

WARP

3



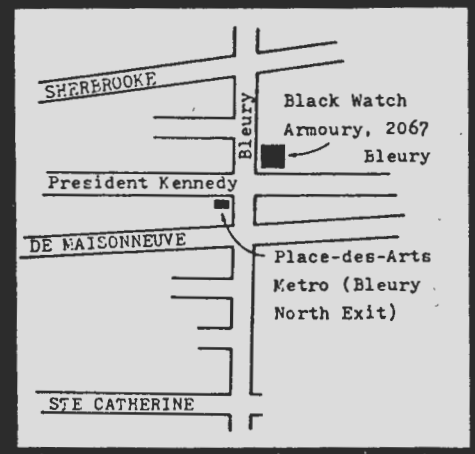
MONSIEUR

STAR
TREK
THE
NEXT
DEGENERATION



U.S.S. ENTER POOP

NEXT MEET.
APRIL 2ND
1:00 PM
BLACK WATCH ARMOURY
MEMBERS: FREE
NON-MEMBERS: \$2.00



Our Following Meeting: May 7, 1989
(same place and time).

Roll Call

Newsletter Editor
Geoff Bovey

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Keith G. Braithwaite

Vice-President
Michael L. Masella

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Emile Richard

Recruiting Officer
Alan Keiping

General Activities Officer
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Kevin Holden

Advisors
Ignazio Battaglini
Crystal Rothwell
Bryan Ekers
Trudie Mason
Maureen Whitelaw

Munchies
Trudie Mason
Colleen Magnussen

Cover up: This month's cover is an airbrush rendering of a dragon's head by Capucine Plourde. Capucine is a commercial art student, and an avid fantasy fan who has a particular penchant for dragons. She is also the proprietor of Con Artists, Ink., an sf/f print distribution company.

MonSFFA Membership Benefits

The **Montreal Science-Fiction and Fantasy Association (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.

Based in the greater Montreal area, MonSFFA, is open to all interested life-forms. The membership fee is currently \$20.00 per year. Elections for executives are annual, and any paid member may volunteer for a position.

Membership entitles you to the following: (1) A MonSFFA membership card; which allows you free admittance to all MonSFFA general meetings, and entitles you to a minimum 10% discount at sf/f oriented stores in the greater Montreal area; and (2) a subscription to MonSFFA's newsletter, *Warp*.

MonSFFA is regularly approaching stores and asking them to participate in its discount program. The following stores have agreed verbally to implement our program: (1) Ozz Comics, (2) Mars Comics, (3) 1 000 000 Comics, (4) Komico, (5) Librairie Astro, (6) Hobby International, Inc., and (7) all Kangaroo Hobby stores. Further, a legal agreement with Compucentre Fairview and El Paso Comix has been reached. See these establishments for specifics. MonSFFA encourages its members to patronize these businesses.

The signing of an agreement between MonSFFA and the rest of these businesses regarding our discount program is currently being attended to. Subsequent newsletters will report any new information concerning this and any other membership benefits.

Address all correspondence to:

MonSFFA
P.O. Box 2413
Dorval, Quebec
H9S 5N4.

PROBLEMS ENCOUNTERED BY FANTASY FILM MAKERS, No. 14: HEARING-IMPAIRED ART DIRECTORS



MonSFFA Discount Program

One of the *benefits* of being a member of the **Montreal Science Fiction and Fantasy Association (MonSFFA)** is that you are entitled to **receive** certain **discounts** on merchandise you purchase at the establishments listed below. Those businesses have very kindly agreed to help support and to encourage **MonSFFA** by implementing our **Discount Program**, and we, in return, *encourage our members to frequent these stores*. The discounts offered by each store are listed below their business card. Exceptions may exist; ask the specific dealer for details. *You must present a valid MonSFFA membership card in order to take advantage of these discounts.*



6815 Transcanadienne G-19
Fairview Centre
Pointe-Claire, Québec H9R 5V1

Tél.: (514) 695-3620

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



EL PASO KOMIX


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

WHERE SPIDEY READS THE
STORIES OF HIS FAVORITE
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Ouvert 7 jours/semaine
Open 7 days a week

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



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.



JOUETS

Kangourou
HOBBIES

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




Role Playing Games
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Bags & Supplies
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4210 Decarie
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Montreal, Quebec
H3H 2K2

931-4842 931-4842

Between 10% and 20% off on most merchandise.

1,000,000 Comics

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time of printing

10% off on most merchandise.

Letter from da Editor

"Ask not what your newsletter can do for you, but what you can do for your newsletter." Yup, that's my new motto (*Change your motto!—Typesetter.*) and, as the new Newsletter Editor (*The lady of the Typing Pool raised Excalipencil on high to me. That is why I am Newsletter Editor—Typesetter*), a title I am proud to carry on my pencil, I intend on declaring this to all members and readers! That's right, this is **your** newsletter, but it cannot continue to publish without your support. I know, I know... "Geez, there he goes again!" But, hey... take a look at previous newsletters and you will see that almost all of *Warp's* contributors are members of MonSFFA's Board of Advisors (BOA) and executive committee. *Warp* is the voice of MonSFFA, so I want to see more from the members out there—hopefully from ones the staff of *Warp* has seen little of. Contributions can be anything: photos, art, fiction, news, reviews, classified ads, humour, and anything else you can produce that's related to SF & F. Roll out the photons and torpedo in those contributions.

But really, folks, don't get me wrong. The quality of the work contributed and published thus far has been excellent. Why, just the other day, a member from the Ottawa fan club informed us that *Warp* has been nominated for a "Best New Newsletter" award. That's right! "Best New Newsletter"... that has a nice ring to it, don't you think? Well, let's keep it ringing that way with some quality contributions from **you**, the members, and we just may put *Starlog* out of business, yet. (*"I have a dream!"—Martin Luther King, from the same era as another famous quote on this page—Typesetter.*) Until next month, be seeing you.



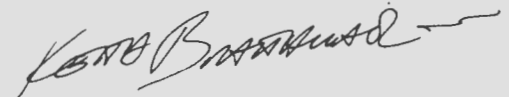
Geoff Bovey,
Editor.

President's Letter

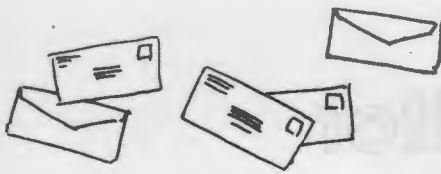
April will see the start of a new way of planning and running MonSFFA's general meetings, a way originally envisioned by the founding executive. Their idea was to allow—in fact, *encourage*—the general club membership to put on the meetings. This would make possible, over the course of many meetings, the direct involvement of every member in the planning/running of our regular gatherings (by hosting a discussion panel, a gaming session, putting on an artists' demonstration, a costuming workshop, etc.). It would also avoid the problem of always having the same few people running the show, a less than desirable situation for a number of reasons, not the least of which is a lack of new ideas, which would, before too long, result in rather stale programming.

Unfortunately, their idea has failed to see implementation, and to date, the BOA (and a few enthusiastic regular members) have found themselves to be planning and running the general meetings. With the arrival of a new executive, however, we hope to change this state of affairs. My General and Special Activities officers have set, as their first priority, the carrying out of the founding executive's plan.

You have probably, by now, seen the spaceship models brought in to meetings regularly by Berny Reischl, the artprints displayed by Capucine Plourde, or have played a round of "Trek-vial Pursuit" with Lou Israel. These members have the right idea! And of late, other members have begun to get involved. (Joseph Aspler did a slide-show on costuming, and Ken Carroll displayed a number of Road Warrior-type miniature dioramas.) These are the beginnings of greater membership involvement in the club's activities, but already Berny's and Cap's displays (welcome as they are) have become fixtures. So, the rest of you *must* do your part! Berny, Cap, et al can't, and shouldn't, be asked to bring something in every time, anymore than the BOA can't and shouldn't be required to put on meeting after meeting. We need many members, each doing *one* thing at *one* meeting per year (that's all!) to keep our general meetings fresh and interesting. Make it so.



Keith Braithwaite,
President.



MonSFFA Mailbag

Dear Whoever's in charge of mailings,

I was delighted, as usual, to receive *Warp*...on Jan. 23. I was Devastated to see that I'd missed the meeting of Jan. 22.

Please, I'd like to be able to attend a few meetings. I missed Dec. because I was out of town. It hurts to remember the so exciting evening I had on Jan. 22...laundry for a family of 4; dishes; cat pot; and other equally enjoyable past-times...

Please notify us poor new members who know no one in the group in time to attend!

Waiting for next meeting.

Jessica-Jean Isrep
Montréal.

MonSFFA's executive and the staff of Warp regret the error. Ed.

Fellow Friends of SF and F,

At the last club meeting (January), there was some talk of signing up to attend the World Con in Boston next September. Unfortunately, I had to leave early and completely forgot to give my name.

In the hopes that there are still some places left, I write this in order to reserve one (1) place on the bus, etc... Could you please let me know your answer, be it positive or negative?

Sylvie Noel
Longueuil.

P.S.: Your latest issue of *Warp* is the best yet. I'm really impressed by the improving quality. Please tell the newsletter's staff that they're doing a really keen job.

Thanks for the compliment. Since you were so nice to us, we'll return the favor by giving you the first seat on the bus (if we ever get a bus). MonSFFA's trip to World Con is still in the planning stages, so keep yourself glued to Warp in the future for details. Ed.

Dear MonSFFA writer(s),

Thank you for the membership card. I didn't think much about it when I joined at the incredible low price, but I have read my first two issues of *Warp* and I am genuinely impressed by the contents and the presentation. I'd like to go to a meeting eventually, when schedule permits. I subscribed to your club at the Montreal Hobby Show. I was representing the Canadian International DX Club, an organization that promotes shortwave listening and related activities. I am their Broadcast Band editor (covering AM, FM, and TV long distance reception). Yes, anyone with a SW radio can eavesdrop

on foreign countries and get to know some news stories before they get to press.

As can be expected, I do enjoy science fiction, action adventure, etc. but find very little to watch on today's wishy washy prime time TV schedule. Last year, I got into the ultimate escapist hobby: scuba diving. Easy to learn, expensive and difficult to get into, but that is changing! It has to! In April, I may publish an article that compares different kinds of headphones underwater. A fascinating research project, with startling results. Write me if you want to know more. This is science reality, stranger than fiction. I have collected over the years thousands of radio station's identifications on tape, starting with CJAD and CFRB, easily heard here, to Papua New Guinea, Mongolia and Zimbabwe, via tape trading. Maybe a record breaker, who knows? I've just now completed the cross-indexing. Anyway, I got to get back to work.

