

W **A** **R** **E**
95



SPRING 2016

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On the Cover

An animatronic T-Rex roars at our photographer, Keith Braithwaite, during the club's visit to the Dinosaurs Unearthed exhibit at the Montreal Science Museum in March. The full-sized recreation of this famous prehistoric predator was the centerpiece of the exhibit. Keith decided to turn his shot into a cover for this issue of Warp.

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<http://www.monsffa.ca>



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MonSFFA CALENDAR OF EVENTS

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

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

Programming is subject to change.
This schedule is abridged, more details can be found on our website at <http://www.monsffa.ca/>

MAY 15

Cities of the Dreams and Nightmares
Seeing the Past through Rose-Tinted Glasses
Board Games: Bring your favourite SF/F-based board games to share while work on the stop motion film project continues.

JUNE 12

Our Annual second hand book sale! Donations of gently used books are gratefully accepted. Open to the public, bring your friends! We also will complete our stop motion film project.

JULY 17

BBQ in Angrignon Park, back up date July 24

AUGUST 28

Project Day!
The theme for the snack table will be "Alien Food" so cooks, get your aprons on, and be creative! Yes, the food has to be edible, but not necessarily attractive!

SEPTEMBER 18

NOON SF Classic movie Matinée
Theology in SF/F--From Pratchett's Small Gods to The Force!
Contest led by Fern Novo and Keith Braithwaite, Guess that Theme Music!

OCTOBER 16

Foreign and Exotic SF/F
Surviving the Apocalypse
Why don't they make what I want to see?

NOVEMBER 20

NOON Classic movie Matinée
Villains of SF/F: why do we love them?
Pets in SF/F: Cute or dead?
This is also the day we plan for 2017, so come prepared with ideas for the next year's programming!

DECEMBER 3

The Holiday Feast, time and place TBD

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



TABLE of CONTENTS

SPRING 2016



FEATURE ARTICLES

Starfleet Treachery / 6
Star Legends / 7



DEPARTMENTS

You've Got Mail! / 3
Blast from the Past: WARP 8 / 4
Upcoming Conventions & Events / 4
Awards / 15



REVIEWS

Events and Conventions / 8
Literature / 10
Movies & Television / 9



MonFFANDOM

January to May / 11
MonSFFun / 16



You've Got Mail!

Dear MonSFFen:

Thank you all, especially Cathy, for a copy of Warp 94. I am told issue 95 is already in the assembly stages, so I'd better get with it in writing a letter of comment.

I wasn't sure I would be able to do this...the computer has been in and out of the repair shop a total of two weeks, and only today was Bell able to fine-tune my connection to make it as fast as it can under Windows 10 on the computer. Doesn't help when you are on the job hunt, too. Still, the computer is up and doing the things I need it to do, except make my coffee. Maybe MS will make a W10 patch for that.

Urrrg--Bell Sympatico is driving me crazy. So is Win 10. It's on my husband's computer, and he's tech-challenged, so guess who has to deal with it?

My previous letter...seeing it was so long ago, you'd think it would be warm now, but we are still having frost warnings at night. I am still on my EI claim, although it will be ending very shortly. The resumes stream out, but these days, I know my age is working against me. I did say that the way I was treated by my previous employer was illegal; I have since found that while it was illegal in the past, it is legal now, and I don't know when that changed...might have been buried in an omnibus bill in parliament with the previous government.

All of the conventions listed in the loc are come and gone... Our first convention of 2016 was the Kitchener Comic Con for a steampunk table, and of course, we were at Ad Astra with two tables (good to see you, Cathy and Yolande). Future conventions for us include Anime North (a table in the Crafters' Corner area), Mississauga Fandom Fest (if they can come up with a location to have it in), Mississauga Steam, a steampunk event held in the south of Mississauga (got a table there), and the Coldwater Steampunk Festival, where we will be selling outdoors outside the village's museum.

As soon as the event in Coldwater is done, we are off to England! We haven't been overseas in 25 years, so it's about time. We will spend a few days being touristy in London, go up to Watford to see the Harry Potter exhibits, and then take the train up to Lincoln for The Asylum, the biggest steampunk event in the world, for the August bank holiday weekend, and then home. We hope to do some more travelling the year after that, but my employment situation makes that a little iffy.

I won't be travelling this year except for my road trip to Ad Astra. Hard missing World Con in Kansas, but Helsinki 2017 is going to cost me a small fortune.

It's always good to be aware of your history, to know where you've been, so you have some idea of where you're going. I also receive issues of Ethel the Aardvark from the club in Melbourne, Australia, and they are now celebrating their 64th birthday, so you can see what happens when you help out at your local club...an organization for the ages, and friends for the rest of your life. It's

a good investment of time and effort.

Got it, thanks!

Ethel the Aardvark was one of our trade zines, but then they stopped sending us issues when we started sending them the pdf. I must remember to look them up on e-fanzines.

(Cathy, I see I should send you my latest convention list...many cons are now releasing or advertising the fact they will be staged in the late summer and fall.)

Yours, Lloyd Penny.

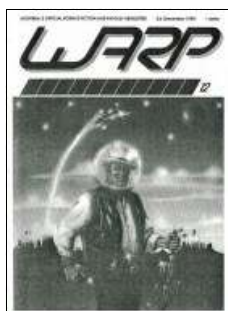


Blast from the Past: WARP 8, December 1989

Cathy Palmer-Lister

This is actually the eighth edition of WARP. Until WARP 20, issues were numbered according to the month of publication so this issue is called WARP 12 because it was issued in December. Adding to the confusion, the number 3,6 on the cover refers to volume 3,6th issue, but it's really only the second volume. There is no first volume of WARP; the club's earlier newsletter had a different name.

The fifth and sixth issues of WARP are still missing. If you should happen to have copies (probably called WARP 3 & 4), we would be grateful for the loan of them so we can scan them into our archives.



The cover boasts art by Bernard Reischl. Titled "Space Cowboy", it's a water colour, airbrush, and coloured pencil rendering. Too bad the photocopying doesn't do it justice.

Club president, Keith Braithwaite, reports a busy summer. Besides a few social get-togethers, the club participated in the Model Expo, the Hobby Show, and oversaw the first Con*Cept. MonSFfandom reports on

these activities in detail, with lots of photos of club members, models, costumes. Worth a look!

Commander Reischl of Starfleet Intelligence submitted an interesting report on Noreascon III, World Con, in Boston. (This must have been before Berny defected to the Klingons to form the local chapter of KAG.) *"The retrospective Science Fiction Brunch was attended by over 1200 sentient beings. Speakers included Isaac Asimov, Forrest J. Ackerman, Andre Norton, Ian and Betty Ballentine, Hal Clement, Chip Delaney, Fred Pohl, Michael Whelan, and through the magic of audio tape, Arthur C. Clarke."* I am sooooo jealous!! He also has photos of some extraordinary costumes.

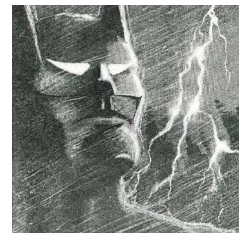
Joe Aspler contributed a Fan-Speak glossary, which is still valid; it's important to know about bheer and FIAWOL, if you want to sound like you know what you are talking about at a con. Luke Fallon's guest editorial is entitled, *Batman, Comic Book Character or Hero?* Hero, in this context, is defined by Joseph Campbell in *The Power of Myth*.

The review of **Star Trek V** is entitled *Star Dreck*, which pretty much says everything there is to say about ST-V. John Mathias reviewed David Brin's *Startide Rising*, part of the Uplift series. Keith Braithwaite gave **Indiana Jones: The Last Crusade** a positive review.

It's always fun reading *Earth Shattering Trumours*, knowing what came of the rumours in question.

The Main View Screen showcases Batman art by Keith, Berny and Luke.

