9 and we hope we can pull it off. We've started well; you'll read in this issue's "MonSFFA"ndom" that a script has been completed and a few scenes shot.

*Be sure to check out Lynda Pelley's reviews of the special editions of *Empire* and *Jedi* in this issue.*

*The Toronto in 2003 flyer that we ran in *Warp* 41 is a few months old; we have since located an updated version that is probably the one you're talking about.—Ed*

Announcing MonSFFA's Annual *Sci-Fi Garage Sale!*

Books • Videos • Posters

**Star Wars Trilogy
Special Edition T-Shirts**

SF/F Collectibles of All Kinds

BRING A FRIEND!

**August 17 MonSFFA Meeting, 1:00PM,
St-Francois Room of the Days Inn,
1005 Guy Street, Downtown Montreal**

*Fund-Raising Event; All Monies Collected to be Directed
to Operating Budget of
Montreal Science Fiction and Fantasy
Association (MonSFFA)*

MonSFFAAndom

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

MOVING?

Have you moved or will you be moving this summer? If so, be sure to advise MonSFFA of your new address (don't forget to *include the postal code*) and, if applicable, your new phone number.

MonSFFA VIDEO PROJECT II

Keith Braithwaite has completed a script for the planned sequel to last year's successful club video project, *Plant 9 From Outer Space*. The story focuses on two of *Plant 9*'s characters, Federal Express special agents Meddler and Scurry, who continue to investigate the FedEx files! *Star Wars* and, of course, *X-Files* send-ups are rampant as Meddler and Scurry discover a plot to create a mind-control drug using botanical material from the intelligent extraterrestrial cabbage encountered in *Plant 9*.

At this time, principle casting has been finalized and a number of read-throughs of the script and several production meetings have taken place. The plan is to shoot the thing, at various locations, over the course of the summer. (Cameras rolled, in fact, on two small scenes at MonSFFA's June meeting, with the club's meeting room subbing for an autopsy room and the Days Inn for a university. Coverage of June's meeting will run in this column next issue.)

This project is rather more ambitious than the first one (shoot logistics, for example, are *ten times* more complex than *P9*'s) and while it is hoped that the new video-film *might* premiere at Con•Cept '97 in September, producers are making no

promises. They are confident, however, of screening a completed video by year's end.

WRITERS' GROUP

MonSFFA's Special Interest Group for Writers, dormant for a while, is active again. The Group was largely responsible for organizing the "create a universe" workshop which took place at MonSFFA's March meeting (see next item) and are now writing stories set in the universe that the workshop produced. They hope to have a series of related tales ready for publication in *Warp* by fall or thereabouts.

RECENT MonSFFA MEETINGS

March

March's MonSFFA meeting was moved up a week, from the 16th to the 9th, to avoid conflicting with all of the St. Patrick's Day festivities going on in town on the 16th. Our usual count of 40 or so folk were in attendance.

While Sylvain St-Pierre screened a brief video of his visit to Laval's Cosmodome and the club's Executive had information on various upcoming projects and events, the bulk of the meeting was devoted to a "create a universe" workshop. Dave Legault, Krikor Ajemian, Marquise Boies and Cindy Hodge had done all the prep work and they divided the room into several groups. Each was asked to imagine and outline on paper an alien world, complete with a race of beings and details of their culture. These worlds are to form part of a universe which will serve as the

backdrop for proposed short stories that the club's Writers' Group will pen in the coming months. The groups went at it with enthusiasm, working things out in animated discussions and filling many pages with notes and drawings. Each group later presented their worlds to everyone and fielded questions on them.

Dave Legault was *very* pleased with the level of participation on this one and wanted to make sure that we thanked *all* of the MonSFFen who contributed to the creation of our fictional universe. He reports that a handful of writers have begun drafting their stories, these ultimately to see publication in *Warp* (see previous item).

Mark Burakoff oversaw a collectible-card swap meet during the morning's pre-meeting slot. He reports that it went well enough to warrant planning more swap meets and expanding them beyond cards to include other collectibles.

April

April's meeting was held on the 20th, offering a pair of interesting discussion panels.

John Dupuis was joined at the front of the room by Keith Braithwaite and Andrew Weitzman for a study of paranoia in SF, apparent in such fare as *Nowhere Man*, *The X-Files* and *Invasion of the Body Snatchers*. The literature of the genre is replete with aliens-are-secretly-among-us, I-know-the-terrifying-truth-but-no-one-believes-me and the-evil-forces-of-the-universe-are-out-to-get-me stories, all of which play on our anxiety over that which is different from us, our fear of isolation, our sense of persecution, our distrust of authority and our dread that we have no real

control over our lives. Clearly, the appeal of these kinds of stories is to our dark side. The discussion ended up straying into such related areas as conspiracies (Roswell) and cults (Heaven's Gate).

Recent news of the successful cloning of a sheep gave us the topic of our second panel. Keith Braithwaite, Dave Legault and Bryan Ekers led a lively discussion on the benefits of cloning—animal and, ultimately, *human*—versus the potential abuses. The audience was split on whether cloning would prove to be a good or a bad thing.

May

May's meeting, held on the 11th, featured a retrospective of modern Montreal fandom's first decade. Three veterans of Montreal fandom, MonSFFA's own Keith Braithwaite and Berny Reischl, and guest speaker Jennifer Brown of Warp 9, fondly recalled the early days of fandom in this town and spoke of the evolution of the various clubs and conventions.

Collectively, these three have been involved in just about every fannish activity that has taken place in Montreal in the last 10 years! Keith and Berny have been with MonSFFA almost since day one and both served on the early Con•Cept concoms. Berny has also been at the forefront of local Klingon fandom through the years. Jennifer is one of the Warp 9 club's top people, she was part of the team that ran Montreal's *Doctor Who* club, The High Council of Gallifrey, and she was on the concom of the two Montreal Science Fiction Festivals that took place a few years back. All three worked in various capacities on the TransWarp Mega-Meetings, which ran for a few years in the early '90s, bringing several of the city's clubs together for an annual mini-con.

Audience members came away with a sense of how the Montreal fandom of today got to where it is. The panel wrapped with speculation on the future of Montreal fandom; our panelists generally felt that fandom is healthy in this town and

will likely go on, if not always in current form, then in some form or other.

Krikor Ajemian hosted a costuming workshop in the morning, just before the meeting.

Thanks

MonSFFA thanks all of our program participants, March, April and May, and thanks, as well, those MonSFFA members who saw to the snack table and raffle at these meetings. Raffle prizes included a number of books, videos and a complete set of *Star Wars* trilogy special edition movie posters.

COSMODOME OUTING

Laval's Cosmodome space camp/museum was visited by 17 MonSFFEn on Sunday afternoon, June 1. The group enjoyed a three-hour tour and followed it up with dinner at a nearby restaurant. (See Sylvain St-Pierre's report on the outing, page 9.)

DELAYS

Warp, as you've no doubt noticed, has not been getting out on its usual bi-monthly schedule so far this year. Also, the mailing of a handful of membership cards was held up by a few weeks, recently. *MonSFFA apologizes for these delays.* The persons who take care of these things for us have lately found their personal and professional schedules quite full and simply haven't had the time to spare for the club. This, unfortunately, happens from time to time with hobby groups such as ours. Be assured that MonSFFA will do what it

can to minimize any such delays in future.