73s, Live long and prosper,

Alain Pepin,
St. Jean-sur-Richelieu.

Hello, all you MonSFFAns!

I see it's nearly time to renew my membership. Being an out-of-towner, it's a tough decision to make...I do get *Warp*, which I appreciate, and MonSFFA is the only SF club to which I belong, but it would be great if there was an out-of-town membership rate, like \$10 or \$15.

Congrats to Luke and Geoff on a year's worth of a good club. From the fannish silence of Montreal just a couple of years ago, MonSFFA appears to be one of the busiest clubs in all of Canada.

A L-Letter from L-Loyd? Gimme a break, guys, this is silly! Like I said, I'll never forgive Barry. (Want to join the list of people I won't forgive, hm? Capucine's in this to some extent, I'll tickle her next time I see her...). By the way, this is a loc for *Warp 11*, was there a *Warp 12*? I don't think I ever got a copy.

Re MonSFFAandom: The organization sounds good. The club is drawing a lot of fans out into the open, and they're willing to be involved. I suspect that one reason this is so is that there's no older generation of fans in Montreal to slow you down. You can act upon your ideas, and there's no one to dump on you because they don't like what you're thinking of. Go for it.

Darth Bourassa? I love it. And how true, too...Thanks for pubbing the Ad Astra flyer on the bacover. I hope your membership will register as soon as possible. We're looking to break the 1000 mark this year, and we're prepared for a helluva party.

Anyway, talk to you soon, perhaps see a lot of you in Ottawa at a Who Cares, or definitely at Ad Astra.

Yours,
Lloyd Penney,
Toronto, Ontario.

P.S.: We've decided to renew one membership—make it a joint one if you can. Enclosed is a cheque for \$20.

Welcome back aboard, Lloyd (See? No L-Loyd!! Better now?), and as for Warp 12, there wasn't one. Ed.

Dear MonSFFAns,

Was very impressed with *Warp 11*, Nov. '88.

Please find enclosed a cheque for \$20.00 for a membership to your club.

Keep up the good work. (See my unsigned review of *Warp 11* in *OSFS Statement*, Jan. '89, issue 139.)

Regards,
Beulah Wadsworth.

P.S.: Your Pinecone review was better than that of the *OSFS Statement*!

Thank you very much for your kind words and welcome aboard to the club. Ed.



Letters to the club and/or the newsletter become the property of MonSFFA/Warp and are assumed intended for publication, in whole or in part, and may therefore be used for these purposes.

MonSFFAndom

February General Meeting

Our general meeting of February 19 was noteworthy in that a large chunk of the program was put on not by the BOA, but by a couple of members who have just begun to get involved in helping out with meeting programming. Ken Carroll returned, after premiering a couple of his dioramas at the previous meeting, with even more of his kitbashed models. Of particular interest was his nearly completed model of the *Stargazer* (from *ST:TNG*), made from two original TV series *Enterprise* kits. Ken spent a good part of the afternoon talking with interested members and answering their questions on his model-building techniques. And, Lynda Pelley brought in several of her models, including a movie *Enterprise* which lit up. She included photos of some of her models not present, as well. Lynda has indicated that she'll be bringing in more of her *Star Wars* models (she had two speeder bikes on display) as a part of a *Star Wars* mini-theme planned for our next meeting, on April 2. The exec thanks these members for getting involved. Speaking of getting involved, that *Star Wars* theme will be programmed by the first of, we hope, many Special Interest Groups (SIG's) being coordinated by the GAO and SAO (see President's Letter). Members engaged in heated debate at the discussion panel—the topic: Is Science Fiction/Fantasy Sexist? (There's no vinism like chauvinism!) Headed by Kevin Holden and Trudie Mason, the debate raged for about an hour, with convincing arguments put forth on both sides of the issue. Views were exchanged on sexism and sexuality in fantasy art, "Trek", and sf/f movies. Nothing was ultimately resolved, but it was generally agreed that there is more sexual exploitation in other genres than there is in sf/f. Lou Israel again hosted a round of his popular "Trek-vial Pursuit" game, and MonSFFA took in about \$30.00 from the sale of munchies and coke during the meeting. Thanks go out to Trudie Mason, Emile Richard, and Crystal Rothwell for organizing and running the munchies table.

Mini-Con Fundraiser

With the permission and best wishes of the BOA, the mini-con committee sold tickets for a door prize, to help raise seed money for the con, during the general meeting. Trudie Mason won the prize, a "Star Wars Source Book". About \$45.00 was raised. Thanks to all members who bought tickets. The con-com will be selling tickets for prizes at future meetings as well, so come on down, support the con, and maybe win a prize!

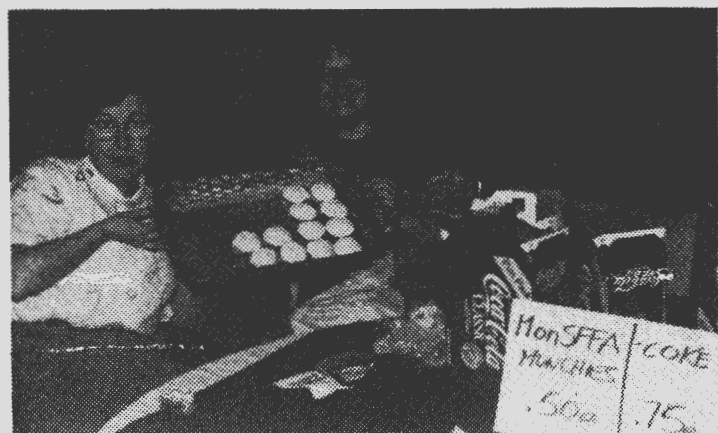
Discount Program

A few members have mentioned to us that some

clerks at the stores implementing our discount program are unaware of the program. If you should encounter this problem, ask to see the store manager—he should know what's going on. Also, different stores offer different discounts with varying conditions attached, so familiarize yourself with these by checking out the "MonSFFA Discount Program" section of this newsletter.

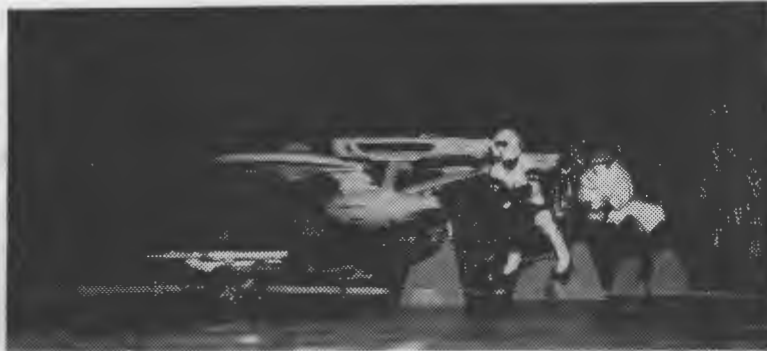


Trudie Mason (above) makes a point and Kevin Holden (below) responds during heated debate on sexism in science fiction and fantasy.



The popular MonSFFA Munchie Table.

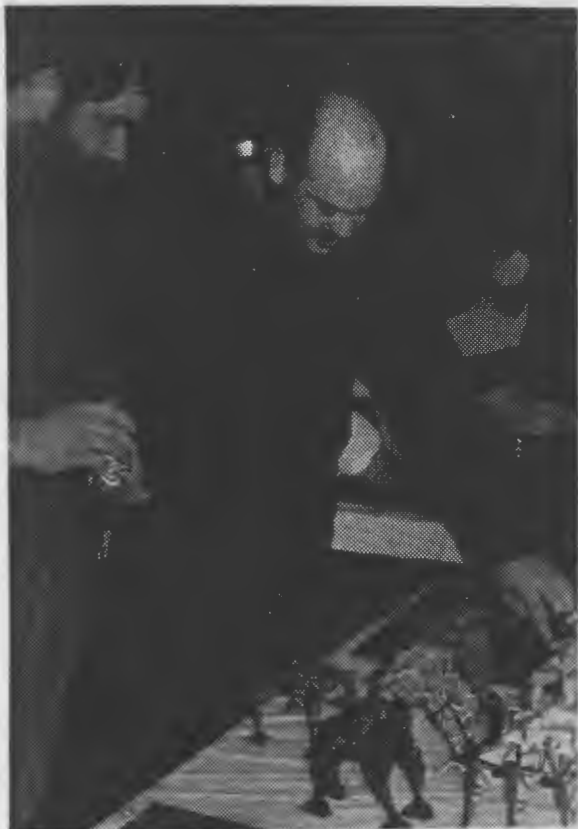
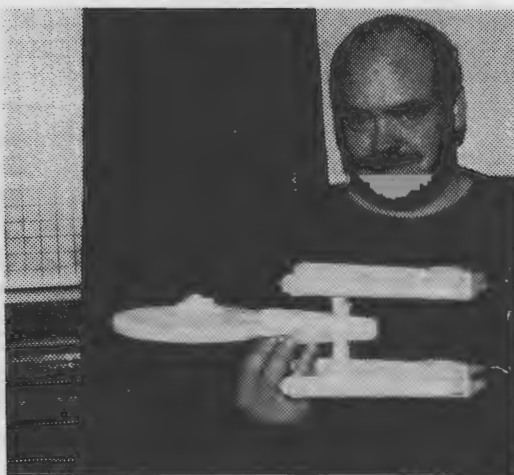
"MonSFFA Models"



↑ Some of the models on display at February's general meeting.