The last page features a photocopy of a clipping from the Montreal Gazette about Con*Cept. There's a photo of Lynda Pelley, Dan Kenney, and Berny in Starfleet uniforms. John Mathias and Larry Stewart are interviewed.



A Dark and Stormy Knight, Keith Braithwaite

Upcoming Events and Conventions

Lloyd Penny

Abridged, complete listing on our website: <http://www.monsffa.ca>

July 8-10 - Montreal Comiccon, Palais de congrès de Montreal.
www.montrealcomiccon.com .

July 9 - Toronto Sailor Moon Celebration 2016, Ontario Science Centre, Toronto. <http://sailormooncelebration.com/> .

July 9&10 - Rue Morgue Dark Carnival Horror Culture & Entertainment Expo, Hamilton Convention Centre.
www.darkcarnivalexpo.com .

July 16-17 - G-Anime Summer, Gatineau. QC.
<http://ganime.ca/2016-ete/en/home/>

July 15-17 - TFcon Toronto, Mississauga. Transformers www.tfcon.ca .

July 23-24 - Limestone Genre Expo, Kingston, ON. Genre (SF, mystery) literary convention. Guests: David Nickle, Tanya Huff, many more. www.limestonegenreexpo.ca .

July 29-31 - ConBravo! Hamilton, ON Anime/gaming/cosplay convention. www.conbravo.com .

August 5-7 - Otakuthon, Palais de congrès de Montreal. Anime convention. www.otakuthon.com .

August 6 - Coldwater Steampunk Festival, Old Mill & Canadiana Museum, Coldwater, ON. www.steampunkfestivalcoldwater.com .

August 17-21 - MidAmeriCon II/74th World Science Fiction Convention, Kansas City, MO. Guests: Kinuko Y. Craft, Patrick & Teresa Nielsen Hayden, Tamora Pierce, Michael Swanwick, Pat Cadigan. www.MidAmeriCon2.org .

August 25-29 - Algonquin Provincial Park. Furry camp. www.campferal.org .

August 26-28 - Fan World, Niagara Falls, ON & Niagara Falls, NY. www.fanworld.us , www.fanworld.ca .

September 1-4 - Fan eXpo Canada, Metro Toronto Convention Centre. www.fanexpocanada.com .

September 9-11 - Can*Con 2016, Novotel Hotel, Ottawa. www.can-con.org .

September 23-25 - 3rd Annual Grand Canadian Steampunk Exposition, Fort George, Niagara-on-the-Lake, www.canadiansteampunk.com .



StarFleet Treachery

Barbara Silverman

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

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

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

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

Janeway leaves Cavit out of the tactical consultation, further infuriating him. Tuvok tells her the missing crew must be dead, but Janeway will not give up.

CHAPTER 33

Upon entering the bridge Tuvok immediately went to the turbolift while Janeway centered her attention upon the ops station. "Mr. Rollins, contact the Maquis."

Though it was only 06:00 hours Chakotay responded immediately. His face haggard, he was in the process of wiping grime off his hands, an obvious indication the Maquis leader had spent the night working on damaged systems. "Good morning Captain. Should I assume your night was no better than mine?"

Janeway walked slowly to the center of the command area. "I'm afraid so. Our repairs are progressing very slowly. We do have limited warp capabilities, however, the core is still a major concern. How are your repairs coming? Tuvok reports that the energy pulses are increasing. I think we should meet, plan our next move."

The lines around Chakotay's eyes attested to his exhaustion. "Captain, I would like to, but at the moment.... Though most of our repairs are progressing, the replicators are off-line. With my chief engineer missing.... It has been several hours since my crew had any food."

Janeway ran a hand along her neck. "Fortunately, that is one problem for which I have an answer, and which I can easily remedy." As she continued, the captain made a face. "In a half decent manner our replicators are working. I can send supplies over for you and your crew."

Chakotay managed a small relieved smile. "Thank you! If you can send something for my crew it would be appreciated. In that case I'll



transport over right away, grab a coffee there."

Janeway glanced behind her, in the direction of Rollins. Through her mind flashed recent conversations with both Chakotay and Tuvok. Then she made the second extraordinary decision. "Chakotay, are your sensors still off-line?"

Heaving a deep sigh he nodded. "I'm afraid so. It appears they will be for some time."

For an instant the Starfleet captain glanced down at the deck. She then looked back at the Maquis leader. "Mine are working to full capacity. We're conducting continuous sweeps, on the lookout for other ships either friend or foe, as well as gathering information on this sector of space. Rollins and Tuvok are the only remaining members of my crew who have ops experience. Tuvok is occupied in the science lab and Rollins would be better off in engineering."

She hesitated for only a mini-fraction of a second. "Would Evans be capable of manning the ops station?"

Still trying to clean off the grime, Chakotay's hands froze in mid-air. Staring at the screen the Maquis leader was not sure if he had heard properly, or if Janeway was serious. "Yes... he has considerable experience in that area."

Captain Kathryn Janeway was very serious. "Would it be possible to borrow him?"

The request stunned Chakotay. "Certainly, I'll arrange for him to transport over as soon as possible."

Janeway was delighted. She would be able to send Rollins down to help with the warp-core. "Good! I'll see you in a few minutes."

Closing the comm link she walked over to ops. "Mr. Rollins, send over at least two days of supplies. When Evans arrives give him any necessary instructions, then report to Mr.



Carrey in engineering. Tell Evans to contact me should any problems develop. I'll be in my ready room, have Chakotay join me when he arrives."

If Chakotay had been taken by surprise, so too, was Rollins. "Yes Captain!"

Quietly, the stunned Starfleet officer watched Janeway head for her ready room. Rollins was proud to be serving a captain who

CHAPTER 34

Over on the Maquis ship Chakotay was in a mild state of shock. In a daze he turned away from the viewscreen and walked over to a wall disposal unit near the turbolift.

After ridding himself of the soiled cloth he turned in the direction of his tactical station. "Seska, you have the bridge, I'll be over on the Starfleet ship. Chakotay to Evans, what is the status of the sensor arrays?"

The reply came from somewhere deep within the ship. "Slow, we'll be lucky to have them back on-line within forty-eight hours. If by then."

Not at all happy, the Maquis leader shook his head in frustration. "Damn! Meet me in the transporter room. Chakotay out!"

Evans replied as he headed for the Jefferies tube exit. "Acknowledged!"

Turning in the direction of the turbolift, Chakotay was stopped by Seska. "You don't think this is a trick of some kind? Don't forget, Janeway was successful once before in setting a trap."

Chakotay looked at the Bajoran. "How can I forget? Remember, I spent four months as a guest of the penal colony. No, this is not a trick. Even in the Alpha Quadrant Janeway fights fair. Besides, unless she has discovered a way home, what would be the sense of trickery? As strange as this might seem to you, I do trust her."

With that he turned and entered the turbolift. Moments later when he entered the transporter room Evans was waiting.

The second-in-command looked closely at his commander. "Chakotay, what's up? Is something wrong? You have a strange expression on your face."

Walking over to the transporter pad Chakotay replied with a question. "Who do you have working on the replicators?"

"Ayala and Javis." Evans studied his friend. Something had shaken Chakotay's normally cool composure.

Chakotay started to speak, then gave his head a couple of quick, sharp shakes. "Forget the replicators for now, concentrate on the sensors. You are not going to believe this, in a couple of minutes Janeway will be sending over food for the whole crew. Arrange to have it distributed. I don't know how much will be arriving, if there is extra store it in the cargo bay for later."

Relieved that nothing disastrous had transpired, Evans gave his commander a huge grin. "After Janeway's offer of help last night I'm not sure I am surprised. If the situation was reversed you would do the same thing."