MonSFFA WEB SITE

Club Web site manager Dominique Durocher reports a couple of problems with our recently instituted presence on the World Wide Web. Both a hardware failure and troubles with our ISP have resulted in the temporary shutting down of MonSFFA's site. Dominique expects to have everything up and running again soon (perhaps by the time you read this), but probably at a new address.

MEMBERSHIP RENEWALS

The cost of running MonSFFA rises from year to year and your membership renewals are *vitaly important* in ensuring that this club continues to operate. Please be sure to renew *on time*. Note: MonSFFA has not raised its yearly membership fee in over six years! We remain the *best bargain* in town for the discriminating SF/F fan.

**MonSFFA Celebrates
its 10th Anniversary
this year!**
**A special event is in
the works to mark the
occasion—keep
November 8th open!
MonSFFA will need
volunteers on that day
to help run things;
interested members
should talk to club V.P.
Dave Legault.**

REPORT: COSMODOME OUTING

by Sylvain St-Pierre

On the fine Sunday of last June 1, a group of MonSFFans did something this club had not done for a while: they went on a special outing. They visited the Cosmodome, a space camp/museum facility located in the center of nearby Laval.

Getting together was just a bit complicated for some, our rallying point at the Carrefour Laval McDonald's having been closed down by a fire on the previous Friday, and our directions having ended up somewhat garbled as they were passed along the line. But finally, 17 of us made it to the foot of the rocket that rises high above the site and we were able to boldly go where no fan had gone before. (Actually, I had already been there twice, and it was the video footage of the Cosmodome I screened at the March MonSFFA meeting that enticed others to pay a visit.) Had we known in advance that there were going to be so many of us, we could have made a reservation for the special tour offered to groups of 15 or more. We would have gotten a private guide and comprehensive explanations about everything on display.

But we still managed to have a lot of fun, the design of this place being such that it would make a great set for a *Doctor Who* episode. In keeping with modern museum philosophy, a lot of the exhibits were of the hands-on kind, with plenty of buttons to push, often triggering strange and mysterious results.

You could, for instance, build your own rocket from various engines, boosters and payloads, and see if it would achieve orbit (a big "boom" if it doesn't!). You could also try docking two orbiting spaceships or find out if sound does propagate in a vacuum, unless you preferred testing your sense of direction when faced with a rotating starfield.

The *pièce de résistance* was definitely the 20-minute long multi-media presentation, complete with hi-fi sound,

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rotating floor and historical re-enactments literally popping out of the walls—next best thing to a holodeck! The place also includes a space camp where you can, for an extra fee and if you reserve in advance, experience various thrills like working in an actual space suit or feeling what it's like to be tossed around in a multi-axis centrifuge.

For such a "serious" museum, everything was presented in a light and interesting manner—from Stonehenge to the future of space exploration—including a number of sci-fi flavoured exhibits. The Solar System Room has superb representations of all the planets, with the gas giants floating over pits of eerie mist, and there is even an actual piece of Moon rock on display. Everything is fully bilingual; all labels are in both French and English, and the spoken commentaries are provided in either language at the flip of a switch. Certainly, nobody can fault this place on its technical aspects, its only drawback being a lousy location.

A good deal of the fun came from the fact that we came in as a group and several of us were wearing...uh...un-usual clothes, a couple even sporting full flight suits. The cashier blinked a few times and asked if we were official visitors from another space camp somewhere!

After a little over three hours in the Cosmodome, most of the group ended up having an early dinner at the nearby mall and the outing was unanimously declared a success.

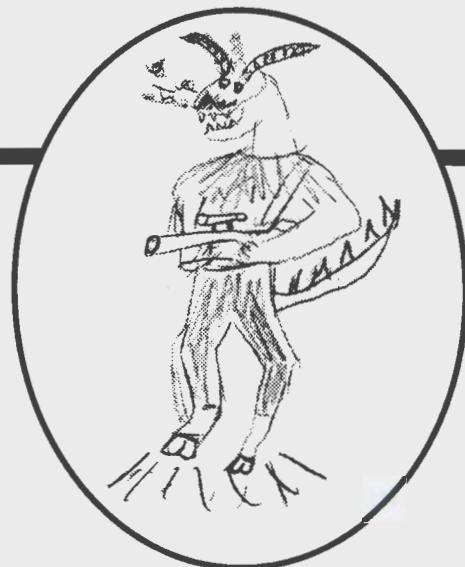
For those who would like to try the Cosmodome on their own, the full package, with unrestricted access and the multi-media presentation included, is only \$8.75, all taxes included. The cafeteria is somewhat bland and expensive, but the gift shop has a very large selection of pins, patches, model kits and various scientific knickknacks of the sort we just love.

SCI-FI

MonSFFA's February 16 meeting saw an interesting little game introduced by club members Krikor Ajemian and Andrew Weitzman. They'd come up with a variation on that old children's game, Telegraph. Their "Sci-Fi Telegraph" sat two teams of writers and artists down to see if what they started out with was what they ended up with!

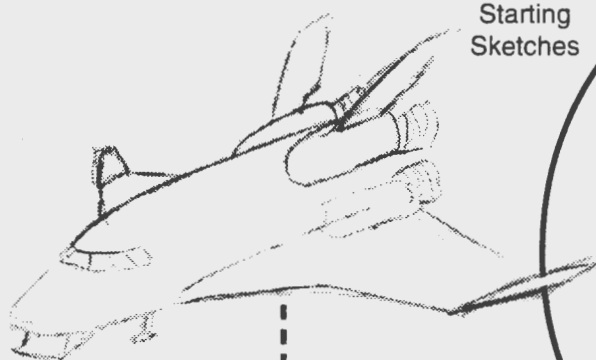
Here's how it worked: a lead-off artist from each team was given a couple of minutes to produce a sketch—Team A, a space ship; Team B, an alien. The sketches were then handed to each team's next player, a writer. The writers each penned a quick description of what their artist teammates had drawn. These descriptions were then handed to the next two artists, who produced their sketches based upon the written descriptions, and so it went, on down the line, ending with a final pair of artist's renderings. The "winner" was the team whose final sketch most closely resembled its starting sketch.

The game proved to be quite a bit of fun and we thought you'd enjoy having a look at the sequence of sketches and descriptions produced by each team:

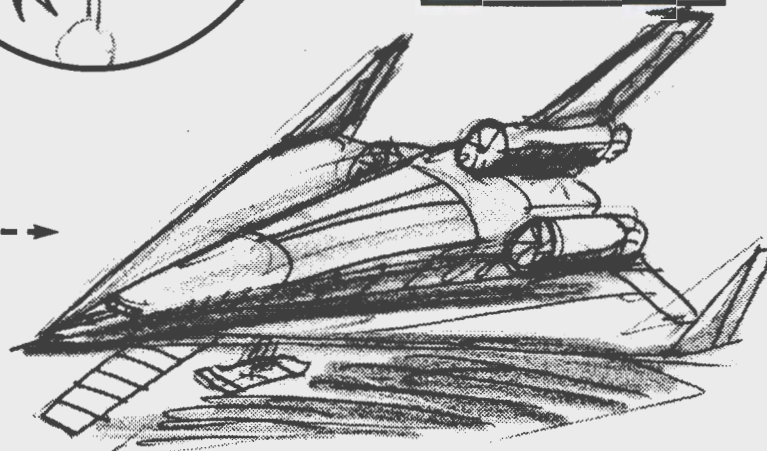


- An alien warrior, snarling, fangs bared
- Horns
- Spiked tail, cloven hooves
- Carrying a weapon like a machine gun
- Huffing and puffing
- Seems to be levitating
- Dressed in gold, blue highlights on horns and around muzzle