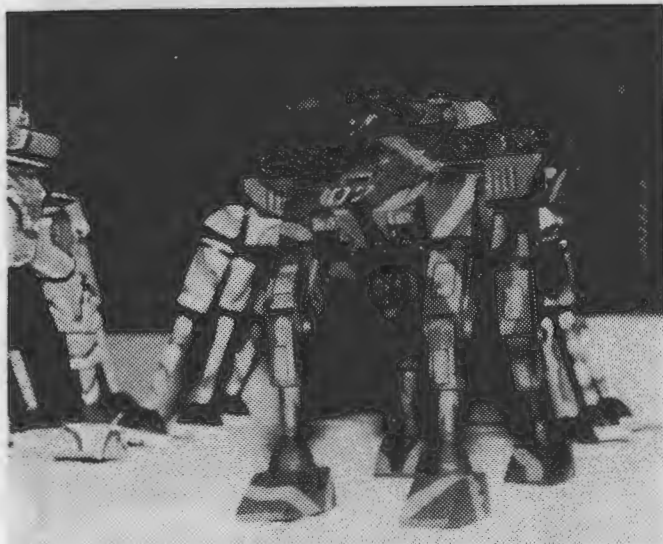
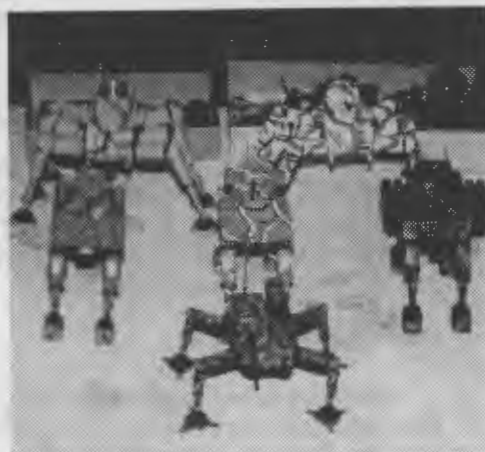
← Ken Carroll shows his models to MonSFFA prez Keith Braithwaite.

→ Ken with his kit-bashed model of the "Stargazer".

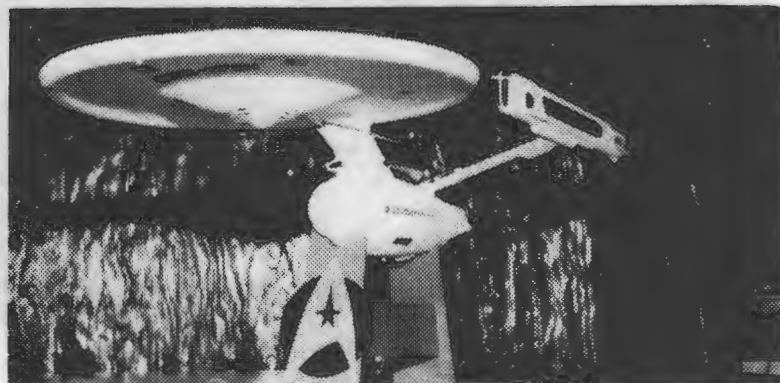


→ A battalion of "BattleTech" machines.

↓ Lynda Pelley's illuminated model of the "Enterprise".



↑ A close-up look at Ken's "BattleTech" models.



Convention Report

MonSFFA is going ahead with plans to hold a one (1) day mini-con in early November, 1989, called "Con•Cept".

Con•Cept, as per the aims and principles of MonSFFA, will appeal to a wide range of interests in SF & F, and will include an art show, costume contest, hobby displays, crafts, discussion panels & guest speakers. Attendance is expected to be between 300-500, and media coverage is currently being discussed with prominent television and radio stations.

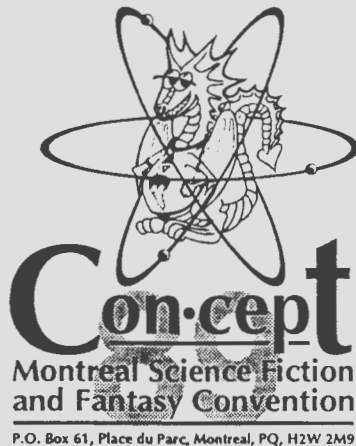
Currently, we are engaged in a massive letter campaign to publishers, store owners, potential guests and contributors. We have been extensively researching locations as well as the legalities involved in staging this event.

Fund-raising, of course, is the most important element of any convention, especially at this stage. Presently, some funds are being raised with the aid of local business who are donating door prizes for general meetings. Parties and other events are also in the planning, which brings me to my next point.

The Con-com currently consists of eight members, who have been meeting regularly, and, while the meetings have been very productive, it is still a few people doing all of the work.

The success of this convention is dependant upon a strong group effort—it is essential. A successful convention would naturally lead to a full scale two-day convention the next year, as well as placing Montreal solidly on the map of science fiction fandom. If you feel you can contribute manpower or ideas, please do not hesitate to contact us, directly, if possible, at Con•Cept, P.O. Box 61, Place du Parc, Montreal, Quebec, H2W 2M9, or through MonSFFA.

Sincerely,
John Matthias
Coordinator,
Convention Committee.



The Con•cept convention committee wishes to thank

Hobby International, Inc.

for their donation of the door prize awarded at MonSFFA's February General Meeting

From the Shelf

(Video Review)

It's the same old story. Boy meets robot girl. Boy falls in love with robot girl.

Robot girl short circuits in tragic dishwasher accident.

Actually, *Cherry 2000* is a weekend excursion into big-budget-bad script.

The plot in a nutshell: Sam returns home to see his beautiful wife (we assume), Cherry, preparing dinner.

They fall into a blatantly sexist floor show while the dishwasher overflows in the back-ground. As they frolic in the suds, Cherry suddenly goes *snap, crackle, and pop* and short circuits. Surprise, surprise, she is a robot.

Sam visits his robot dealer who informs him that Cherry is burnt out and no longer usable (hence the plot motivation).

Sam, with Cherry's memory chip in hand, sets off to seek a tracker to venture into the dreaded "Zone 7" to find a new Cherry 2000, a rare, out-of-date model. To quote one of the two-bit characters: "Zone 7 is a tough place. You should see the way they carry on there. People stayin' up all night, playin' "Twister", reverting to their animal natures."

Sam teams up with a tracker named E. Johnson, played by

an unlikely Melanie Griffith (yes, the same one up for an Oscar for the film *Working Girl*). Her performance is bland leading me to believe that she made this movie before taking several acting workshops. (If the Academy of Performing Arts & Sciences sees this movie, she ain't got no chance.)

The plot plods along at varying speeds (highly unsettling) and we later meet Lester, the psychotic ruler of "Zone 7". While the actor delivers a solid performance, the writer and director should still be shot.

This movie is so uninteresting that John Matthias (a MonSFFA member) broke down into arguing about camera angles!

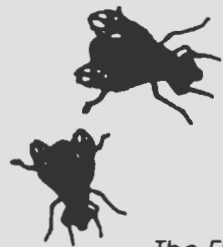
High points: A saloon-style scene with Beethoven's *Moonlight Sonata* playing in the background and the sound of Melanie Griffith's gun.

Low points: The acting, the plot, the director and the video tape we viewed (overexposed halfway through; a new release, I might add).

All in all, this movie is great if you plan to have a bad video party. *Cherry 2000* gets the Nuke.

See ya next month,

Al Keiping.



The Fly II

A review by Barbara Rhamdas



The Fly II is a chip off the old larvae: almost a match to its predecessor in terms of action and humour, despite a somewhat predictable plot.

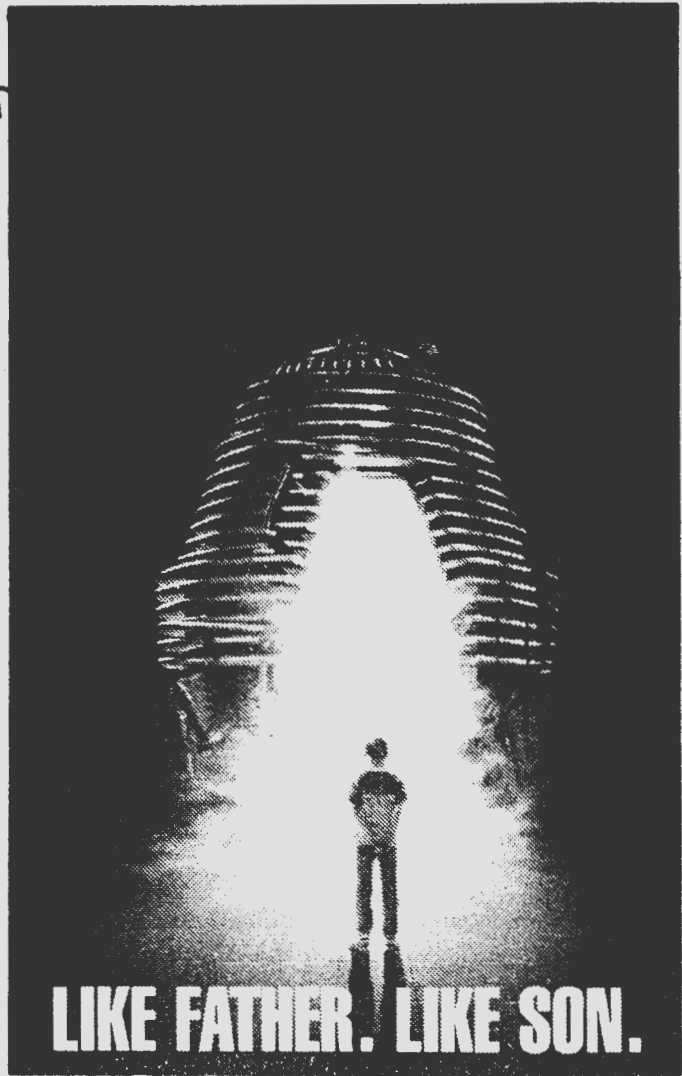
Son of Brundlefly, the offspring of scientist Dr. Seth Brundle, is played convincingly by Eric Stoltz, the young actor who proved his talent in *Mask*. Martin Brundle grows up as the main attraction in a high tech bio-research lab run by the suitably Jeckyl & Hyde-ish Bartok (Lee Richardson).

"Grows up" is the key. He grows at an amazing rate, reaching physical & mental maturity at the tender age of five. Bartok convinces Martin to continue his father's work on teleportation. The fun starts when Martin deciphers the process's secrets, lands a girlfriend (Daphne Zuniga), begins a rather messy transformation, and learns that Bartok's interest in him is more than academic.

Movie goers who remember the gory special effects in *The Fly* will not be disappointed. In fact, one scene, the horrific "birth-with-a-twist" which opens the film, is so brilliantly done, it should not be viewed by pregnant women. The only gratuitous violence is seen late in the movie when an unidentified guard is bloodily crushed by an elevator.

Eric Stoltz is more than convincing in his role, handling his transformation with eerie bewilderment.