Chakotay looked at Evans. "Yes...however, I'm not bound by Starfleet and Federation regulations. If that does not surprise you this will. Check on the progress of the repair crews, leave any necessary instructions with Seska. Have something to eat right away then transport over to Janeway's ship."

The Maquis leader ran his hand through his hair. "She wants to borrow you for the ops station."

Evans stared at his leader. After a moment or two he finally found his voice. "Um...did you say she wants me to work on her bridge, A Starfleet ship, in the ops position?"

cared, not for personal glory, but for those around her. A captain who knew when to bend the rules. Who knew those around her were more than words, words forming an unfeeling set of regulations sitting on a dusty old shelf on the other side of the galaxy.

Chakotay grinned at the astonished look on the face of his second-in-command. "That's correct. Any objections?"

Evans quickly shook his head. "No! Definitely not! You were right, Janeway is certainly not your everyday Starfleet captain. First she sends over those spare parts. Then, throughout the entire night she maintained a comm link, giving us the results of all sensor sweeps. Without her help we would be completely blind."

Still disconcerted over Janeway's actions, Chakotay rubbed the palm of his hand. "Evans, I must admit, I have never met anyone like her. After the first couple of conversations that I had with her back in the Alpha Quadrant, this help I would never have expected."

For a moment he stopped, thinking about the Starfleet captain. Then again he shook his head in perplexity. "I now know what drives men to drink. If Janeway continues to pull such surprises, in order to deal with her, I'm definitely going to require something stronger than coffee."

Evans laughed, then he became thoughtful. "I hate saying this, but do you think Janeway has a hidden motive?"

Placing his hands on his hips, the Maquis leader stared down at the deck. "Seska voiced the same fear."

For several seconds Chakotay stood there, thinking over the conversations back in the Alpha Quadrant and their meetings since.

Raising his head he replied with firm conviction. "No! Janeway is a Starfleet captain in every sense of the word. However, she is much more than that, the captain has a strong code of ethics. Knowing when rules, regulations, and personal feelings must be put aside for the good of others, especially her crew. She has no hidden agenda, and neither do we."

Thinking it would be interesting to see how things developed between these two, Evans replied with a relieved smile. "Understood, I'm glad you agree. I was thinking the same thing. Just wanted to be certain, since you know her better."

Slapping Evans on the shoulder, Chakotay stepped onto the transporter pad. "Of that...I'm not so certain!"

He turned to look down at Evans. "I'm just wondering how she'll explain all this to Starfleet Command!"

Chakotay's face lost all trace of humor at the lines around his mouth tightened. "Be careful of Cavit and Fitzgerald. Especially, stay out of the way of the first officer, he could be trouble. I'm sure he did not enjoy his reprimands. I don't know what transpired yesterday in her ready room. I do know, if I were in Janeway's position, what I would have done. From the look on Cavit's face afterwards, well... If anything arises contact either myself or Janeway."

Evans walked over to the transporter control panel. "See you later."

He knew, as did Chakotay, staying out of Cavit's way would be easier said than done.



Star Legends

Retold by Cathy Palmer-Lister

Once upon a time...we could all see the stars, even the Milky Way appeared overhead in the dark skies our ancestors knew. Many were the tales told about the stars while watching sheep or just passing time on a long winter's night. The best known are from Greek mythology, but in this series I plan to concentrate on lesser known tales, starting with this one, a tale from Canada's Mi'kmaq.

The Great Bear and the Birds

A stray breeze tickled the nose of the Great Bear as she slept in her winter den. It whispered in her ear. The Bear stirred from her sleep and sniffed the air. It smelled like... spring! It was time. She heaved her bulk up from the floor and shuffled to the opening, blinking in the moonlight. Too early for berries, but there would be grubs and insects. She was famished.

The first to see the Bear was Chickadee. *Yoo-hoo*, he called, *Yoo-hoo!* Robin was eager, and flew ahead of Chickadee, singing *cheery, cheerily* and the Moosebird followed. Moosebird is fond of eating, and never misses a hunt, though he is more likely to be found robbing the campground after the fact. Chickadee was so excited, he actually carried a cooking pot! But he was glad Robin took the lead; he was worried he'd get lost, being so tiny and the sky so wide.

As spring rolled into early summer, more birds joined the Hunt: Pigeon, of course, and then the Blue Jay, screaming his own name, and eventually a couple of owls, one shouting, *Who cooks for you, who cooks for y'all?* and the little Saw-Whet sleepily calling, *who? who?*

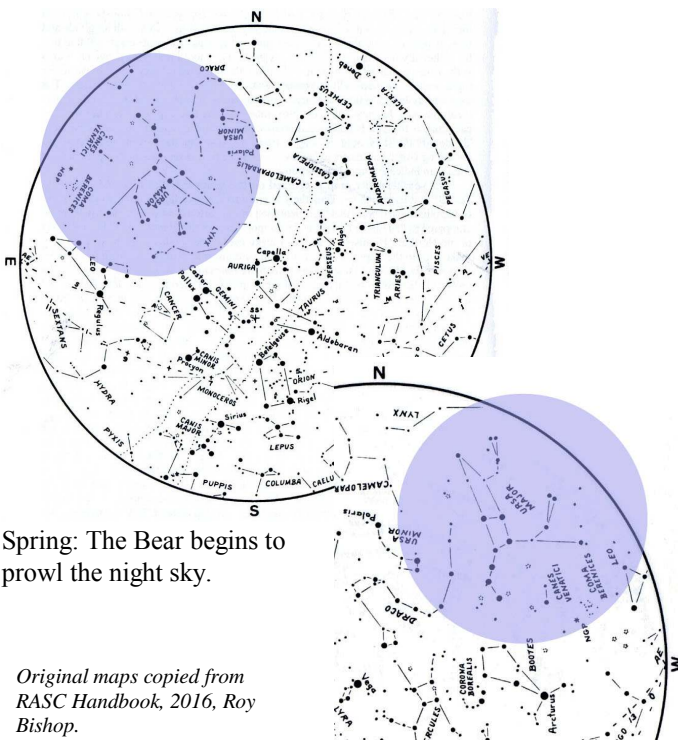
All summer long, the birds pursued the Great Bear across the northern sky. The Bear was unconcerned; she knew the story well, and knew how it ended, and how it would start again, and again, as it always had, and always will.

In late summer, the birds were growing tired. The heavier Owls were first to drop out of the hunt, sliding down behind the hills. Then, as the air grew chill, Blue Jay and even Pigeon dropped out, too. Moosebird disappeared briefly, but was sometimes seen lurking between the hills.

The Bear knew autumn had come, and the ending of the Hunt arrived. Facing the Birds, she rose on her hind feet, but Robin was quick and knocked her down with a well-aimed arrow. Blood flew everywhere, spattering the maples and staining Robin's breast. Moosebird finally caught up in time to join in the feast, which was typical of Moosebird, but no one denied him a share in spite of his mooching ways.

But the Bear's tale is not over. While her skeleton lies on its back, her spirit drifts north and then is reborn in another sleeping bear.

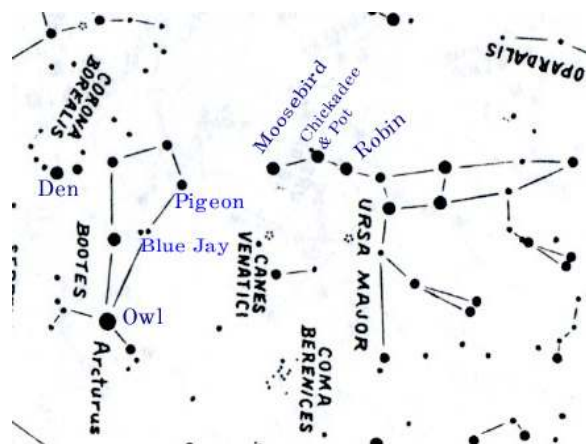
How to find the Great Bear and the Hunters: Look for the Big Dipper in Ursa Major. The four stars that form the bowl of the dipper are the feet of the Bear seen as it walks across the dome of the sky. [Members will find more on our website.](#)



Spring: The Bear begins to prowl the night sky.

