

"It's OK, Timmy... Azathoth wants to be
YOUR FRIEND."

WCSFA ELECTIONS NEXT MONTH!

Executive Shake-up

Several positions to be filled.

A major cabinet shuffle is expected in the coming months as several of the executives of the current board are not expected to run again in the up coming elections.

Doug Finnerty, current WCSFA President has declared the end of his service with the up coming elections.

Palle Hoffstein will not return as Vice President if he is able to put together a bid for VCON 25 for the up coming year.

Doe Poirier has served as the treasurer for several years keeping a tight grip on the club funds and keeping an eye on the membership lists wishes to pass along the responsibility to someone new.

Also not returning are Lisa Gemino and Pauline Walsh who have served with distinc-

tion in their positions as Members at Large. Their opinions have figured in on many of the decisions of the Executive Board.

All positions are open for so if you have an interest in any of the executive positions, I encourage you to come forward and run.

There is more to being a member of a club than just attending a VCON and getting a club newsletter!



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For comments, subscriptions suggestions, and/or submissions, write to:
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BCSFAzine is also available as a full colour Adobe Acrobat file.

WCSFACTIVITIES

F.R.E.D. - Every Friday

The weekly gathering of BCSFAns and all others interested in joining us for an evening of conversation and relaxation, with pool table option. At the Burrard Motor Inn opposite St. Paul's Hospital (Downtown Vancouver) 6 blocks south of Burrard Skytrain Station. 3 blocks west of Granville (where many buses run). #22 Knight/McDonald bus along Burrard. Begins 8:00pm. On the Friday before long weekends, FRED will be at the lounge of Bosman's Hotel. This is two blocks east and a part of a block north of the Burrard Motor Inn (actual address is 1060 Howe St.).

Contributor's Deadline - August 20. September 17th, October 15th, November 19th, December 17th. Send your submissions/loc to John Wong at 2041 East 10th Avenue, Vancouver, B.C., V5N 1X9 or E-Mail me at woolf@vcn.bc.ca.

BCSFAzine Collation - August 1st, September 5th, October 3rd, November 7th, December 5th. First Sunday of the month 4:30PM. Call Steve Forty (S.40) to confirm at 936-4754.

BCSFAzine Pickup at FRED - September 3rd, October 1st. Last Friday of every month Pick up your issue of BCSFAzine at FRED! Pristine, mint condition copies are available at FRED. Call Steve to let him know you wish to pick up your copy.

Discount Movie Nights.

\$2.00 Tuesdays are back! When? The second Tuesday of the month (Aug. 10th) at 6:30 pm. The place being New West Cinema at #229 - 555 Sixth Street, New Westminster. Meet in front of the Box Office at the above time and we'll decide on which movie, where to do coffee and in which order.

Saturday August 20th 1 pm. - **WCSFA Annual BBQ/Picnic/Beach Party/General Meeting.** Jericho Beach. Phone Doug Finnerty. Bring your kites, frizbees and other beach side fun kits! (526-5621) for more information.

Saturday September 18th. 7.00 pm **WCSFA Annual General Meeting and Elections. Special Time and Place.** Misty's Billiards. 341 B. North Road, Coquitlam, B.C. Three blocks south of Lougheed Mall bus loop. Be there to elect the new executive for the new Millennium! Pick a President, Vice-President, Information Officer, Treasurer, Secretary, and three Members at Large. Choose wisely.

September - **WCSFA Open House.** A few local authors will be reading from their works at the Central Branch library to help promote **WCSFA** and the Vancouver Public Library. Keep an eye here for opportunities to volunteer and help out the club!

October 31st - UBC Science Fiction Society Annual Food Bank Trick or Treat. **WCSFA** is proud to join the UBCSFS in this charity event.

Keep an eye out here for future official **WCSFA** sponsored events.



UPCOMING CONVENTIONS

Dragonflight August 27-29, 1999

P.O. Box 776, Seattle, WA 98111-0776
 Dragonflight is an annual gaming conventions held at the Seattle University. Gamers gather to join in the friendship and the many games offered. The games played include play role-playing, miniatures, board games, card games, and networked computer games. The Dragonflight convention is held at the Seattle University. For more information on Seattle University visit their site at <http://www.seattleu.edu/>
 Registration for DragonfligG- is \$31.00 through July 31, 1999. This includes, entry into the conventions for all three days.
 Mail membership to Dragonflight 1999, PO Box 776, Seattle, WA 98111-0776, USA with your check.