One disappointment, however, is, ironically, the fly—the final product of Martin's metamorphosis. The creature is unimpressive, almost unscary. Luckily, this small letdown in no way ruins a rare sequel which stands equal to the film which spawned it.



DEEP STAR SIX

A review by George Wessel

Deepstar 6 is the first of a small crop of alien-in-an-aquarium-type movies (watch for *Leviathan*, and *The Abyss* coming soon), the twist being that instead of the monster coming from outer space, it threatens the heroes from the depths of the ocean, right here on Earth.

DS6 is a B-movie. It's a rip-off of *Alien*, minus the style and atmosphere that makes Ridley Scott's film an sf/horror classic. (Ironically, *Alien* was based on a 1958 B-movie: *It! The Terror From Beyond Space*.) Putting a bathing suit on the beastie hasn't been done for a while, and that's the only thing that might be considered new in this movie. The story is your standard small-expedition-working-in-hostile-environment-encounters-monster piece. There are the usual holes in plot and logic—the creature survives two close-proximity nuclear blasts, and yet is ultimately done in with a little gasoline! The characters are all the same old, tired clichés: The handsome, brave, and resourceful hero; his pretty, brave, and resourceful heroine; the obsessed scientist, blind to all but his goal, until he realizes too late what danger he has placed everyone in; the always-there-with-a-quick-one-liner-best-buddy of the hero; the stressed-out technician who cracks under pressure, screws up royally, and places everyone in even more danger; and an assortment of others whose sole *raison d'être* is to meet a gruesome end. On the plus side, the low-budget FX come across quite well—the creature is pretty good. But good FX do not a great movie make, and this one will be around for about as long as a dead goldfish being flushed. (It may be out of the theatres by the time you read this.)

Deepstar 6: Not worth the price of admission—wait for the no-doubt-soon-to-be-released video if you must see it.

Gaming

by Mike Masella

Last summer, I was a GameMaster at Gen-Con '88. I had GM'ed two adventures there: "End Run", a Mechwarrior/Battletech adventure, and "The Caves of Confection", a Basic D&D adventure.

The last two meetings have seen the reemergence of "The Caves of Confection" as a two-part adventure.

The plot synopsis: The town of Ongoin (This is an Ongoin campaign, you know) has had its only livelihood taken away. The Caves of Confection are a series of natural caverns that have such rock sugar candy embedded in its walls, a natural chocolate fudge river flowing within, and so forth. With these wondrous natural elements coming from the Caves, it was only natural that Ongoin would base its economy on the production of the kingdom's sweets and desserts. This had gone on for many years and Ongoin soon became reknown for their goods. But it was only a short time ago when orcs, gnolls, and other fearsome monsters had appeared and driven away the miners of the Caves, thus taking it for themselves and their master.

A group of brave and unrelenting adventurers then arrives upon the scene (the player-characters). The town mayor pleads with the PC's to clear the caverns of these horrible creatures for a handsome reward.

The PC's accept and throughout the adventure they meet such creatures as gnolls, bakery zombies baking gingerbread orcs (cookies), a Marshmallow Harpy, Ginsu Orcs and even the dreaded Snack Dragon! (Twinkie, the Snack Dragon.)

In the end, the players managed to drive off the Snack Dragon by giving it a Bib of Good Eating (which forces the wearer to eat nothing but good wholesome, healthy food, rejecting all sweets.)

My thanks go out to all who were fool— er I mean brave enough to enter this adventure: James McDonald, Terry Matarozzi, François Blouin, Sylvie Beaulieu, Robert Gomes (both times), Sandra Blouin, George Shephard, Angie Matarozzi, Andrew Campbell, Al Keiping (sort of), Les Papadakis, and Steven Toy (Boolah, Boolah!).

Where have I heard this before? Dept.

This section deals with gaming material that is linked to other features in this month's newsletter. For *Robotech* fans, a new supplement from Palladium Books has been released: **The REF Field Guide**. This new manual has all new information about the REF equipment (Cyclones, Alphas, Betas, etc.) along with new characters, adventure ideas, and more.

On the computer side of things, both *Batman* and *RoboCop* have been released for the Commodore 64 (other computer versions to follow). Both offer arcade style action. Further, *Superman* having been in the arcades for a couple of months has been released for the Nintendo Entertainment System.

Con Review

Dreamwerks: Scranton, PA, Feb. 11 & 12, 1989

by Jean-Pierre Bastien

On most weekends, the most exciting thing about the small town of Scranton, Pennsylvania, is that it boasts the largest scrap-yard in the world on the side of Interstate 81 (stay on it until just after the Drinker street overpass, if you are into that sort of thing).

Two or three times a year, however, it becomes the center of attention. In April, 1986, Gene Roddenberry made a one-day personal appearance. In November, 1988, Patrick Stewart was the main guest of honour. To top themselves, the people of the Dreamwerks production group would have to go to the top. And they did, in grand style.

On the weekend of February 11 and 12, they held a special "Father and Son" convention: Leonard Nimoy (Saturday) and Mark Lenard (Sunday), along with Starlog editor David McDonnell, Star Trek and SF author A. C. Crispin, and fantasy author Paula Volsky.

Patrick Stewart had been a very big draw, as the new captain of the *Enterprise*, but the original Vulcan was not to be outdone. From the moment we registered, it was obvious that this would be a very busy day. No less than 2500 people registered for Saturday alone! There was not one square inch free floor space in the dealers' room. With all those people trying to get to see everything at once, it's a wonder any of the dealers got to sell anything. That my friend Danielle Laurin and I were able to purchase the pictures we would need for the autograph sessions is a miracle that could only be truly appreciated by someone who experienced it.

After all the waiting (and the costume contest where a fully made-up Klingon in full battle armour had identified his costume as a tribble, thus bringing the house down and winning the contest), Leonard Nimoy was introduced onstage.

The warm reception was to be expected, but not his way of starting his "Confessions of a TREK Lover": "Because I am psychic, I have been able to put together a list of questions you'll want to ask me today. 'What was it like to be directed by Bill Shatner? What's the difference between a Leonard Nimoy film and a William Shatner film? Is this the last *Star Trek* movie? Why is it called *The Final Frontier*? Will there be a sequel to *Three Men and a Baby*? Will you act in any of the TV episodes? Will you direct any of the TV episodes? What do you think of these questions? Will you answer any of these questions? Why won't you answer any of these questions? Why would anybody answer any of these questions?'"

He then went on to go over his twenty-odd years with *Star Trek*. The speech was very well received and he proceeded to sign autographs for everyone. That's right. EVERYONE. 2500 fans in all! It was Mr. Nimoy's first autograph session in three years. Needless to say he was close to exhausted at the end. One girl had come all the way from Paris, France just to see him. The payoff was worth the trip.

For some strange and unguessed-at reason, less than 600 people came in on Sunday to see Mark Lenard who is easily one of the warmest, friendliest, and most charming guests you'll ever meet at a con. After his speech (in which we learned the answer to the question: What do you have when you have 5 Klingons buried up to their necks in sand? Answer: Not enough sand!), he went through a more relaxed autograph session: he signed everything, took time to talk to the fans, posed for pictures with them, and obviously had a very good time.

All in all, a unique opportunity to meet these two fine performers and fan favourites.

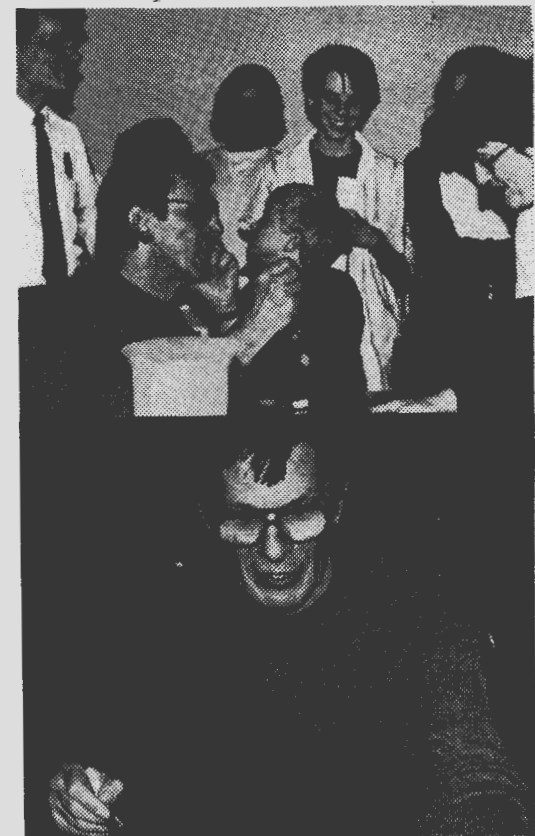


Leonard Nimoy



Mark Lenard

BELOW: Nimoy signs autographs for fans.



Editorial

Starting this month, this new editorial column. It can be written by anybody who has an opinion, beef, or violent itch about a topic concerning SF & F, directly or indirectly. Perhaps you have an opinion on the quality of today's SF & F literature. Or maybe you'd like to comment on what's right or what's wrong with conventions. Maybe you have a bone to pick with MonSFFA and how its executive runs things. If you have an opinion on something, write it down on paper, and send it to Warp c/o MonSFFA. We want to hear from you. Keep in mind, though, that opinions expressed here do not necessarily reflect those of MonSFFA and/or Warp's staff. Ed.

STAR HYPE STAR HYPE STAR HYPE

I will probably never forget my jubilation when I first discovered *Starlog* magazine on the newsstands many years ago. I was an enthusiastic science fiction fan, starved for news and entertainment from the field, and *Starlog* was a tablet from heaven. For years, I happily grabbed each issue that found its way to my city, and mail-ordered the rest, gratefully soaking up every page.

As I grew older, however, *Starlog* gradually began to lose its magic. More and more, I found the articles and themes in each issue unsatisfying and shallow. The special, personal touch the magazine had always had, was slipping away. I assumed it was my perception that was changing, not the magazine. Surely, I was simply growing bored and disenchanted with SF movies as I grew. So imagine my surprise when I discovered magazines like *Cinefantastique*, and found my enthusiasm rekindled as brightly as ever. It was not me that had lost my 'sense of wonder', it was *Starlog*.