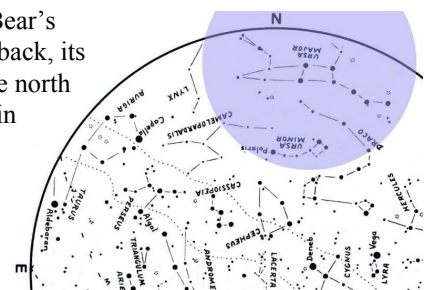
Original maps copied from RASC Handbook, 2016, Roy Bishop.

Early autumn, The Bear rises to face the hunters. Larger birds are drifting south.

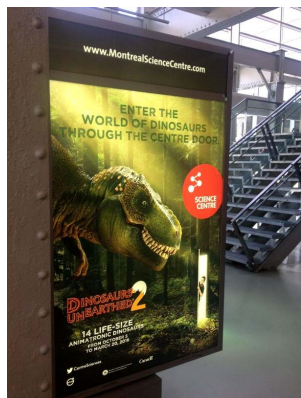


Summer: The hunters and hunted are now right overhead, taking centre stage in the summer sky.

Late autumn: The Bear's skeleton lies on its back, its spirit slides over the north pole to be born again in the spring.



Dinosaurs Unearthed 2 François Ménard



On March 13 of this year MonSFFA held a field trip to the Montreal Science Center to attend the Dinosaurs Unearthed 2 exhibition. While many did enjoy the outing, I found the exhibition lacklustre and disappointing.

From the Montreal Science Center website, “An immersive experience steeped in realism bringing to life 14 roaring full-sized and strikingly real animatronic dinosaurs. Go back in time more than 65 million years

to what life was like on Earth and imagine their breath on the back of your neck. Explore spectacular prehistoric scenes telling the story of two major excavation sites, two skeletons, and twenty fossils. Discover newly revealed secrets about these giants by probing into the most recent and remarkable discoveries about their appearance and behaviours. Take command of an animatronic dinosaur and explore our four interactive stations. Let the marvels of science and technology transport you into the exciting adventure-filled world of these majestic creatures.”

Where to begin? Firstly, only one of the 14 dinosaurs was actually life sized, that being the Tyrannosaurus Rex (the only decent dinosaur replica in the entire exhibit in my opinion). 12 of

the dinosaurs were hand-waved away as “juveniles,” and the remaining dinosaur, the Velociraptor, was several times *larger* than it should have been with no real explanation given. Other than the Tyrannosaurus Rex, none of the dinosaurs were particularly life-like or all that interesting to look at. The Triceratops in particular looked and moved like a rubber sock-puppet. All of the animatronics were poorly realized. Movements were stiff and jerky, often shaking the entire dinosaur when starting, stopping, or changing direction, and the mechanisms only allowed the dinosaurs to move a single articulation at a time. This was particularly noticeable with the dinosaurs one could supposedly “take command of.” *Taking command* consisted of a panel with a diagram of the dinosaur and buttons for each of the articulation points. Pressing a button set off a predetermined movement sequence for that articulation. While the sequence played none of the other buttons worked.

The skeletons, fossils, and *actual* science portions, like how modern imaging technology helped confirm some dinosaurs were feathered for example, of the exhibit were quite good but seemed to be tucked away in the corners. For a *science* exhibit, I find this particularly inexcusable.

Long story short, \$15 plus tax for about an hours worth of mostly bad content, I’d have to call Dinosaurs Unearthed 2 a disappointment to say the least.

Free Comic Book Day 2016 Josée Bellemare



For the tenth year, on the first Saturday in May, comic book stores everywhere were giving away free packets containing samples and teasers from various publishing companies.

Some stores make a big deal of the day, inviting writers, artists and cosplayers to entertain the crowds. This was the case for La Boite à B.D. on Dagenais blvd.

With guest artists, cosplayers and half price sales on old titles it looked like a mini-con with kids and grownups alike dressing up

in costumes and taking pictures.

With the regulars like the Ghostbusters and newcomers like the Power Rangers there was something for everyone. I even saw Batman making a call on his cell.

New this year was representatives from the wind orchestra that has been playing fandom music concerts like Doctor Who and Superhero themes. They were selling their C.D.’s and promoting their concerts.



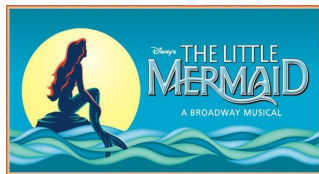
Lots more pictures from these two events can be found on our [web page](#), under activities and photo galleries.

The Little Mermaid Musical at the Randolph Theatre Reviewed by Sylvain St-Pierre

I recently spent a weekend in Toronto, and decided it would be fun to watch a Broadway-style show. Of the several that were available during my stay, the *Addams Family* seemed the most enticing. Unfortunately, it turned to have been cancelled, apparently because of dismal reviews.

I therefore settled for Disney's *The Little Mermaid* musical and aimed for Bathurst Street. My first surprise was the venue: far from being a huge and lavish place, like the Princess of Wales Theatre where I watched *The Lion King*, the Randolph is actually a converted severe-looking Protestant church.

The main advantage is that it gives a very intimate feel to the show: I was in the first row, and kept having to brush feathers, glitter and bubbles from my lap! This, however, meant that many of the more elaborate sets and special effects available to the larger stages were not possible and that the overall presentation lacked some of the grandeur my Web searches had prepared me for.



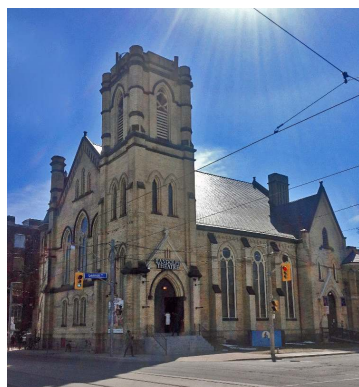
The spectacle was nevertheless a most enjoyable one, with fabulous costumes, great song and dance numbers and a most ingenious use of a small number of props to achieve a large diversity of venues. The rendering of animated creatures by humans was especially noteworthy, and anybody who has seen the movie will instantly recognize all the characters. The performers wear special roller-blade type shoes to allow them to glide across the stage as if they were swimming in water, but this does not work quite as smoothly as advertised.

The story follows the script of the screen version quite closely, and most of the songs are the same. I went on opening day and there was rehearsing still going on less than an hour before the show started (we could hear it all because there was only a curtain between the waiting hall and the showroom). They were probably still in the process of finding the right timing, because the show went into a bit of overtime and I almost missed an appointment I had afterwards.

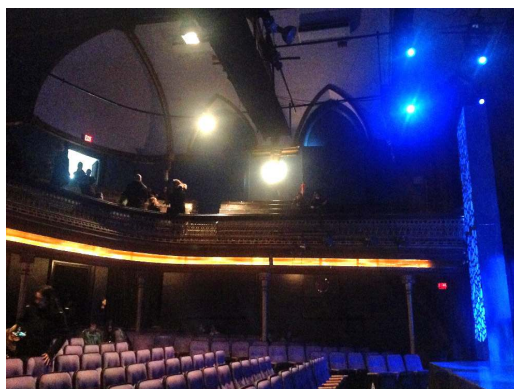
Quite a pleasant way to spend an afternoon.



My seat, front row



The Randolph Theatre has an interesting history.



The interior



A scene from the show



REVIEWS: Movies and Television

Houdini & Doyle Josée Bellemare



Before I read any of the magazine articles or watched an episode, I was very much intrigued by the TV series.