Starting Sketches

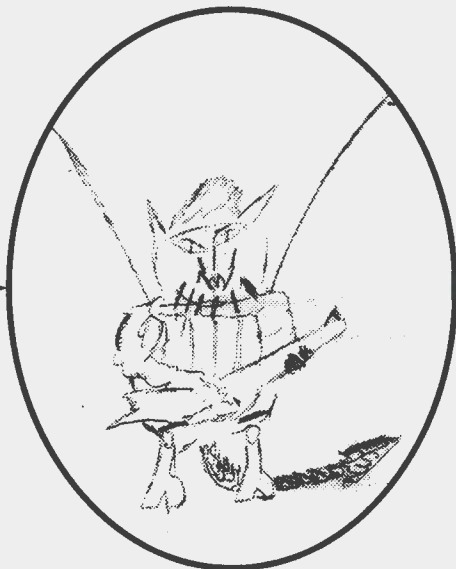


- X-30 experimental space plane
- Triangular wings with raised wing tips
- Triple jet engine
- Raised tail fin
- Forward loading ramp
- No windows, except in cockpit
- Small forward landing gear



- A being with a dragon-like face with horns on its head

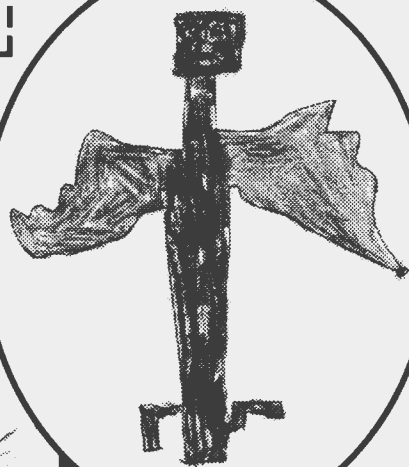
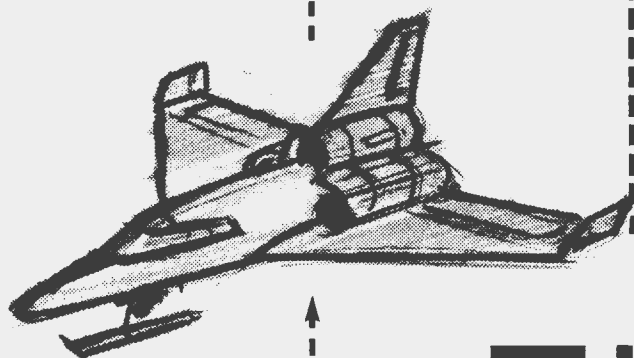
While looking at its rifle, I could see it had some kind of gray, scaled tail. Its feet weren't humanoid; they looked like they came directly from a cow! But the striking thing was the fur covering every inch of its body, and the smoke coming from its mouth.



- Creature with a fox face

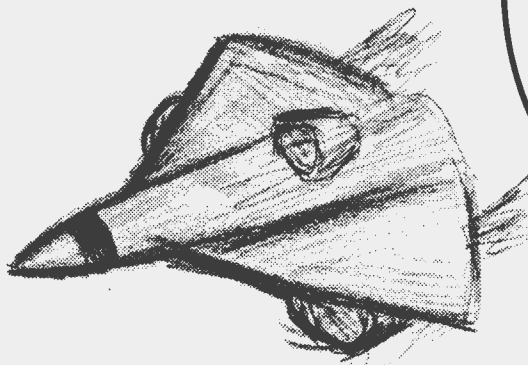
His hair is, like, standing up. He has long wings. He is holding what looks like a guitar but I'm sure it's a gun of some sort. He has a bulky body and a dragon's tail. His feet are like a "Y", but upside down.

Airplane—delta wing—three jets, two lateral to back of fuselage, one above. Above the central top jet: one aileron. Front (cockpit) has wrap-around window and below hangs what looks like a ski as landing gear.



Final Sketches

- Small, individual ship
- Delta wing design with the back corners folded upward
- Three motors, cylindrical in shape, one on each side of the bulk of the ship and one on top in the middle, with a fin on top of that
- About a third of the way from the front of the ship, under the cockpit, is a support stand, looking like a short ski on a stick



Telegraph

THE EMPIRE STRIKES BACK: SPECIAL EDITION

REVIEWS

RETURN OF THE JEDI: SPECIAL EDITION

Lynda Pelley reviewed the special edition of *Star Wars* in the last issue of *Warp* and now, with her take on its two sequels, completes her critique of the revamped classic sci-fi trilogy.

THE EMPIRE STRIKES BACK: SPECIAL EDITION

The Empire Strikes Back: Special Edition was released three weeks after *Star Wars: Special Edition*. Originally scheduled to replace SW:SE in theaters, the new version of *Empire* ended up playing right alongside the previous film. It seems that studio executives and theater owners underestimated the popularity of *Star Wars*, just as they did 20 years ago. Much to the delight of fans, history repeated itself and box office records were set by *Star Wars*, once again.

While most of the emphasis had been on the re-release of *Star Wars* in a special edition format, both of its sequels were also touched up, though much less extensively. Of the special edition trilogy, *The Empire Strikes Back* works the best.

The changes and additions to *Star Wars*, while technically well done, were much more obvious than those done to *The Empire Strikes Back*. The new and redone footage in *Empire* is more smoothly integrated and subtle. If you didn't know the original material well, you might not notice all of the changes. What you would notice is that the film as a whole looks really good. Actually, *The Empire Strikes Back* never looked bad to begin with. Most of the modifications made are either special effects touch-ups or additional shots to clarify and intensify the action.

As with the dogfight over the Death Star in *Star Wars*, the battle in the snow on Hoth in *Empire* is much improved by the use of digital compositing. The snowspeeders are

no longer semi-transparent due to the difficulty of optical matte shots over pale backgrounds. All of the vehicles in the snow battle maneuver and interact better with each other, including those in some impressive background action visible through rear and side cockpit windows.

Digital effects are also responsible for cleaning up all of those rectangular matte lines around the ships as they race through the asteroid field.

Artistically, the digital enhancements to Cloud City on Bespin were the ones which impressed me the most. The city was given a much grander scale through a series of digital matte paintings, many of

OF THE SPECIAL
EDITION TRILOGY, THE
EMPIRE STRIKES BACK
WORKS THE BEST

which were inserted into windows and open doorways along with new background vehicles. The scenes where the rebels are trying to rescue Han Solo from bounty hunter Boba Fett, and failing that, trying to get back to the *Millennium Falcon*, originally involved the actors running through a maze of pristine white, enclosed corridors. In the special edition, whole sections of those white corridors were digitally erased and made into large picture windows and balconies. Seeing the ships on the landing platforms through windows as the characters turn a corner and head in that direction gives the audience a better sense of the physical layout of the scene. The entire Cloud City sequence is *beautifully* done.