To truly see how *Starlog* has deteriorated over the past few years, contrast recent issues with

earlier editions. Originally, *Starlog* was a magazine of news, including opinion and discussion. Columnists like David Gerrold and Bjo Trimble created a forum for lively debate. Reviews of books, movies and series highlighted each issue, along with news of upcoming events. As time passed, however, reviews and discussion lost ground to studio hype. The columns of controversy and opinion were silenced to make room for studio publicity material. Eventually, all other aspects of the magazine disappeared in favor of the hype. No criticism of anything was allowed, for fear that the powerful studios would find disfavor with the magazine, and cut off the vital supply of interviews and photos.

All that now remains of the once-proud publication is a science fiction version of *TV Guide*. Each issue glorifies whatever garbage the studios want to sell, regardless of its merits. Most of the films *Starlog* calls "blockbusters" are megabombs, and are dead before they hit the screen. Interviews with out-of-work actors from obscure old movies fill the rest of

the space. Furthermore, absolutely no room is made for artists, and covers reflect a philosophy totally obsessed with crass commercial glitz.

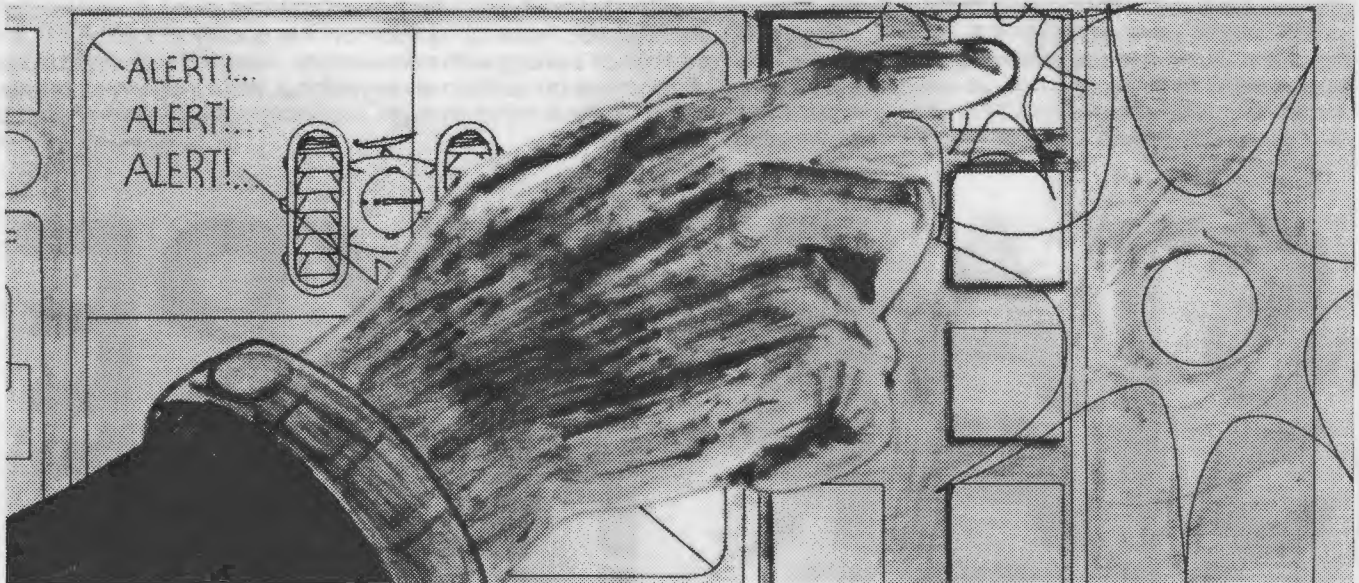
The editors of *Starlog* seem to have decided to completely ignore quality literature and substance to sell "Invasion of the Slave Girls from Geekus II" for some generous Hollywood agent. It is truly unfortunate that they have abandoned their original readers in favour of 12-year olds in E.T. underwear.

Kerry O'Quinn, Editor-in-Chief of *Starlog* since its birth, has recently announced he will be departing the publication for other ventures. There is no word yet as to whether this will affect the attitude of the magazine toward its readers. We can only hope that whoever replaces O'Quinn, will not insult readers' intelligence by trying to convince us that "Return of the Space Zits" is a worthwhile endeavour. Until then, I recommend *Cinefantastique* magazine, *Prevue*, or *Premiere*, for news of upcoming movies and shows.

Kevin Holden.

Making History

by Sven "Bubba" Fujihara



"Tunguska, 1909?"

"That's right."

"Let me check." The man behind the desk began speaking to the computer terminal at his desk, which responded with a screen full of information. The large sign above carried the crest of the National Geological Society, and read "Research Division, Space/Time Transfer Office." He looked over the information.

"Hmmm? Hasn't that meteorite crash already been investigated?"

"Yes, quite a while ago."

"Why do you want to go there, then?"

"New equipment. Are you familiar with what we've been doing in the Seismic Laboratory?"

"I've heard things are shaking up there." The man laughed loudly at his joke but stifled it when the joke produced no reaction in the man across from the desk. Professor Chalker might have a brilliant reputation, but he was all business and his sense of humour had been seemingly sacrificed for his career. The man turned back to his screen.

"Well, the executive council has given consent for this project, so I guess the only question left is when do you want to go?"

"Tomorrow."

"Tomorrow?"

"Tomorrow!"

"Now wait a minute. The only space/time vessel we have docked right now is the Destiny, and she has just been repaired after her last crew got into some trouble doing research on dinosaurs. It'll take at least a week, probably two before she's been fully tested."

"Tomorrow."

"I just said..."

"If you have trouble preparing the ship for launch tomorrow then contact Chairman Vanderweetering. I'm sure he will help you."

The man behind the desk stared blankly as Professor Chalker got up and left. He was trapped. Damned if he did, damned if he didn't. Either way, he was willing to put off a meeting with the Chairman as long as possible.

Professor Chalker waited until he got back to his quarters before he let out a long sigh. He had been bluffing a bit. Chairman Vanderweetering would support him, but would insist on a safety check, even if it was accelerated, but he just didn't have all that much time.

Chalker and Wayborn invented their little gadget together,

not more than a year previously. The machine was at least 300 times more sensitive than anything ever used before, and had an infinitely wider range. It could detect the effect globally of any Seismic shift anywhere in the world. The problem was testing it.

Then the fight ensued as to who deserved more credit, so they split. Chalker stayed with NSG and Wayborn went to NASA to get support for testing. Chalker had just received news two days ago that Wayborn was planning to research the effect of the world's largest known meteor strike. He would be famous overnight, Chalker knew, and the machine would ultimately come to be known as the Wayborn Seismometer. History has shown that this was what usually occurred. He has to get there before Wayborn if he is to have a hope at all.

Everything was packed in advance. Chalker spent a fitful night trying to get sleep before the voyage, but he was too anxious. He woke up bathed in sweat, slightly delirious.

His equipment had been stowed on board by the time he arrived that morning. The same man he had spoken to yesterday showed him into the ship, looking quite frazzled. Everything was

automated, except for the time and destination panel. Any conflicts in either time or space would be handled by a traffic controller.

Somewhat relieved that he had managed to get this far without anything to slow him down, Chalker snuggled himself into the pilot seat and prepared for launch.

The seat adjusted quite comfortably to the sudden increase in G forces and, in several seconds, he attained a solid orbit.

Traffic Control broke in. "Flight 327 from NSG, acknowledge."

"Acknowledged."

"Set coordinates and transmit."

Chalker pressed the appropriate buttons that would take him to Tunguska, 1909 and transmitted the coordinates. There was a pause.

"Sorry flight 327, those coordinates have already been used. Please use coordinates at least one hour behind, over."

Chalker bit his lip. That must be Wayborn's ship.

"Control, can I set coordinates one hour ahead?"

"Negative. Precedence is given to the other flight. Please choose a time at least one hour behind, over."

Damn. If Wayborn got there first, then he could claim squatters rights and would win after all. Damn, damn, damn! He thought for a moment. He needed Flight Control to get into the time warp, but once he was in...

He set his controls for one hour behind and pressed the transmit button.

"Roger Flight 327, your coordinates are confirmed, and you are clear for warp interphase. Mark 5...4...3...2...1...launch."

Chalker pressed the button. The starfield around him blurred suddenly into a brilliant white. The G forces were almost more than he could bear. He shot towards the sun, preparing for a tight orbit to give him the speed he needed to enter warp. The ship began to pound, and almost in unison he could feel his heart beating as it laboured to force blood through his body.

Just as suddenly, it was over. Space was no longer black, but white. He looked at the chronometer. It was turning backwards at a phenomenal rate trying to catch the coordinates he had set.

Still a little dazed, Chalker reached over to the panel. There was not much time left. He punched in the new code that

would put him ahead of Wayborn. His finger hesitated over the 'go' button. If he didn't do it now, he would never get into the history books. He closed his eyes and pressed.

Klaxons began to wail at that exact moment. Chalker could feel the ship accelerate forward. It began to overheat. Then, through the window, he saw Wayborn's ship just ahead of his, floating in the same strange whiteness.

Chalker's ship continued to accelerate. He began punching at buttons, but to no avail. The engines screamed and the panels pulsed waves of heat as the entire ship became a fireball. Chalker closed his eyes and screamed.

The Destiny plowed headlong into the back of Wayborn's ship, throwing them both forcefully out of time warp into regular space. Now only a collection of molten metals, fused to each other, the ships screamed through earth's atmosphere and into the ground like a billion, no...like a trillion tons of death!

The date was 1909. The place, Tunguska.

EXTRA - EXTRA - EXTRA - EXTRA - EXTRA - EXTRA
SPIDER-MAN CAUGHT READING COMICS BOOKS

Spider-Man was caught during his afternoon break reading comics books.

This picture proves it.