While I had no idea that these two gentlemen knew each other and were indeed friends, I did know enough about them to see their pairing as odd. They shared one passion even if they looked at it from completely

opposite sides.

Houdini, a man who made a living at deceiving audiences, a master of illusion and misdirection, spent a major part of his life disproving the supernatural, exposing charlatans and especially fake mediums.

Doyle, creator of Sherlock Holmes, the most famous detective in history, a character with a brilliant analytical mind, was a firm believer in the paranormal and supernatural. He even believed in the so-called fairy photographs made public by two young girls back in 1917.

In the series the two gentlemen use their skills to help solve crime. Annoyed by their interference, Scotland Yard imposes a constable to watch over them. This has two objectives: to keep Houdini & Doyle out of the way of the police and since the constable is a lady, to prove that women have no place in the police.

Both objectives fail. Houdini & Doyle are solving the crimes in

spite of Scotland Yard and the lady constable is proving herself to be just as competent, if not more, than any detective on the force.

These three constantly challenge each other and make a very good team, each bringing their own distinct skill set.

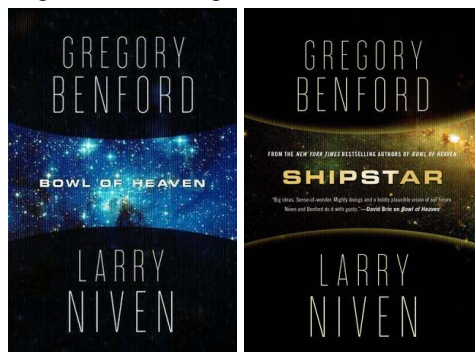
Criminals of London, beware!

REVIEWS: Literature

The Bowl of Heaven and Shipstar

Reviewed by Sylvain St-Pierre

Gregory Benford and Larry Niven have a long history of collaborating on joint novels, and their latest two-books co-production is impressive.



The crew of a human starship on a multi-century journey to a distant planet discovers that they are catching up with a gigantic construct that uses a small sun for propulsion. The solar system-sized

vessel is apparently heading for the same destination as the humans, and has been noticed only now because the motor star was hidden by the dark outer shell of the artificial world.

People familiar with the *Ringworld* series will immediately notice the resemblance, and the authors freely acknowledge it in their post word. But while the Ringworld was a static construct populated by an endless variety of differently evolved human, the Bowl is a moving structure home to numerous species "adopted"

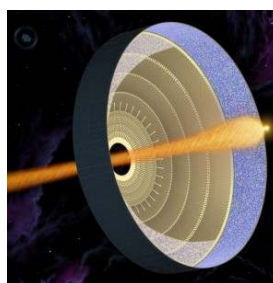
(abducted, for the most part) over the course of millions of years of travel.

With an habitable surface equivalent to millions of Earths, there is room for just about anything imaginable. Both books are mostly devoted to exploration and encounters, punctuated by conflict with the Folk, the enormous feathered dinosaur-like aliens who appear to be running the place. The technical details about the design of the Bowl are my favourite part, with the various aliens a definite second.

There are a number of interesting surprises here and there, especially about the origin of the artificial structure and how it runs. A technical manual would have been better than a novel, I think.

The pricing structure of the electronic version of those two books is a perfect example of the "Anything We Can Get Away With" philosophy. While they make decent reading, they are in my opinion definitely overpriced at over \$10 each. I wonder if there will ever be a paperback?

Still worth buying, but only if you are into this sort of things.



Critique de La Fonction d'André Marois

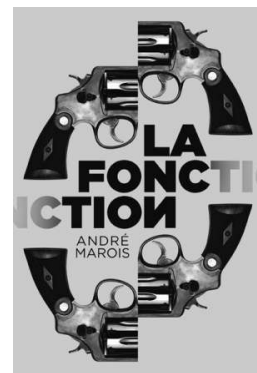
Marquise

Ce livre fut publié en 2013 par les éditions La Courte Échelle. Habituellement La Courte Échelle est reconnue pour ses roman jeunesse et pour publier pour les tout petits.

Cependant, il y a quelques années elle s'est étendue sur les romans pour adolescents. Toutefois, quand j'ai trouvé une boîte d'exemplaires de ces livres dans les dons d'une maison d'hébergement pour jeunes adultes défavorisés. Le côté gris de la couverture et les photos des quatre crosses de révolver autour du titre légèrement déphasé m'a surprise. En fait, oui, il y a des problématiques de suicide chez les jeunes de la rue et je trouvais ce livre étrange et mal placé. En regardant à l'endos et sur sa coupe je fus quelque peu surprise car -de mémoire- La Courte Échelle ne commençait pas à publier du Pulp Fiction ou du Réservoir Dog pour adulte.

Je me suis concentré à savoir quelle devait être l'intrigue de l'histoire et, un peu à cheval sur la science-fiction, le fantastique et quelque-chose digne de Twillight Zone se chevauche mais just un aspect d'un hypothétique "Et si...!" Et si depuis les années '50

la population mondiale avait découvert que tout être humain avait le plus simple des pouvoirs. Celui de pouvoir une seule fois dans sa vie revenir soixante secondes en arrière et changer quelque chose de la réalité, effacer une erreur de sa vie, en sauver un autre. Mais seulement la dernière minute une fois sa fonction activée. Déjà on peu imaginer ici qu'avec une chose aussi simple on pourrait se payer un MonSFFilm bien intéressant à faible budget car il y a plein de questions et d'implication que cela soulèverait. Quand apprendre à ses enfants que la fonction existe, une fois perdue était-ce pour la bonne raison? Vendre ou louer sa fonction? Gagner de l'argent par sa fonction? Éviter la prison à cause de sa fonction? Faire un pacte de fonction? Avoir des détecteurs de fonctions? Est-ce que l'histoire serait pleine de



conspirations pour cacher la fonction à l'humanité? Avoir des groupes d'entraides pour personnes ayant vécu le traumatisme d'avoir usé sa fonction pour quelque chose qui n'est jamais arrivé pour tout les autres. etc...

L'histoire est de fait trop explicite par moments pour être tout public. Autant dans la violence que dans des thèmes plus adultes et parfois peu ragoutants. Ce livre doit avoir été d'abord évité par un public mature pour avoir été publié par une maison d'édition jeunesse comme si le film Toxic Avenger avait été produit par Disney, et tout comme si ce serait fut le cas... comme si l'auditoire normal de Disney aurait fui les salles pour cause de gore non du pour un jeune public. Cela ne signifie pas que l'histoire ne porte pas à réfléchir ou n'est pas du tout travaillé. Bien que je ne sois pas d'accord avec tout les thèmes contenus dans ce livre, l'essai de style est vraiment bon. De plus il y a aussi un phénomène associé avec plusieurs personnes faisant appel à la fonction en même temps que je trouve très spécial. Bien que l'on

suive l'histoire du point de vue d'un père de famille ayant mystérieusement perdu sa fonction, il n'en reste pas moins que les enfants et le côté féminin ne soit pas épargné parmi les points de vue présentés.

L'auteur lui-même a de grands baggages en écriture en France et au Québec, sur papier ou autres médias. Son genre littéraire comprends les romans noirs pour adultes et des romans policiers pour la jeunesse. Son thème favori comprends les victimes et les bourreaux.

J'ai prit 5 exemplaires de ce livre croyant en faire de bons cadeaux si le potentiel du livre était bon et l'ai lu à la buanderie... et je n'ai pu le lâcher après le lavage. Seulement 194 pages. Il les vauts et le tout a été étiré seulement dans le nécessaire, un peu plus et il ne resterait plus de place à l'imagination.



MonSFFAndom: January to April

Photos by CPL and SSP, unless otherwise specified

Keith Braithwaite, with input from CPL

January

The first order of business as the club begins a new year is traditionally the election of MonSFFA's Executive Committee for that year. The club's 2016 elections took place at our January 24 meeting under the supervision of Chief Returning Officer, **Josée Bellemare**.