The two most notable scene additions to *The Empire Strikes Back: Special Edition* are the rather gross shots of the Wampa ice creature

feeding on Luke's Tauntaun and the new Darth Vader footage as he leaves Cloud City and shuttles back to his command ship. In both cases, intercutting the new material with the established sequence strengthens the story by adding more suspense to Luke and the rebels' escapes.

In addition to the visual elements, the audio on the special edition was also enhanced to bring it up to the level of modern cinema THX and digital surround-sound technologies. *Incredible* doesn't even begin to describe the improved depth, audio perspective and dynamic range of the digital sound makeover. As an added bonus with the new digital mix, Yoda's dialog about the dark side of the force while training Luke, and Threepio's dialogue in the carbon freeze chamber are much clearer and more intelligible against the background sound effects. Of course to properly appreciate the new digital sound, the film must be viewed in a high-quality, state-of-the-art cinema.

The Empire Strikes Back: Special Edition is a worthy sequel to *Star Wars: Special Edition*. After all the hype surrounding the release of SW:SE, the more refined TESB:SE did not disappoint. With its complete package of visual and audio enhancements, this classic film was just as exciting as I remembered. That's what a special edition or re-release has to live up to—people's memories of the original experience. And *The Empire Strikes Back: Special Edition* evoked that old of thrill of seeing a *Star Wars* film.

RETURN OF THE JEDI: SPECIAL EDITION

Return of the Jedi: Special Edition was originally scheduled to be released two weeks after *The Empire Strikes Back: Special Edition*. Somebody miscalculated. It actually

started showing three weeks after *TESB:SE*, but did not displace either *Empire* or *Star Wars: Special Edition* from theaters. All three *Star Wars* special editions were showing simultaneously!

Return of the Jedi is the weakest film of the *Star Wars* trilogy. It always has been, and after its special edition makeover, still is. Most of what is wrong with *Jedi* is in the script, so no amount of technical clean-up will make it a better film.

The Jabba's palace sequence has had extensive changes and reshooting, but still doesn't play any better than it did before. Lead singer Sy Snootles, formerly a rod puppet, has been replaced with a more dynamic digital version. This is good, but too bad they didn't also replace the muppet-like "little blue elephant," Max Rebo, who needed replacing *more*. An additional digital singer was added to perform a duet with Sy Snootles, and there are three new live-action dancers. The original dancing performed by Oola has been shortened to accommodate the new footage, but now we briefly see Oola after she falls into the Rancor pit. There is also a new scene where Boba Fett is trying to pick up a couple of the new dancers (or perhaps they are trying to pick him up). Strangely enough, the Rancor scene with Luke, which has the worst matte lines and optical density mismatch in the whole film, was not touched! If they could digitally create Jabba for *Star Wars: Special Edition* and redo Sy Snootles, why not recreate the Rancor, or at the very least, digitally recomposite the elements? The worst change to the Jabba's palace sequence is to the soundtrack. A new song, Jedi Rocks, has been substituted for the original Lapti Nek. The beat of the music is quite different, so now we see a new dance which matches the new song intercut with the original dance which doesn't. The new soundtrack just *does not work* with the original footage and detracts from the whole sequence. The Jabba's palace sequence never really appealed to me in the first place, being just a poor

rehash of the much better Mos Eisley cantina sequence. However, with the exception of the unaltered Rancor scene, it had no glaring technical problems and so the special edition changes didn't really need to be done. The rearrangement of the Jabba's palace sequence makes absolutely no difference to the story.

As in the previous films, the small changes worked the best. A herd of Banthas was added just before we see the travelling sail barge and the animation of a guard walking across the sail barge deck is now much improved.

The Sarlacc, on the other hand, now looks worse. The original Sarlacc, Freudian orifice jokes aside, was at least convincing. The new beaked, worm-like head that was digitally added is a laughable, muppet-like creation. Again, special edition additions detract from a sequence which previously worked.

**THE NEW SOUNDTRACK
JUST DOES NOT WORK
WITH THE
ORIGINAL FOOTAGE**

Why waste money tinkering with the Sarlacc when new footage could have been shot of Boba Fett escaping after the battle. New scenes with stormtroopers were shot in the desert for *Star Wars: Special Edition* and there was a new Boba Fett scene in Jabba's palace, so why not remedy the disappointment of Boba Fett's ridiculous "death"? Such a scene could have been included with the rebels returning to their ships in a sandstorm, previously filmed, but unfortunately not used in the special edition.

Regrettably, even the most ambitious special edition could do nothing about the presence of the Ewoks, short of a complete remake. And *Return of the Jedi: Special Edition* was not a very ambitious film.

If it were, something would have been done about that awful make-up job when Darth Vader is unmasked. Hypothetically, the scene could have

been replayed against a blue screen with another actor playing Vader, done up in a new make-up job. Then, just the new Vader's head and neck could have been digitally composited into the existing footage. Not any more difficult or expensive than adding a new Jabba to the *Star Wars* footage, if *Return of the Jedi: Special Edition* had been more ambitious in its approach.

All that was really done to the last third of the film was a clean-up of the rectangular matte lines around the ships in the final space battle plus the addition of a new ending. The new ending is nothing radical, it just expands on the Endor victory celebration by showing simultaneous festivities on the other planets—Tatooine, Bespin and Coruscant; all very beautiful digital matte paintings, including a few vehicles. I especially liked the scene where the stormtrooper is bodysurfing through the crowd and the statue of the Emperor is being torn down on Coruscant. Of course the Ewok song from the original soundtrack was not appropriate for these new scenes, so it was completely removed in favour of a new "la, la, la" song. This substitution of music works better than in the Jabba's palace sequence, but the soundtrack cuts abruptly into the end credits to accommodate it. The smooth transition of the original Ewok song into the end title music is lost. Overall, the new ending has a more complete feel than the original one and works well, until you figure out that it is meant to finish off the *Star Wars* saga. It's a cop-out ending intended to replace three whole films—episodes VII, VIII and IX—which will now never be shot.

It seems that the changes to *Return of the Jedi* were done in all the wrong places. The special edition mostly consisted of obtrusive and useless alterations made to scenes that were previously fine, while failing to fix the original where improvements were most needed. The buzz words surrounding the hype for *Return of the Jedi: Special Edition* were "Jedi Rocks." It doesn't. *Jedi* still sucks!

SUMMER '97 MOVIE REVIEWS, PT. 1

The Summer '97 movie sked boasts a good many genre titles, at least one of which is destined to end up as the season's box office blockbuster. Our reviewers have a quick word on these two early entries:

THE FIFTH ELEMENT reviewed by Lynda Pelley

The *Fifth Element* had one of the best advertising campaigns I've seen in a long time. Unlike most coming-attractions previews, which give away all the best parts of the film, *The Fifth Element's* remained mysterious. The trailers had been showing for months and yet I walked into the cinema knowing almost nothing about the film.

The movie was *not quite* what I was expecting, based on those serious, dark trailers. It turns out this film is a light, action-adventure comedy set in the future. It's hokey science fiction with state-of-the-art special effects, somewhere between *Stargate* and *Spaceballs!* But lots of fun and laughs.