Where ? Where ? Where ? Where ? Where ?

at

EL PASO KOMIX

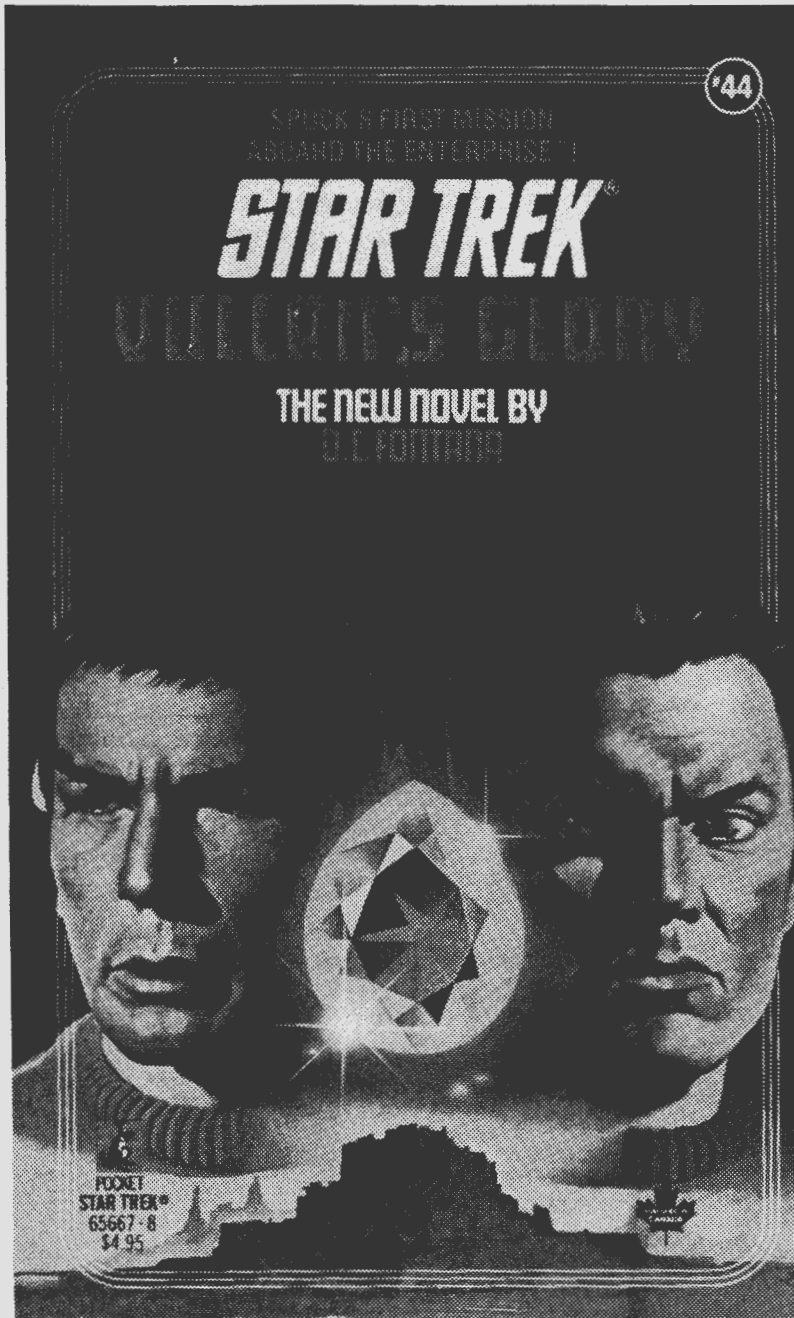
2114 Sauvé east (Near Delormier)

Where Spider-Man reads
the stories of his favorite
super-heroes and much more.

Spidey is in town. Don't miss him.



Book Review



Vulcan's Glory (by D.C. Fontana)

At last, a *Star Trek* novel by a very familiar author (where have I heard that name before?) that promises to delve more deeply into the pasts of both Mr. Spock and the *Enterprise*.

Vulcan's Glory is a novel about Spock's first mission aboard the *Enterprise*, under the leadership of Captain Christopher Pike. During a routine mission, the crew becomes caught up in a search for a very old and important part of Vulcan's past: The Vulcan's Glory. It was fascinating to find out more about the pre-Kirk *Enterprise* and her crew, and it seems fitting that D.C. Fontana, who originally gave us most of Spock's background, be the one to write this particular story. It has action, adventure, and a visit back home to Vulcan for Spock. We're also introduced to another new crewmember, a Scottish engineer fond of taking a wee nip now and then. While on the whole I greatly enjoyed this novel, I would have liked to have seen more of Pike's character explored, and I disagreed with some of Spock's emerging character traits.

I would highly recommend this novel to any *Star Trek* fan, especially anyone who enjoyed *The Cage*. Let's hope we'll be reading another D.C. Fontana *ST* novel soon.

Reviewed by Wesley George

PRIMORDIAL SOUP by KGB

1989





Earthshattering Trumors



Batman-Bassinger Boff is Off!

✓ *Batman* fans have won out over the scriptwriters over whether or not Batman should bed Vicki Vale (Kim Bassinger) in the upcoming movie. Fan opinion, it seems, was strongly against having their hero hit the sheets, while the scriptwriters felt that if he didn't get it on, people might wonder about him and Robin! Ultimately, the producers decided to side with the fans on this one, and canned the Caped Crusader's carnal cavorting.

✓ *Batman* creator Bob Kane has indicated that Robin will definitely *not* appear in the *Batman* movie. Earlier stories in circulation had Robin showing up only at the end of the film, or being killed off in the opening minutes.

✓ The movie concludes with a climactic fight between Batman and The Joker, with Batman arriving at The Joker's hideout in a crashing batcopter.

✓ Jack Nicholson, interviewed in *Newsweek*, stated that he has been a devoted *Batman*-comic reader since childhood, and signed on to the film on the condition that it is faithful to the atmosphere of the comic. Reportedly, he is very happy with the results.

✓ *Batman's* release date has been moved up to late June, rather than early July.

Batman: The Sequel

Yes, the sequel is already being planned, with Billy Dee Williams, who plays the Gotham D.A. in the first film, appearing as Batman's comic-book nemesis 'Two-face'.

Robocop II

✓ *Dark Knight* writer Frank Miller is doing the script for *Robocop II*. The story will take place about twenty years after *Robocop*. Star Peter Weller has agreed to return as the Robocop if, and only if, the costume is made a *lot* more comfortable.



PHOTO BY MURRAY CLOSE. © D.C. COMICS INC. 1989

Indy III

✓ Patrick Roach, who brawled with Harrison Ford in *Indy's I and II* (remember the German mechanic who fought with Indy around the flying wing), will again duke it out with Indy in number *III*, this time aboard a Zeppelin. Ford, who worked with Sean Connery in this latest, and reportedly last *Indy* adventure, joked that if there's one thing that Connery taught him, it's to never say never again. *Indy IV?*

Ghostbusters II

✓ Bill Murray and the original cast of *Ghostbusters* are currently lensing the long-awaited sequel in New York. Interviewed on *Entertainment Tonight*, co-writer Dan Ackroyd revealed that the new adventure commences almost immediately after the first encounter. The Ghostbusters are charged for the cost of the skyscraper they totalled battling the demised 'Gozer'. As they struggle to redeem themselves, a massive wave of concentrated *bad vibes*, emanating from all the hostility and anger generated in big cities, begins to form. The intensely negative emotions acquire sentience and converge as a huge mass of slime, under New York. Who ya gonna call? *Ghostbusters II*, premieres Christmas, 1990.

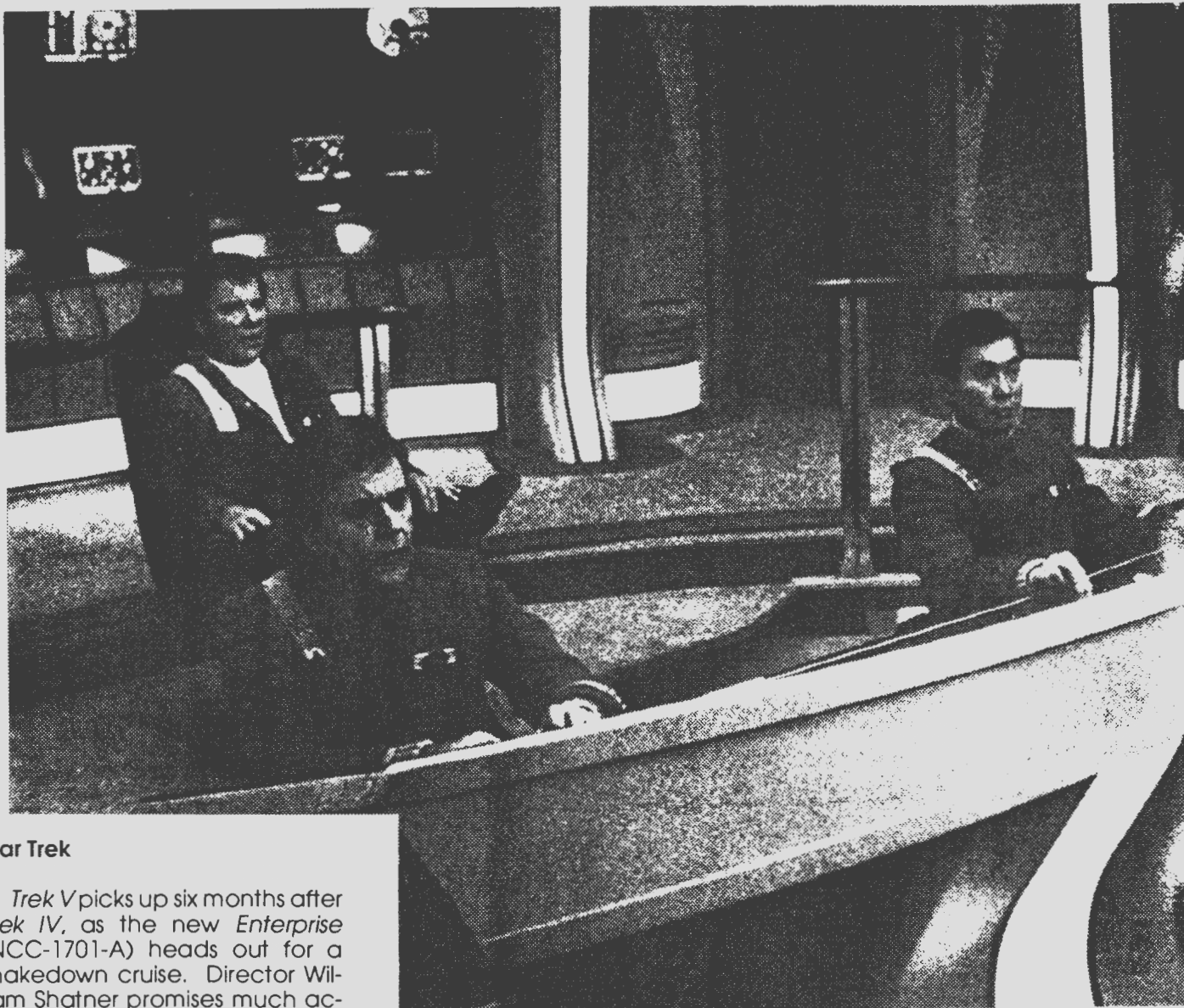
Rock Rolls Again

✓ The *Sergeant Rock* movie, with Arnold Schwarzenegger as the Sarge, has been returned to active duty. Delayed last Fall because of Arnie's other commitments, it is now tentatively scheduled to begin lensing in the Spring.