MonSFFA elects annually a president, vice-president(s), and treasurer – who together form the Executive Committee – and charges them with the responsibility of running the club on behalf of the membership.

Returned to office for another term were: **Cathy Palmer-Lister**, president; **Keith Braithwaite**, vice-president; and **Sylvain St-Pierre**, treasurer. There is one new position: Josée will be taking on the task of recording the names of participants due special recognition at our Christmas Feast.

The group dove right in to program planning for the coming year, expanding on the ideas offered at our November 2015 meeting. Presentations and discussion panels were outlined and slotted into the club's events calendar, and panellists selected. Fresh suggestions were entertained and worked into plans, and we talked over out-of-meeting activities, such as field trips, our summer barbecue, and the club's Christmas Dinner. At the end of the session, we had ourselves an events schedule for the coming year with all but a few holes left to fill!

We expect to fill those holes shortly and have a number of back-up panels/presentations warming up in the bullpen, should changes need to be made to the schedule we've now outlined for the year.

Danny Sichel provided the afternoon's seminar, on the topic of games and sports in SF/F. Working from notes, he introduced a variety of examples – from Azad and Calvinball to Quidditch and Zathura”



– explaining the purpose, rules, and strategies of these. The simplicity of some game rules were contrasted with the complexity of others while winning, losing, cheating, gambling on the outcome, games as allegory, and the notion that games “don't count” were explored. Danny pondered the import of violent sci-fi sporting competitions such as Rollerball, the Hunger Games, and Death Race 2000's Transcontinental Road Race. He also touched on the SF/F-themed board, card, and role-playing games that we all enjoy playing as an extension of our passion for the genre.

The latter part of the meeting was given over to further pre-production work on our ongoing stop-motion film project, set in prehistoric times. The fabrication of stylized trees, bushes, and rock formations with which to decorate the production's cardboard sets was our primary task on this occasion. MonSFFen worked, assembly line-like, to turn out a variety of construction-paper plants and rocks to be employed as foreground and background elements.



MonSFFen Enjoy Doctor Who Concert



Fern Novo

A handful of MonSFFen attended the Orchestre à vents de musiques de films (OVMF) Doctor Who concert on Saturday, January 30, at a venue in the northeast end of the city.

Accompanied by video clips excerpted from the famous UK sci-fi series,

conductor Jocelyn Leblanc, an avid Whovian, we understand, led his musicians and a choir through a performance of music from the series, including, of course, the instantly recognizable main theme. Cathy Palmer-Lister, one of the MonSFFen in attendance, described the concert as “wonderful” and offering lively “loud and brash” sections contrasting nicely with softer moments, and those “sometimes whimsical, as well”. The inclusion of a choir – a first

for the OVMF – “lifted the music to a whole new level,” attested Cathy.

Some audience members, and even a few of the musicians, were costumed as Doctors, companions, or Daleks; Who T-shirts, TARDIS tuques, bow-ties, and fezzes abounded! A TARDIS and a mobile Dalek on display in the hall offered photo opportunities for fans.

February



February’s club meeting took place on the 21st. The afternoon’s programme featured two rather lively discussions!

The first explored the topic of magic in our everyday world and the supernatural artefacts that feature in such TV shows as Warehouse 13, The Librarians, and movies like the Indiana Jones adventures.



Josée Bellemare was at the dais for this wide-ranging exchange on magic and the need for such mystical relics as the Lost Ark, The Holy Grail, Excalibur, the Tesseract, and various other enchanted articles to be kept under lock and key, lest they fall into the wrong hands and their magic be employed for evil purpose. Why is this?

Regarding fictional avenues like the TV series and movies cited, the magical knick-knacks are essential to telling a fantastical tale. Imbued with whatever preternatural power a writer devises, the story’s protagonists must overcome obstacles to locate, secure, and protect from malevolent hands the enchanted stone or gem or idol in question. Without these talismans, there is no fantastical element, and therefore no fantastical story!

The discussion touched on the many legends surrounding mythological and “historical” items before moving on to “real-world magic”, that being the common belief by many, even in today’s modern scientific world, in things paranormal. Proof of the veracity of such is dependent on bogus claims and pseudo-science and therefore no proof at all, argued some. But if one believes adamantly in something, doesn’t it become “real,” at least to that individual? The debate was animated and led to whether religious faith was really just another belief in magic. Definitions of magic were proffered, the common denominator being that magic was something that defied rational, scientific explanation, operating outside of the bounds of reality, beyond the physical laws of the universe. Could magic simply be something that science has yet to explain? – Clarke’s Third Law was cited. Perhaps, but it would then cease to be magic!

From this debate, we segued into our second discussion topic, on the egregious plot holes, insipid prose, corny dialogue, annoying characters, errors of science, lapses of internal logic within a story, shoddy special effects, and just bone-stupid nonsense that our favourite genre so often foists upon us – the stuff that just drives us crazy! **Cathy Palmer-Lister** moderated this chat, with **Fernando “Fern” Novo** and **François Menard** filling out the panel. Fern got the ball rolling with a quick

Real Ark of the Covenant Josée Bellemare

Following the February meeting about magic in the world I decided to look into one of the most famous artifacts in history: The Ark of the Covenant and its possible properties.

"In 1961 a group of Minnesota college students took Moses seriously enough to construct an ark according to his directions. Their instructor had to have the model destroyed because of the dangerously high electrical charge it developed."

This quote is the only mention I have been able to find on the subject. Many have heard of this experiment but no information can be found to substantiate this story. Did this really happen or is it an urban myth. If it’s real, the students

in question would be collecting old age pension by now.

The real power of The Ark is not necessarily in the people’s belief but in the materials used to build it. Did some ancient scholars know more that we thought about the conductive properties of gold and gave God the credit or was gold used simply because it was the most valuable metal around and they wanted a very special chest for very special artifacts.

Many articles can be found claiming that The Ark, as it is described in the Bible, can be used as a high voltage capacitor. The bigger the box the more powerful the charge.

Read for yourself and make up your own mind: do you believe that there are some things in this world that we don’t

have the answers too or are you a sceptic that doesn’t believe anything unless the proof is right in front of them.

Choose your line:

There are more things in heaven and earth that are dreamt of in your philosophy.

Or

There are none so blind as those who will not see.

Internet links:

<http://io9.gizmodo.com/the-engineer-who-said-the-ark-of-the-covenant-was-a-gia-1598583115>

<http://www.davidmeyercreations.com/strange-science/ark-of-the-covenant-lost-technology/>

<http://www.solomonstemple.com/2010/09/energy-of-the-ark-of-the-covenant-was-it-a-capacitor/>

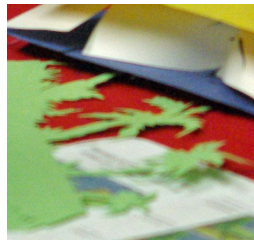
<http://revelationnow.net/2014/04/27/ark-of-the-covenant-capacitor-and-spiritual-phone/>



PowerPoint presentation on some of the irritants he found most aggravating, which unleashed a torrent

of like examples from the group. It can safely be said that we all dispise with a passion Jar Jar Binks and other so-called Space Monkeys!

The closing portion of the meeting was devoted to continuing work on our on-going stop-motion film project. Final pre-production tasks were undertaken and we set up our animation stand to run a few framing and lighting tests. Filming will, we hope, begin in April.



March

A dozen or so MonSFFen convened at the Old Port of Montreal on Sunday, March 13 to take in the Dinosaurs Unearthed Exhibit at the Montreal Science Centre, an interactive exhibition of animatronic dinosaurs.