THE LOST WORLD: JURASSIC PARK reviewed by Keith Braithwaite

Warp readers familiar with my enthusiasm for all things dinosaurian may be surprised to hear me say that *The Lost World: Jurassic Park* was disappointing. Yes, the visuals were spectacular, the dino FX, as expected, were top-notch (though not flawless—I did find that one of the compys in the opening minutes moved a bit too mechanically) and the dino action was more dynamic

than in the first movie. But there was really *no story*, here. The plot serves merely to string together one dinosaur encounter after another. While these scenes are exciting and well-executed FX/stunt pieces, they do not add up to an engaging movie. In fact, I found all this action *diluted* any kind of big pay-off. There's no thrilling, climactic ending to this movie; what should have been the grand finale is just one more in the collection of action sequences.

I imagine that after viewing the final cut, the raptors must be seriously thinking about getting themselves a new agent! That *ridiculous* scene in which one of the Mesozoic's most vicious carnivores is downed by a bit of amateur gymnastics is unforgivable! *What was Spielberg thinking?* The deadly pack hunters that he so effectively built up to such terrifying dimensions in *Jurassic Park* are given short shrift in its sequel.

In that great dinosaur movie tradition, the prehistoric monsters are brought back to civilization and immediately escape and proceed to wreak havoc in the streets. I did enjoy the nod to Godzilla movies, in which the crowds of fleeing pedestrians include a Japanese tourist (who, apparently, *actually* delivers a line, in Japanese, to the effect that he left Tokyo to get away from just this kind of thing!). Paleontology students might catch another nod: the long-haired, bearded paleontologist, Dr. Burke, bears more than a passing resemblance to noted real-life dinosaur expert Robert Bakker.

So go see this one for the amazing dinosaur footage, but don't expect anything else to measure up.

FIFTH
ELEMENT:
“HOKEY
SCIENCE
FICTION”

LOST
WORLD:
“AMAZING
DINOSAUR
FOOTAGE”

DUBIOUS EMPLOYMENT FOR EX-STARS

by Joe Aspler

One of the features of an arthritic back is that I get to spend a lot of time around three in the morning waiting for my back to unstiffen so that I can go back to sleep. On one such occasion, I turned on the TV and found a commercial program for one of those psychic phone-in lines. The hostess was Nichelle Nichols, billed as Lieutenant Uhura of *Star Trek*.

These "psychic" phone-in lines invite you to spend several dollars per minute in return for having someone tell you about your love life, financial future, or whatever. They protect themselves (legally, if not morally) from accusations of fraud by that rapidly-mouthed phrase at the end of the show about this being "for entertainment only." Of course, the shows themselves try their best to persuade you that this is for real.

I will refrain from the obvious comment that JoJo Savard should have foreseen the collapse of her psychic empire—others got there before me. It's also a sad commentary that when Carl Sagan passed away, his obituary was printed on page 23 of the *Montreal Gazette*, while JoJo was front-page news for several days.

So what if people spend money on psychic phone lines, fortune tellers, astrologers or what have you? What harm is there? The cynic in me says "plenty." We have scientific illiteracy reaching new heights at precisely the time that we need greater scientific knowledge to understand the problems of the times. You aren't going to solve critical technological, environmental or health issues over the psychic phone lines. And the more people depend on easy "answers" from charlatans, the more difficult it is to develop the informed response that a truly democratic answer demands. Democracy says that the majority of people are allowed to think that the world is flat. That does not, however,

make it flat.

To quote Carl Sagan's last book:

I worry that, especially as the Millennium edges nearer, pseudoscience and superstition will seem year by year more tempting, the siren song of unreason more sonorous and attractive....Whenever our ethnic or national prejudices are aroused, in times of scarcity, during challenges to national self-esteem or nerve, when we agonize about our diminished cosmic place and purpose, or when fanaticism is bubbling up around us—then, habits of thought familiar from ages past reach for the controls.

The candle flame gutters. Its little pool of light trembles. Darkness gathers. The demons begin to stir.

I've got an open mind. But I like to keep in mind the comment that our minds should not be so open that our brains fall out. It says a lot about the world that the leading supermarket tabloid has a weekly circulation of 5 million copies, compared to only about half a million copies per month for the venerable, respectable journal *Scientific American*.

Or as Dr. Isaac Asimov put it regarding astrology: "Astrology was born when the first knave met the first fool."

Those eminent Canadian philosophers, Wayne and Schuster, put it more gently. One of their standard routines featured Johnny Wayne in his mad scientist persona. In response to a truly ludicrous suggestion, Frank Schuster (as straight man) claimed that the idea was "crazy." Wayne replied: "They said Edison was crazy! They said the Wright Brothers were crazy! They said my cousin Sam was crazy!" It turned out that cousin Sam really was crazy. In

other words, for every persecuted visionary, we have a hundred lunatics and charlatans who will forever remain known as lunatics and charlatans.

And so it goes for psychic phone lines and other so-called psychic powers. A recent article in the *Skeptical Inquirer* (a magazine that investigates and punctures various types of pseudoscience) featured the psychic phone-in lines. Former "psychics" described the credulity of their clients, and the overall greed of the system. It wasn't a pretty article.

What is Nichelle Nichol's position, except that of a former SF TV star? Patrick Stewart is an excellent actor, not a captain. William Shatner is a poor actor, not a captain. Jimmy Doohan is an actor, not a professional engineer. Soap opera doctors are actors, not doctors. But advertising executives want us to think that an actor's knowledge comes from professional training, not from script writers.

What's the relation between science fiction and psychic "powers"? None, I hope. In fact, just the opposite should occur. Think of a stage magician. You know that you're being fooled. You watch the show for the entertainment value. Psychics know that the magicians can see through their acts. That's what gave spoon-bender Uri Geller his success—he used standard stage practices to fool credulous observers into believing his act was real. The decline in his fame started when he made the mistake of trying to fool experienced magicians.

I like to think that SF fans are in the same position. People who exercise their imaginations on a regular basis are (I hope) less likely to be fooled by imagination used for fraud.

Nichelle Nichols has stated that she considered leaving the original *Star Trek* series. The late Dr. Martin Luther King persuaded her to remain, pointing out that she was a positive role model. I wonder what Dr. King would think of Nichelle Nichol's role model status now, acting as a skill for a bunch of charlatans and con artists.

Montreal's Science Fiction and Fantasy Convention

CONCEPT Boréal 97

Invites you to meet

Guest of Honour

Lois McMaster Bujold

Artist Guests of Honour

Janet Hetherington & Ronn Sutton

Boréal Guest of Honour

Daniel Sernine

Fan Guests of Honour

Lloyd & Yvonne Penney

On September 26th, 27th and 28th 1997 at the Days Inn Downtown Montreal

Our Guest List Also Includes:

Glenn Grant, Nancy Kilpatrick, Donald Kingsbury, Yves Meynard, Gabriel Morissette, Esther Rochon, Sv Bell, John Dupuis, Wendy Greene, Fred Lerner, Jean-Pierre Normand, Marc Auger, Jacques Lamontagne, Sean Punch, Mark Shainblum, Jean-Louis Trudel, Olivier Xavier, Joel Champetier, Natasha Beaulieu, Alain Bergeron, Guillaume Couture, Pierre D. Lacroix, Hugues Morin, Francine Pelletier, Jean Pettigrew, Luc Pomerleau, Guy Sirois, Thierry Vincent, Elisabeth Vonarburg, and many others!