James Bond

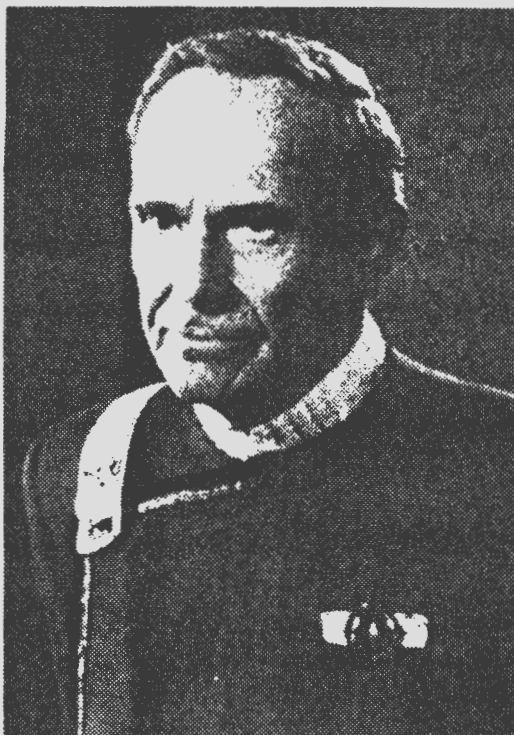
✓ James Bond is dead! An ornithologist whose name was adopted for the fictional British agent 007 in Ian Fleming's novels, has died. He was 89. A former curator of ornithology at the U.S. Academy of Natural Sciences, Bond was the leading authority on birds of the West Indies for more than half a century. Fleming, a bird-watcher in his own right, saw Bond's book *Birds of the West Indies*, was writing *Casino Royale* (the first book in the 007 series) at the time, and adopted the name for his dashing secret agent character.

✓ Rumour has it that Bond will ice his long-time boss "M" in this Summer's *License to Kill*.



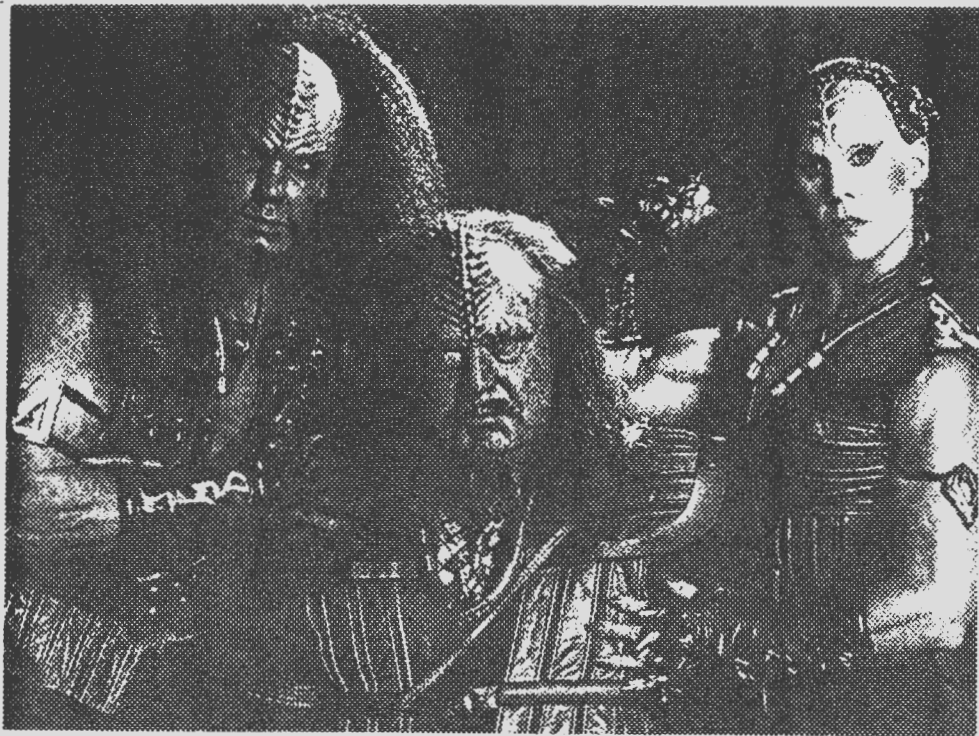
Star Trek

✓ *Trek V* picks up six months after *Trek IV*, as the new *Enterprise* (NCC-1701-A) heads out for a shakedown cruise. Director William Shatner promises much action, and producer Harve Bennett will make a cameo appearance as an Earth leader—*S.T. V* may be Bennett's final involvement with *Trek*. David Warner's character will be a mercenary type, somewhat like Lando Calrissian, and Nichelle Nichols—who had reportedly gone into a health spa to get into shape—will make her first semi-nude appearance. It was previously reported in *Warp* that ILM would not be doing the FX for *Trek V*. Apparently, ILM was a little too expensive, but the main reason given was that Bran Ferren (the head of Associates and Ferren, the FX firm which is doing *Trek V*) specializes in a certain kind of effect needed for this particular film. ILM may still provide a few ship shots, however. *ST V* will cost \$32 million, 9 million more than *ST IV*. ✓ *ST: TNG* writers intend to eliminate Geordi Laforge's VISOR by the end of the current season.

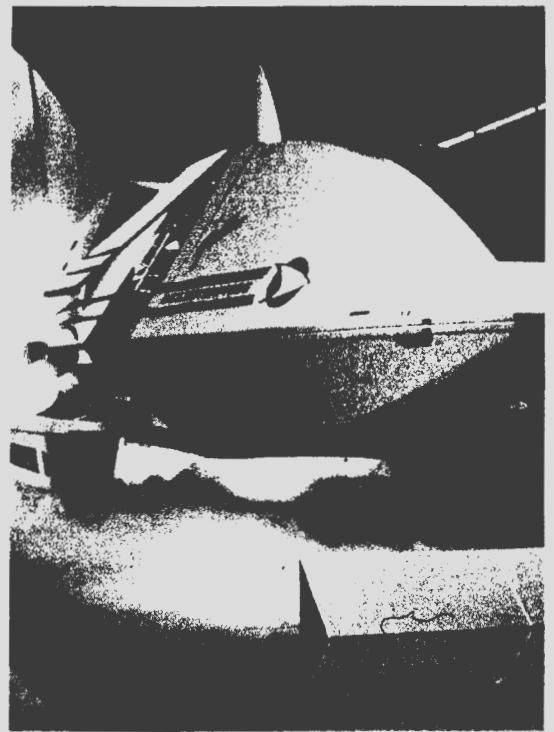


↑ The familiar crew of "Enterprise" are back at their stations for "Star Trek V". William (Kirk) Shatner returns to the center seat, and orders test runs to begin on NCC-1701-A.

← Harve Bennett, long-time "Trek" producer, cameos as an Earth leader in "ST V". This may be his "Trek" swan song.



Todd Bryant (left) as Captain K'Pol, Charles Cooper (center) as General Koord, and Spice Williams (right) as Vixis in "ST:V".



The refurbished "Galileo" in the "Enterprise"'s shuttle bay.

And the Nominees are...

✓ Canadian horror director David Cronenberg's thriller *Dead Ringers* received a Genie nomination as Best Film of 1988. Cronenberg himself was nominated as Best Director, and stars Jeremy Irons and Geneviève Bujold are up for Best Actor and Actress. *Ringers* received 8 other nominations as well, leading the field with 12. The Tenth Annual Genie Awards will be presented in Toronto on March 22.

✓ *Who Framed Roger Rabbit* garnered six Academy Award nominations (the American version of the Genies) for 1988: Art Direction, Cinematography, Film Editing, Sound, Sound Effects Editing, and Visual Effects. Toronto-born animator Richard Williams, who created Roger, Jessica, etc. in pen and ink, was honoured with a Special Achievement Oscar for his work as the creative kingpin of *Roger Rabbit*. He shares his Visual Effects nomination with the rest of the *WFRR* team: Ken Ralston, Edward Jones, and George Gibbs. *Willow* was also nominated in the Visual Effects category, and *Beetlejuice* and *Scrooged* were nominated in the Makeup category.

Beauty and the Beast

✓ TV's *Beauty and the Beast* will soon be seen in a "graphic story adaptation", that is, a comic book. Catherine and Vincent will star in the 56-page *Beauty and the Beast: Portrait of Love*. The story will be written and drawn by Wendy Pini, creator of the popular *Elf Quest* comic series.

Odds 'N' Ends

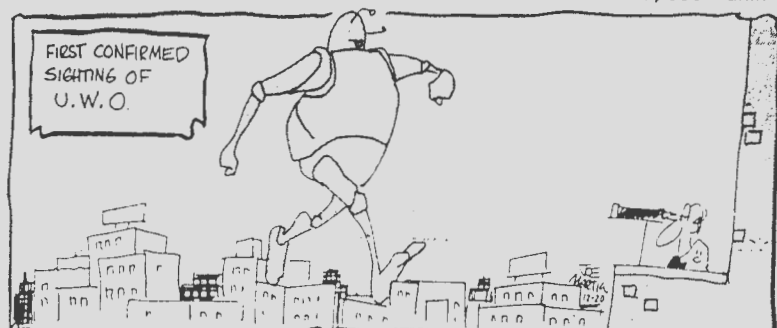
✓ A Roger Rabbit short, *Tummy Trouble*, directed by Rob Minkoff, will be released in June as the opener for the movie *Hey, Honey! I've Shrank the Kids!*.

✓ *Plan 9 from Outer Space*, the low-budget 1959 film considered by many to be the worst film ever made, has been developed into a stage musical. It will boast such tunes as *Grave Robbers from Outer Space* and *Plan Makin' Man*, and feature a group called the Female Walking Dead.