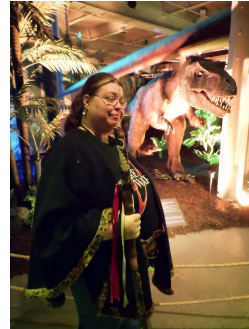
In addition to the numerous life-sized robotic dinosaurs, the movements, hissing, and roaring of which only added to the experience, the exhibit included a few genuine fossil displays and information on the dig sites that inspired the prehistoric scenes recreated, here.

The dinosaur models were realistically sculpted and painted, but a glossy finish and banks of funky coloured spot lights illuminating the scenes lent a bit of a toy-like sheen to the beasts and their



Josée Bellemare

leafy environments. A towering adult T-rex was the centerpiece of the exhibit and the floorplan offered photographers many good angles from which to shoot.



Members took many photos and video which can be found on our website under activities and members' pages. For the most part, our group enjoyed the outing, but there was some disappointment expressed, mostly as regards the dinosaurs we were told we could "take command of". Pushing one button at a time to control one articulation is not quite what we had envisioned, in the opinion of your editor.

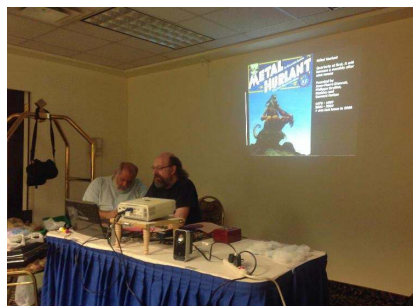
April



April's MonSFFA meeting took place on the 17th, drawing a goodly number of people. We got underway early with another edition of Sunday Sci-Fi Cinema Matinée, featuring on this occasion some of the films of celebrated sci-fi producer George Pal. On offer were *Destination Moon* (1950), *When Worlds Collide* (1951), *War of the Worlds* (1953), *Conquest of Space* (1955), and *The Time Machine* (1960). Having seen most of these movies before, some of them several times, folk chose the one film on our list that many present had never seen: *Conquest of Space*,



which is, in fact, the weakest of the lot! A flop at the time of its release, the poor reception the film received prompted Pal to abandon sci-fi for a time.



While a visual delight showcasing the design work of renowned space artist Chesley Bonestell, the vintage spaceship concepts and eye-catching sequences depicting astronauts at work in outer space and on Mars were simply not

enough in the estimation of most to overcome a weak story, hokey dialogue, and melodramatic performances. The overt religious posturing, not actually that unusual in a Pal movie, was exasperating, some commented. Before the closing credits rolled, the group was already regretting having passed on the other *true* classics that were on offer!

René Walling followed with a copiously illustrated presentation on French and Belgian comics, called *bandes dessinées*, or BDs. He showcased for the group many of the form's most successful characters – Tintin, Astérix and his friend, Obélix, Lucky Luke, the Smurfs – and the artists who draw them, including such globally recognized luminaries as Hergé, Albert



Uderzo and the legendary Jean Giraud, who gained notoriety under the pseudonym Moebius. Giraud was a co-founder of the sci-fi/fantasy comics magazine *Métal Hurlant* (Heavy Metal), in the pages of which originated his ground-breaking *Arzach*, a wordless, surreal fantasy about a silent warrior who rides a pterodactyl-like creature through a desolate, dream-like landscape.

BD illustration in the mid-20th century was of a high artistic value, colourful, precisely detailed, resembling today's graphic novels. René noted that while American comics might feature snazzy cover art by a well-known artist, the interior art was often rather less impressive and drawn by a different artist. But BD illustrators, generally, provide all of the artwork for their books, covers as well as interiors.

Quebecers, of course, are more familiar than most Canadians with many of the BD titles by virtue of language. Tintin and his BD confrères have always been quite popular in these parts.

René traced the history of a number of BDs, and the careers of the field's top artists, touching, in addition, on other European comics, like the British title *Dan Dare*, *Pilot of the Future*.

The remainder of the meeting was devoted to setting up our MonSFFilms animation studio and filming the first scenes for our stop-motion film project. The shots of a pterodactyl flying through a cloudy skyscape came off pretty well, we think! View the scenes on our website: <http://www.monsffa.ca/?p=3055> You'll find many "making of" photos here: http://www.monsffa.ca/?page_id=2936



May

MonSFFen gathered at the usual locale on May 15th for a meeting that began with a slideshow presentation on cities of the future, as imagined in sci-fi literature, comics, and on screen. **Sylvain St-Pierre** served as presenter of "Cities of Dreams and Nightmares", and discussion moderator.



One of Sylvain's slides, members will find more on our website.

Metropolis, Trantor, Diaspor, Stratos, and Coruscant, among other examples of sci-fi cities, were cited as Sylvain detailed various visions, both Utopian and Dystopian, of urban life in the future, a future

then that is, in some cases, now our present! Housing, transportation, and other aspects of city life in the worlds of tomorrow were explored. It was interesting to ascertain just how prophetic were the prognosticators of decades past, and we wondered, as well, what the cities of *our* future might be like.

Keith Braithwaite followed, moderating an open discussion/appreciation of those works of SF/F that captivated us as youngsters. Folk chimed in with their favourites of page or screen, and debated whether these had stood the test of time. Nostalgia, in many cases, affords in our minds the wondrous sci-fi stories of our youth with greater import than is, perhaps, deserved!

But the opposite is also true, and MonSFFen fondly recalled many of the stories enjoyed in childhood that remain exciting and

gratifying and relevant upon a revisiting as adults. Sometimes, themes that flew over our heads as children offer us, as adults, a fresh perspective on an old favourite.



The projected game board



The afternoon closed on the topic of favourite genre card and board games, with the group largely focussed on beta-testing a war game designed by Keith, based on an offhand story suggestion made by **Leslie Perryon** at a previous meeting.

Employing a deck of ordinary playing cards and a game board resembling that of *Risk*, *War and Feast*, as Keith had dubbed the game, pit werewolves, vampires, and zombies against each other in a battle to conquer the world once ruled by man! Suggestions for improvements to the gameplay were noted and Keith promised appropriate revisions in time for our next meeting in June.

Supper was at *La Belle et Le Boeuf*, a MonSFFA favourite, where we stuffed ourselves with gourmet burgers.



Hugo Awards

The Puppies piddled on the Hugos again this year. Vox Day's Rabid Puppies slate initially placed 64 of its 81 recommendations on the final ballot. Two nominees withdrew because they had been slated. That is a controversial move; it can be argued that some like *Black Gate*, Neil Gaiman's *The Sandman: Overture*, *The Martian*, *Grimm*, deserve to be on the ballot even if Puppy-slated. Indeed, they might have, possibly *would* have, made the ballot without Puppy input. Last year, there were many who voted No Award to anyone considered "tainted". It puts nominees in a damned if they do and damned if they don't position.

Several measures to stop slates from overwhelming the nominations processes have been suggested, the first one called E Pluribus Hugo (EPH), was passed at the business meeting last year. It comes up for ratification at World Con this year. Part of the problem is that there is so much good SF/F published in any given year now, and so much variety to suit many different reading tastes, it is easy for a slate to dominate a category.

Last year, 5 categories won No Award. This year? Suffice it to say that one nomination is for Chuck Tingle's dinosaur porn.

Another is *Safe Space as Rape Room* which quotes extensively from a written work containing explicit descriptions of children engaged in sexual activities. It won't be included in the packet because child porn is illegal in any reasonable country. And then there's *My Little Pony*, just to be spiteful.

I don't want to get too much into the messy details, but if you are interested in the Puppies and the suggested modifications that will be proposed at the business meeting, click <http://file770.com>. At the top of the page, type <Hugo> into the search bar. Two names to watch for are Jameson Quinn and Kevin Standlee. The first is an expert on electoral processes, and the other an expert on parliamentary procedures and the WSFS constitution. You can try this one: <http://file770.com/?p=29020> Works better than counting sheep.