Convention hotel:

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

room rates are:

\$85 for single and doubles

\$95 for triples and quads

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

Toll Free: 1-800-567-0880

In Montreal: 938-4611

Fax: (514) 938-8718

Membership Rates:

Week end: \$25.00 before August 30th, 1997, \$30.00 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, Comics workshops, Airbrush workshop, 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 four tracks of programming, with topics ranging from the serious to the whimsical. Subjects will include a mix of literary, media, art, science and humor panels. Boréal will run the track of french programming throughout the weekend. If you have a panel you would like to see and/or participate in, please write to **Con•Cept**, c/o Programming Director.

Masquerade:

The **Con•Cept** Masquerade will allow all costumers to show their stuff to all convention attendees. The masquerade will take place Saturday night right before the dance. Masquerade registration will take place at the **Con•Cept** table in the lobby area.

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 (SFMBBA). Come and see

spaceships from other galaxies, all in the comfort and safety 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 feature a large variety of film and animation classics as well as some great TV shows. Special programming from the Fant-Asia team as a bonus! A complete schedule will be posted at the convention.

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.

Consuite:

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

Kids in tow:

Last year, there were questions about programming suitable for children. If there are significant numbers of pre-registration, we could modify our activities. Would you be willing to pay extra (\$5 a day) for access to a quiet room for toddlers?



Yes! I want to register for a weekend of fun at **Con•Cept '97!**

Name: _____

Address: _____

City/Town: _____ Province/State: _____

Country: _____ Postal/Zip Code: _____

Telephone No.: _____ Fax No.: _____

E-mail address: _____

- I would like more information on:
- | | |
|--|---|
| <input type="checkbox"/> Art Show | <input type="checkbox"/> Masquerade |
| <input type="checkbox"/> Gaming | <input type="checkbox"/> Dealer's Room |
| <input type="checkbox"/> I Want to Volunteer | <input type="checkbox"/> Kids in tow |
| <input type="checkbox"/> Comics workshop | <input type="checkbox"/> Model Exhibition and Competition |
| <input type="checkbox"/> Airbrush workshop | |

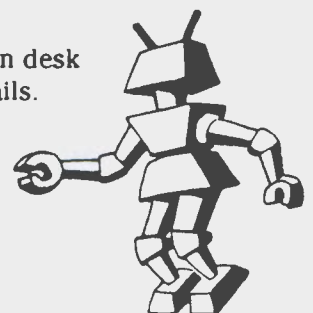
Will you be taking a room at the convention hotel? Yes No

When communicating with me please use: English .. French

Volunteers:

Volunteers will earn our undying thanks, for seven hours of work, a free t-shirt, for more than 14 hours a free convention membership for the 1998 convention. The greatest reward is the chance to meet other fans and the guests.

Ask at the registration desk for all details.



Le Congrès de Science-Fiction et de Fantastique de Montréal

CONCEPT Boréal 97

vous invite à venir rencontrer

Invitée d'honneur

Lois McMaster Bujold

Artistes invités d'honneur

Janet Hetherington & Ronn Sutton

Invité d'honneur Boréal

Daniel Sernine

Invités Fan d'honneur

Lloyd & Yvonne Penney

Les 26, 27 et 28 septembre 1997 au Days Inn Centre-Ville, Montréal

Notre liste d'invités comprend :

Glenn Grant, Nancy Kilpatrick, Donald Kingsbury, Yves Meynard, Gabriel Morissette, Esther Rochon, Sv Bell, John Dupuis, Wendy Greene, Fred Lerner, Jean-Pierre Normand, Marc Auger, Jacques Lamontagne, Sean Punch, Mark Shainblum, Jean-Louis Trudel, Olivier Xavier, Joël Champetier, Natasha Beaulieu, Alain Bergeron, Guillaume Couture, Pierre D. Lacroix, Hugues Morin, Francine Pelletier, Jean Pettigrew, Luc Pomerleau, Guy Sirois, Thierry Vincent, Élisabeth Vonarburg et plusieurs autres!

Hôtel pour le Congrès :

Cette année, nous sommes au Days Inn Centre-Ville, 1005 rue Guy, Métro Lucien-L'Allier ou Métro Guy, à une rue au sud de la rue Ste-Catherine. Les tarifs des chambres sont les suivants :
85 \$ pour simples ou doubles
95 \$ pour triples ou quadruples
Mentionner Con•Cept au moment de votre réservation.
Sans frais : 1-800-567-0880
à Montréal : 938-4611
Télécopieur : (514) 938-8718

Prière de noter : l'horaire de programmation ainsi que la liste d'invités sont sujets à changements.

Tarifs d'admission :

Fin de semaine : 25,00 \$ avant le 30 août '97, 30,00 \$ après cette date et à la porte. Un tarif spécial pour les groupes en pré-inscription est aussi disponible, prière de nous écrire pour plus de détails à :

Con•Cept / Boréal
C.P. 405, Succursale H
Montréal, (Québec), H3G 2L1
Canada

Pour pré-inscription, remplir tout simplement le formulaire d'inscription et le poster à l'adresse ci-haut mentionnée, accompagné d'un chèque ou mandat postal pour le montant total à l'ordre de Con•Cept.

Merci de vous inscrire à l'avance.

Programme d'activités :

Tables rondes, démonstrations, ateliers de BD et aérographie, salle des marchands, mascarade, galerie d'art, jeux, compétition de modèles réduits SF&F, encan, salle vidéo, danse et tellement PLUS!

Horaire du Congrès :

Le Programme s'échelonne sur toute la fin de semaine et vous apportera quelque chose de différent à chaque jour.

Les activités se dérouleront :

Vendredi : 6pm à minuit

Samedi : 9am à minuit

Dimanche : 9am à 5pm

Les salles des clubs et des marchands seront ouvertes :

Vendredi : 5pm à 9pm

Samedi : 9am à 8pm

Dimanche : 9am à 3pm

La table d'inscription sera ouverte :

Vendredi : 3pm à 10pm

Samedi : 9am à 8pm

Dimanche : 9am à 3pm

Quelques activités, telles la salle vidéo, la danse et la cantine seront également accessibles toute la nuit.

Tables rondes :

Nous aurons quatre sortes de programmes avec des sujets traitant autant de choses sérieuses que bizarres. Les sujets comporteront un mélange de littérature, de cinéma et télé, d'art, de science et d'humour. Boréal sera en charge du programme français tout au long de cette fin de semaine. Un sujet vous intéresse particulièrement? S.V.P., écrire à Con•Cept a/s du directeur de la programmation.

Mascarade :

La mascarade de Con•Cept permettra aux adeptes de parader dans leurs costumes et accessoires. Celle-ci aura lieu le samedi juste avant la danse. L'inscription à la mascarade se fera à la table Con•Cept située au lobby.

Galerie d'art :

Notre galerie permettra encore une fois à nos artistes de présenter leurs oeuvres. Les panneaux mesurent 4'x4' et se détaillent à 10 \$ chaque et les tables, 8 \$ chacune. Il y a un maximum de 2 unités par artiste (2 panneaux, 2 tables ou un de chaque). Une commission de 10 % sera versée à Con•Cept sur chaque vente réalisée. Pour les reproductions, il n'y aura pas de frais de présentation. Toutefois, une commission de 10 % sera versée à Con•Cept pour chaque vente réalisée. Pas de frais de manutention pour les pièces reçues par la poste mais un dépôt de 20 \$ est exigé pour couvrir les frais de retour. L'espace disponible est limité et nous vous encourageons à réserver le vôtre à l'avance. Pour plus de détails ou un formulaire d'inscription pour artiste, prière d'écrire à Con•Cept a/s du directeur de la galerie d'art.