✓ George O'Hanlon, the voice of George Jetson has died of a stroke at age 76. He had just completed recording the part of George in *Jetsons: The Movie*, a full-length cartoon due to be released this Fall. O'Hanlon became the voice of George Jetson after failing an audition for the role of Fred Flintstone.

Mister Botto

By Joe Martin





FAN ART: Pencil drawing by Toly Kouroumalis

Comic News

Dark Horse will be releasing a three-set series of *Aliens* lithographs by Mark A. Nelson. Each hand-pulled print will be limited to a 250-copy signed and numbered edition. The first series should be available in late spring or early summer. Also, planned for April, *Aliens* cloisonne pins based on the movies and characters will be released.

Due out March 30, Marvel Comics's *Parallel Lives*, a new graphic novel by Gerry Conway, Alex Saviuk, and Andy Mushynsky, features a Spiderman story in which the many similarities in Peter Parker's and Mary Jane Watson's lives are explored.

The 18th issue of *Animato*, the magazine of animation, has just made its move from digest-size to 8.5" x 11" format, and the issue will cover-feature an interview with Friz Freleng, the great Warner Bros. cartoon director and creator of the Pink Panther. Also included will be a story on today's Walt Disney Pictures. The issue is due out in March.

DC Comics has announced that it will be publishing a comics adaptation of the upcoming *Batman* film, scheduled for release in July. The creative team for the 64-page issue will include writer Denny O'Neil and artist Jerry

Ordway.

Coming in April, from the producers of *Robotech II: The Sentinels*, is a two-issue mini-series entitled *Robotech II: The Sentinels Wedding Special*. By the same token, writer Bill Spanger has been given permission by Harmony Gold to expand the *Robotech* universe by creating a new series (which isn't based on previous material) entitled *Robotech II: The Malcontent Uprising*. This story occurs a small time after the First *Robotech* War when a group of resettled Zentraedi known as The Malcontents construct new mecha (known as "Stingers") in their campaign against the Micronians (Earthers). Presently, Eternity is looking for new artist to help with this series and is accepting submissions. For those interested, send your photocopied material with a SASE to Eternity, 1355 Lawrence Drive #212, Newbury Park, CA 91320-1309.

Scheduled for release on May 11th, is *The Unauthorized Biography of Lex Luthor*. The one-shot issue marks the DC debut of writer Jim Hudnall (*Alpha Flight*, *Strikeforce: Morituri*, and *Espers*) and he will be joined by artist Eduardo Barretto (*Detective Comics* and *New Teen Titans*). Cover art will be by Eric Peterson of *Doc Savage #1* fame.

Classified Ads

Anyone interested in Star Trek starship combat gaming, call Norm at 487-2284.

For sale or Trade: Various model kits, *Robotech* figures, comic books. Steven K. 733-9690.

Get the Macintosh that made this and many other *Warp* newsletters! Page-Maker! Illustrator '88! and much, much more! Call Mike at 631-8624 evenings! Don't delay, operators are standing by!

Looking for videocassette copies of *Otherworld* TV series. Only seven episodes aired on CBS, Spring '85. Call Geoff at 695-7982.

Movie posters, magazines, comics, posters, books, science fiction & other miscellaneous material. For more info., please call M. Whitelaw at 767-8975 or 933-6691. Evenings only.

Would the person who has my comics (Secret Wars, Etc.) from the Nov. 20 Comic Convention please contact me. Steven: 733-9690.

Classified Ads are free to all MonSFFA members, \$1.00 per ad (30 words, max.) for non-members. Forward ads to MonSFFA c/o Classified Ads.



News Briefs

The following articles appeared in the Montreal Gazette

February 11, 1989.

7000 pieces of space junk in killer orbits

PARIS (Reuter) - The European Space Agency called yesterday for concerted international action to tackle the growing menace to space travel of thousands of pieces of junk circling the Earth.

Co-operation between the world's space powers is vital to avoid a potential catastrophe, said Reimar Lust, director general of the 13-member western agency.

Space experts estimate that about 7000 man-made objects are orbiting the Earth uncontrollably at high speed, posing a serious threat to manned space travel and to plans to build space stations.

They say, however, that as many as 70 000 tiny pieces of debris, some as large as 10 centimetres in diameter, are also in space.

Tiny items like screws or flakes of paint from a spacecraft can have a dramatic effect if they collide with a spacecraft. A U.S. space shuttle's window was badly dented by a paint fleck during one of its flights.

"Debris is the most far-reaching threat which could terminate all space activities," says the western European agency in a report by a group set up to study the problem.

Experts say the space stations planned for the 1990s and the next century will have to be fitted with protective shields to protect them against debris, which travels much faster than operating spacecraft.

February 15, 1989.

Cancer Beam built

BATAVIA, Ill. (Reuter) - The first cancer-treatment device using proton beams—which attack tumors but do little damage to surrounding tissue—has been built and should be operating next year, researchers said yesterday.

The equipment has been run at full power, and after two or three months of additional testing will be installed at California's Loma Linda University medical centre, according to the centre and the Fermi National Accelerator Laboratory.

Using protons—positively charged particles found in the nucleus of the atom—to destroy tumors is not new. But the device built at Fermi is the first one in the world designed solely for medical use, the institutions said.

Proton therapy is preferable to other kinds of radiation treatment because it attacks the tumor

while doing little damage to surrounding tissue, said James Slater, director of radiology at Loma Linda.

Doctors sometimes use less than optimal doses of other kinds of radiation treatment for fear of doing damage, the institutions said.

When installed in a \$40-million treatment centre at Loma Linda, the new accelerator will treat up to 100 patients a day in five rooms. Treatments, primarily on an outpatient basis, will last about 20 minutes each.

February 16, 1989.

Japanese aim to make tiny robot that can treat diseases inside body

TOKYO (AP) - Japanese scientists have begun developing a tiny robot to move inside the human body to treat diseased tissue, Iwao Fujimasa of Tokyo University's Research Centre for Advanced Science and Technology said yesterday.

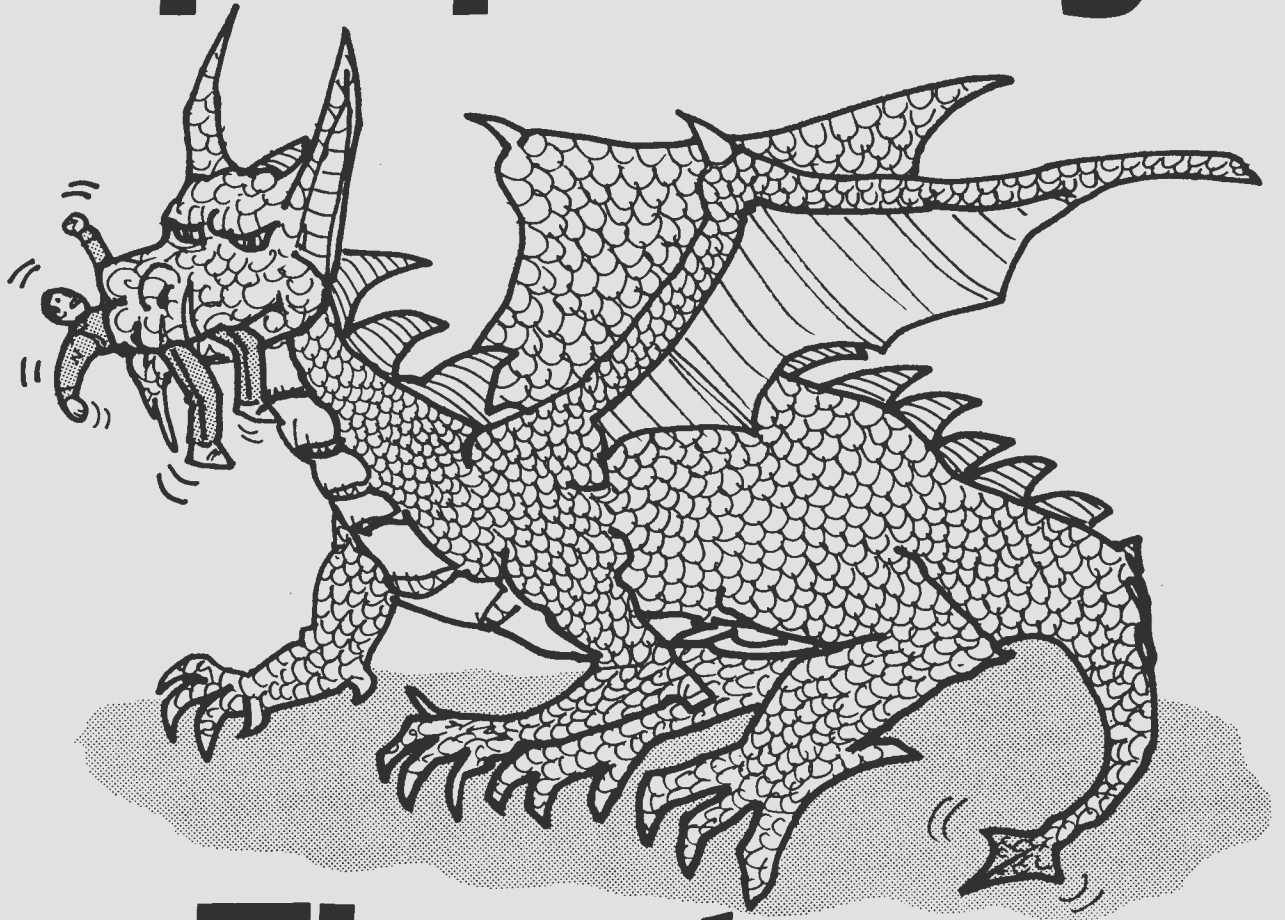
The scientists hope to produce a robot that can transmit its location and findings and cut or otherwise treat diseased parts.

Fujimasa, an artificial-heart specialist, said the goal is a robot less than 0.1 centimetre in size that will be able to travel through veins and inside organs. Even with a robot that size, the team will need to study how to minimize problems created by its presence in the body, such as blocking blood flow, he said.



Japanese scientists embark on a "Fantastic Voyage".

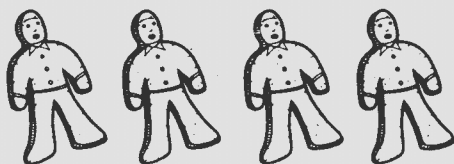
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