Final Ballot is [here](#)

Measuring The Rabid Puppies Slate's Impact on the Final Hugo Ballot
<http://file770.com/?p=28616>

For better or worse, the awards will be handed out at MidAmeriCon II in Kansas. <http://midamericon2.org/>

Aurora Awards

Meanwhile, in Canada, where obvious slates are just eliminated before they get to the post, voting has been declared open.

How do they know there's been shenanigans? If the committee receives a whole bunch of ballots in a single envelope, or one IP address, with only votes for me and Keith, those votes won't count. We had our turn at drama a few years back, with clubs sending in envelopes full of votes for only one or two nominees in the list. Still not perfect, IMO, but better than it was. My concern is that the Auroras don't necessarily reflect *the best* in Canadian SF, but rather *the most popular*. No harm in that, but CSFFA does claim to honour the best, so I see an issue there.

Membership in CSFFA is only 10\$, and it gives you not only the right to vote, but a whole package including entire books to read so that you can make an informed decision. [Check it out!](#) The Awards will be presented at The awards will be given out at Canvention 36, hosted by [When Words Collide](#) in Calgary, Alberta on the weekend of August 12-14th.

Best English Novel

Cursed: Black Swan by Ryan T. McFadden
A Daughter of No Nation by A.M. Dellamonica
Drowning in Amber by E.C. Bell
Much Ado about Macbeth by Randy McCharles
Signal to Noise by Silvia Moreno-Garcia
Too Far Gone by Chadwick Ginther

Best English Young Adult Novel

The Flame in the Maze by Caitlin Sweet
The Fountain by Suzy Vadori
An Inheritance of Ashes by Leah Bobet
Mabel the Mafioso Dwarf by Sherry Peters
Maddie Hatter and the Deadly Diamond by Jayne Barnard

Best English Short Fiction

"Cosmobotica" by Costi Gurgu & Tony Pi, Mammoth Book of Dieselpunk, Running Press
"Game Not Over" by Ron Friedman, Galaxy's Edge, January
"La Héron" by Charlotte Ashley, The Magazine of Fantasy &

Science Fiction, March/April 2015

"Looking for Gordo" by Robert J. Sawyer, Future Visions: Original Science Fiction Inspired by Microsoft
"Super Frenemies" by Stephen Kotowych, Caped: An Anthology of Superhero Tales, Local Hero Press
"Waters of Versailles" by Kelly Robson, Tor.com

Best English Poem/Song

"Elegy for WLC" by David Clink, The Dalhousie Review
"Origami Crane / Light Defying Spaceship" by Naru Dames Sundar, Liminality, Issue 5 Autumn
"Portrait" by David Clink, On Spec Winter/Spring
"Typhon & Echidna: A Love Story" by Sandra Kasturi, Gods, Memes and Monsters: A 21st Century Bestiary
"Venice Letting Go" by Sandra Kasturi, Postscripts to Darkness 6

Best English Graphic Novel

Bloodsuckers written by J.M. Frey, illustrated by Ryan Cole; Toronto Comics, Vol 2 (ed. Steven Andrews)
Crash and Burn: Prologue by Kate Larking & Finn Lucullan,

Astres Press

Infinitum by GMB Chomichuk, ChiZine Publications

The Lady ParaNorma by Vincent Marcone, ChiZine Publications

West of Bathurst: The Complete Collection by Kari Maaren

Best English Related Work

Licence Expired: The Unauthorized James Bond edited by Madeline Ashby and David Nickle, ChiZine Publications

nEvermore! Tales of Murder, Mystery & the Macabre edited by Nancy Kilpatrick and Caro Soles, EDGE

Playground of Lost Toys edited by Colleen Anderson and Ursula Pflug, Exile Editions

Professor Challenger: New Worlds, Lost Places edited by J R Campbell and Charles Prepolec, EDGE

Second Contacts edited by Michael Rimar & Hayden Trenholm, Bundoran Press

Best Visual Presentation

Bitten, Season 2, Daegan Fryklind, No Equal/eOne/Hoodwink Continuum, Season 4, Simon Barry, Reunion Pictures

Dark Matter, Season 1, Joseph Mallozzi and Paul Mullie, Prodigy Pictures

Killjoys, Season 1, Michelle Lovretta, Temple Street Productions

Orphan Black, Season 3, John Fawcett and Graeme Manson, Temple Street Productions

Best Artist

James Beveridge, covers and poster art

Erik Mohr, covers for ChiZine Publications

Jeff Minkevics, covers for Five Rivers Press

Dan O'Driscoll, covers for Bundoran Press

Lynne Taylor Fahnestalk, body of work: Robot sculptures made from upcycled metal objects

MonSFFun!



Tales From the Convention: By Your Command! – Lloyd Penney

Flying to Atlanta means you fly into Hartsfield Atlanta International Airport, and that's exactly what we did on our way to the 1986 Worldcon, ConFederation. We had an uneventful flight out of Toronto, landed no problem, and we found out that this airport is so big, it has its own subway. So, into the airport subway we went to head for the main terminal.

Now, keep in mind that 1986 is about seven or eight years since the original Battlestar Galactica television show. (Today, that sounds really strange, to say the original Battlestar Galactica...) Ah yes, Lorne Greene, Muffy the Daggit, a non-Survivor Richard Hatch, cheesy special effects, being attacked by hostile stock footage, and everyone's favorites, the black and silver Cylons, a single red visual light strobing from side to side, with that dull

Best Fan Publication

Broken Toys edited by Taral Wayne

Ecdysis edited by Jonathan Crowe

The Page of Reviews edited by Adam Shaftoe-Durrant

Speculating Canada edited by Derek Newman-Stille

WARP, issues 90-93 edited by Cathy Palmer-Lister

Best Fan Organizational

Samantha Beiko and Chadwick Ginther, Chair, Chiaroscuro Reading Series: Winnipeg

Derek Künsken and Marie Bilodeau, Executive, Can*Con 2015, Ottawa

Randy McCharles, Chair, When Words Collide, Calgary

Matt Moore, Marie Bilodeau and Nicole Lavigne, Co-chairs, Chiaroscuro Reading Series: Ottawa

Alana Otis and Paul Roberts, Co-chairs, Ad Astra 34 Convention, Toronto

Best Fan Related Work

Morva Bowman and Alan Pollard, Halsway Con Concert, Somerset, UK

Keith Braithwaite, The Doctor and his Companion, Montreal Science Fiction & Fantasy Association (WARP)

Steve Fahnestalk, weekly column in Amazing Stories Magazine

Kari Maaren, Everbody Hates Elves (album), Bandcamp and CD

Derek Newman-Stille, Speculating, Canada on Trent Radio 92.7 FM

Note: No award will be given out for the **Best Music** category this year due to insufficient eligible nominees. Eligible nominees were incorporated into the Best Fan Related Work.



monotone voice, intoning, “By your command...”

Back to Atlanta...we hefted our luggage and ourselves into the subway, got settled, and off we rode into the dark tunnel to the next terminal. And then, there was announcement over the PA...

“Next stop...Terminal Three...Air Canada...Air Jamaica...Air France...” in that same Cylon monotone. Yvonne and I looked at each other, and started to snicker, and at the end of the announcement, I strobed my finger in front of my eyes, side to side, and in that monotone, said “By your command.” And of course, we laughed our fool heads off.

A couple of people at the other end of the car must have heard us...they laughed and turned around to wave. Guess they recognized the references...

“Hey, you must be going to Worldcon!”

“Yeah!”

The original Battlestar may have been cheesy, but on that day, it served as the perfect icebreaker.

🌸 **Did you find the MonSFFA rocket in WARP 94? It's on page 10, on Danny's shirt. Now find the rocket in this issue!**

🌸 **And do you know where in Montreal you would find the lovely spring garden featured above the Table of Contents?**