Jeux :

Il nous fait plaisir, encore une fois, de mettre à la disposition des joueurs une salle où ceux-ci pourront à loisir se confronter aux forces du mal, armés seulement de crayons et de dés!

Exposition de modèles réduits et

compétition :

Notre compétition annuelle de modèles réduits sera parrainée par l'Association des Modélistes de Science Fiction (SFMBA). Venez voir des vaisseaux d'autres galaxies dans le confort et la sécurité de notre hôtel. Pour ceux d'entre vous qui souhaiteraient s'incrimer, vous pourrez le faire sur les lieux, vendredi soir et samedi matin.

Vidéo et salles d'animation :

Nos salles vidéo vous offriront un vaste choix de films et de dessins animés tout aussi bien que de séries télévisées. En prime, une programmation spéciale de l'équipe Fant-Asia! Un horaire complet sera affiché au Congrès.

Danse :

Une tradition de Con•Cept, notre danse aura lieu tout de suite après la mascarade et ce, jusqu'à ce que le dernier danseur tombe de fatigue, ou que le soleil se lève.

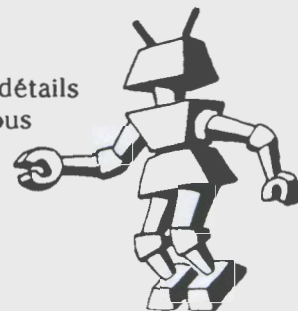
Des enfants?

L'année dernière il fut question d'organiser quelque chose pour les plus petits. S'ils sont assez nombreux au moment de la pré-inscription, nous modifierons nos activités en conséquence. Seriez-vous prêt à déboursier un petit extra de 5 \$ par jour pour avoir accès à un pièce tranquille pour vos petits?

Bénévolat :

Les volontaires mériteront notre éternelle gratitude et, pour sept heures de travail, un T-shirt gratuit. Pour plus de quatorze heures, un laissez-passer gratuit pour le Congrès de Con•Cept / Boréal '98. Mais, la plus grande récompense sera les contacts personnels que vous établirez avec tous les fans présents.

Pour plus de détails renseignez-vous à la table d'inscription.



Oui! Je veux m'inscrire pour une fin de semaine exaltante à **Con•Cept / Boréal '97!**

Nom : _____

Adresse : _____

Ville : _____ Province/État : _____

Pays : _____ Code postal : _____

Téléphone : _____ Fax : _____

Courrier électronique : _____

Je voudrais plus de détails sur :

Galerie d'art

Mascarade

Jeux

Atelier BD

Les enfants

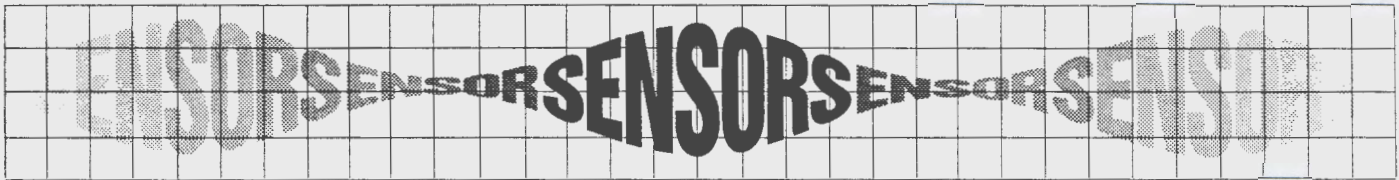
Salle des marchands

Atelier aérographie

Je veux être bénévole

Prendrez-vous une chambre à l'hôtel hôte du Congrès? Oui Non

S'il-vous-plaît communiquez avec moi en : Français Anglais



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

Information for this column came to us from a dimension as vast as space and as timeless as infinity.

X-FILES MOVIE PLOT DETAILS!

The X-Files: The Movie will see Agents Mulder and Scully battle to save the world from deadly alien invaders bent on annihilating humanity. And, the duo will also lock lips for the first time!

The movie is now shooting in Vancouver and, apparently, secrecy is such that producers have posted guard dogs around the set to keep away prying eyes. But some details of the shooting script have leaked out.

The story begins in northern Texas in 35,000 B.C. Two primitive hunters kill a strange, lizard-like creature in an ice cave. The creature oozes that thick black liquid (blood?) familiar to X-philes and it splatters onto one of the hunters, entering his mouth and eyes as he screams and drops his torch. Jump to present day: several kids are playing outside the mouth of the same cave. One of them stumbles upon a human skull...and the black liquid!

Another scene involves an explosion in Dallas which sends Mulder's car flipping through the air. He escapes in one piece and later finds out that the explosion was caused by a bomb. Further, he discovers that a clandestine group of government officials are conspiring with the aliens in the aliens' plot to destroy mankind by infecting everyone with a lethal virus, to be spread by bees. Once infected, a human becomes a cocoon for the alien organism, which eventually emerges as the lizard-like

creature encountered by the prehistoric hunters. The human conspirators are aiding the aliens in exchange for their lives.

At one point in the story, romantic passions are ignited between Mulder and Scully. They kiss *just* as Scully is stung by a bee! She goes into shock while paramedics are called to the scene. But the paramedics are part of the conspiracy and Scully falls into their evil clutches as Mulder is shot. He recovers from his wounds and immediately sets out to rescue his partner.

The climactic finale takes place in the Antarctic, where Scully is being held. Mulder arrives to save her with a vaccine and blow the lid off the conspiracy. The aliens, their plot exposed, retreat in a space ship and Earth is saved.

Rumour has it that Lance Henriksen will cameo as his *Millennium* character, Frank Black.

This movie is expected to be the first of many X-films; producers are looking to create a film franchise similar to the *Star Trek* movie series. As we reported in this column last issue, next year's TV season finale of *The X-Files* will set up the movie. Indeed, says one insider, the whole of next season will be "like one long trailer for the movie."

STAR WARS PREQUELS: CASTING NEWS

8-year-old Jake Lloyd, who appeared with Arnold Schwarzenegger in *Jingle All the Way*, will play Anakin Skywalker as a child (Anakin, as SW aficionados will tell you, grows up to become Darth Vader). Liam Neeson (we believe) is cast as

the adult Anakin. Morgan Freeman is one of the notable names connected to the *Star Wars* prequels, now lensing in London, England. Charlton Heston's name has come up, as well. One or the other of these two has likely been tapped to play a new character, a venerable old Jedi master who instructs both Anakin and Obi-Wan Kenobi in the ways of the force. Ewan McGregor (*Trainspotting*) is Obi-Wan as a young man.

WILL B-5 GO 5?

A fifth season for *Babylon 5* is touch and go as we go to press! By the time you read this, the fate of the show may be known, but at the moment, it hangs in the balance. It seems that the suits are having difficulty deciding whether to cut short the landmark sci-fi series' five-year story arc. Some rumours have the show cancelled, others have it renewed for its fifth and final season, but there's no definitive word either way. Apparently, the suits have gone so far as to extend the contracts of the entire cast by 30 days, just to keep 'em around until a decision is reached. Cast—and fans!—should know by mid- to end of July if *B-5* will be listed on next season's TV schedule.

PARAMOUNT KILLS PLANNED NEW TREK SERIES

Last issue, we reported that Paramount was developing a new *Trek* series intended as a replacement for *Star Trek: Deep Space Nine*, which

will cease production in 1998. Among the scenarios proposed: further *TNG* adventures, with all but Picard and Data returning for another hitch; a Klingon-based series and; the voyages of the starship *Excelsior*, Captain Sulu commanding. But now comes word that this new series has been scrapped before it even got out of spacedock!

We also reported that a new, half-hour, animated *Trek* series, *Star Trek: Starfleet Academy*, was all set to go on UPN. No longer; this *Trek*, too, has been dumped.

Once *DS9* wraps, *Voyager* will remain the only *Star Trek* series on the tube. Paramount expects Janeway and company to keep on *Trekkin'* until 2000.

RODDENBERRY SERIES RENAMED

Gene Roddenberry's Battleground Earth has been renamed *Gene Roddenberry's Earth: Final Conflict*. The new SF series, now in production in Toronto, stars sitcom actor Kevin Kilner as an intelligence officer dealing with alien visitors to Earth who may not be as friendly as they appear.

The late *Star Trek* creator conceived of the series years ago but never went anywhere with it. His widow, Majel Barrett Roddenberry, was instrumental in resurrecting her husband's old concept and seeing it to production.

Gene Roddenberry's Earth: Final Conflict premieres in syndication this fall.

NEW SCI-FI SERIES FROM CREATOR OF SIMPSONS

Cartoonist Matt Groening, creator of *The Simpsons*, is reportedly working on a new show, as yet

untitled. Details are scant; we know only that it is a science fiction series set aboard a space ship or space station.

NEW SUPERMAN MOVIE

We follow up on last issue's news snippet about a proposed new Superman movie:

The project is in the pipeline, Warner Bros. having commissioned one Kevin Smith to write a script (title: *Superman Lives*). Smith was paid \$325,000 (U.S.) and given six weeks to turn in his story. He reports that he procrastinated and ended up having to write the screenplay in a week.

Wild rumour: Christopher Reeve will direct! Fact: *Batman* director Tim Burton will helm the project.

FANTASTIC VOYAGE REMAKE

Dean Devlin and Roland Emmerich, who celebrated *Independence Day* last year, are working on a remake of the 1966 sci-fi flick *Fantastic Voyage*. *X-Files* writers/*Space: Above and Beyond* creators Glen Morgan and James Wong are scripting.

DISCWORLD MOVIE

A \$25-million-budgeted film adaptation of *Mort*, one of British author Terry Pratchett's *Discworld* books, is in the works. Pratchett has co-written the script with Paul Banborough.

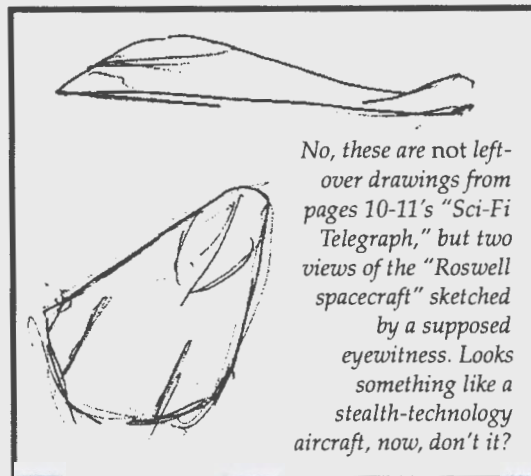
50TH ANNIVERSARY OF ROSWELL UFO CRASH

This summer marks the 50th anniversary of the fabled Roswell Incident. UFO buffs believe that around about the July 4, 1947, Independence Day holiday, a flying saucer crashed in the vicinity of Roswell, New Mexico. The Roswell story includes not only the recovery by the U.S. military of the wreckage of the crashed alien spacecraft, but the recovery of the ship's dead alien crew, their subsequent autopsies and the military's cover-up of the whole thing.

While something *did* crash in the New Mexico desert 50 years ago, the military maintains that it was a balloon, specifically a Project Mogul test balloon. In the days before satellites, Mogul was a top secret operation that was developing high altitude surveillance balloons designed to detect Soviet nuclear bomb tests. The cover-up instigated by the military was to protect Mogul's secrecy, *not* to hide evidence of extraterrestrials. Recently, it has been suggested that the "alien bodies" recovered were, in fact, anthropomorphic dummies used in parachute tests.

Yeah, *right*; next thing they'll want us to believe is that Elvis really is dead!

—"Sensors" was put together by Keith Braithwaite



No, these are not left-over drawings from pages 10-11's "Sci-Fi Telegraph," but two views of the "Roswell spacecraft" sketched by a supposed eyewitness. Looks something like a stealth-technology aircraft, now, don't it?

CanFandom

A Quick Look at Goings-On in Canadian Fandom

Con•Cept '97: Artist Guest Shuffle

SF/F illustrator Wayne Barlowe *will not* be attending Con•Cept '97, as advertised in *Warp* 40 (December 1996) and elsewhere. He has since bowed out and Con•Cept's concom have replaced him with Ottawa-based comics artists Janet Hetherington and Ronn Sutton. The convention has

updated its ad flyers accordingly.

Following Barlowe's withdrawal, none other than *Alien* designer H.R. Giger, apparently, had been contacted and was keen to attend in Barlowe's place. It is regrettable that scheduling conflicts ended up scuttling that plan. Giger has never attended a science fiction convention and would certainly have been a big draw. Kudos to

Con•Cept's concom for *trying* to land someone of such stature who would have, no doubt, made a most unique Artist Guest of Honour.

Error Correction: Aurora Awards Nominations

We incorrectly indicated, in this column last issue, that Mark Shainblum and Gabriel Morrisette's *Angloman* comic

books were eligible for an Aurora Awards nomination in the Fan Achievement (Other) category. In fact, only the second *Angloman* comic book (released in 1996) could have been considered, and further, as a *professional* work, it was eligible in the Best Work in English (Other) and not the Fan Achievement (Other) category. *Warp* regrets the error. The nominations deadline has now passed and we can only hope that our mistake did not result in any miscategorized nominations.

—Information for this column compiled by Keith Braithwaite

CONGRATULATIONS:

TO MonSFFA MEMBERS KEITH BRAITHWAITE AND COLLEEN MAGNUSSEN ON THE BIRTH OF THEIR SECOND CHILD, ERIN DOROTHY ANNE, BORN JUNE 20, 1997. MOTHER AND DAUGHTER ARE DOING FINE.

Bulletin Board

WANTED:

Key chain with push-button sound effects

If you have one to sell or know where such an item can be found, please contact me at MonSFFA meetings or call me.

Josée Bellemare
(514) 622-6508

Announcing MonSFFA's Annual *Sci-Fi Garage Sale!*

Books • Videos • Posters

Star Wars Trilogy
Special Edition T-Shirts

SF/F Collectibles of All Kinds

BRING A FRIEND!

August 17 MonSFFA Meeting, 1:00PM,
St-Francois Room of the Days Inn,
1005 Guy Street, Downtown Montreal

Fund-Raising Event; All Monies Collected to be Directed to Operating Budget of Montreal Science Fiction and Fantasy Association (MonSFFA)

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

**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.

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

**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 formulaire à ces organismes.

Je vous autorise à transmettre ces renseignements.

Veuillez ne pas transmettre ces renseignements.