MosCon XXI 10-12 September 1999

Where: University Inn, Moscow, Idaho Why: Because we're coming of age...
 Guests of Honor: James P. Hogan and Tara Harper
 Fan Guests: Dan and Theresa Fears
 Artist Guest: TBD
 Scientist Guest: TBD
 Remember to RSVP for Mark's PARTY!

Incon October 16-17-18, 1999

Spokane Valley Red Lion, I-90 and Sullivan Road
 Author Guest of Honor - Charles De Lint
 Margret Organ-Kean - Artist GoH
 24-hour gaming, including Magic, RPGs, miniature wargaming, Vampire LRP
 Lots of tourneys and prizes!
 Plus Anime, Art Show, Autographs, Banquet, Charity Auction, Costume Contests, Dances, Dealers, Doll Costuming, Fan Clubs, Hall

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\$20 until Sept. 1, 999

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For reservations call:

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or contact:

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Other enquiries;

incongames@yahoo.com

Terracon II, October 29-31 1999

Best Western Executive Inn, Fife, WA

Author Guest of Honor:

Dave Duncan

Media Guest of Honor: TBA

Special Media Guest:

Chris McDonell

Toastmaster: David Tackett

Registration: \$20 through 10/15/99

\$30 at door

OryCon 21 November 12-14, 1999

Columbia River DoubleTree Inn, Portland, Oregon. OryCon 21 will be a weaponless convention. Smoking allowed in designated areas only

Artist Guest of Honor:

Nene Thomas

Writer Guest of Honor:

Nicola Griffith

Editor Guests of Honor:

Warren Lapine

Science Guest of Honor:

Angela Kessler Charles

It's time to start preparing once again for Oregon's premiere Science Fiction and Fantasy event, OryCon! Now in its twenty-first year, OryCon will feature programming, workshops, an art show, a dealer's room, filking, dances, gaming, the Susan Petrey Scholarship auction, and more!

For more information:

OryCon 21

PO Box 5703

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Telephone: (503) 232-6506

Viking Con 17 August 18-20, 2000

Western Washington University, Bellingham, Washington. Viking Union 202 Box V-1 Bellingham, WA 98225

Science Guest Of Honour

Freeman Dyson

Author Guest Of Honour

Larry Niven

Art Guest Of Honour

Julia Lacquement

Special Guest Of Honour

George Dyson

Fan Guest Of Honour

Paul Carpentier

Julie McGilliard

Memberships \$15 US

(Special rate for our Canadian friends.

\$20 CAN) until 12/31/1999

LETTERS OF COMMENT

I begin these comments on the June BCSFAzine in an enhanced condition of confusion. I can't remember if I failed to respond to any other recent issue because I've been both sick and typewriterless during most of the past two months. All the progress I'd made over the winter in reducing the stack of unlocced fanzines was wiped out during the weeks when I wrote nothing but a few brief letters longhand. I hope you remember my fairly good past record and accept my guarantee that you aren't alone in loc deprivation.

There's not a word in Steve's brief report on VCON about lower attendance. This differs from almost all con reports nowadays, so I trust that your event was blessed with a good turnout.

It's sort of scary to read through Palle's movie column and realise that just about every film clich'e and copycat element are represented in the listing of movies in production or under consideration. I can't find evidence of a new idea in any of the summaries of their nature or plot except perhaps for Rendezvous with Rama which if it really does fail to show aliens will be breaking new ground for science fiction movies. The information on the proposed new Tolkien films is less alarming than it might have been. Tolkien must have been able to see into the future when he decreed against Disney versions of his books, because at the time of his death that studio wasn't the mess that it has since become.

So inflation still hasn't struck the publishers of semi-pro magazines and books of fantasy fiction. The word rates quoted by Garth are right out of the 1930's.

The 80% decrease in fertility postulated in Nancy Dress' new novel would take quite a while to make its full effects evident. Donna's review of the book doesn't go into details about the effects on the way humans live and work. But I think such a drop in population would mean enormous cutbacks in living conditions. There just wouldn't be enough people available to deliver stuff with the population spread out as widely as it is today. Somehow, most people would need to be forced into a few thickly populated areas. Manufacture of all but the most essential commodities would become impossible because an 80% drop in the number of customers wouldn't automatically mean an 80% drop in the number of persons needed to manufacture autos or VCRs. The luxury of twelve years of elementary and high school education and four years of college would be discontinued for lack of teaching personnel: there might be classes for everyone from six to ten years old and another for teen-agers instead of separate grades. Periodicals would be dead. They barely survive today, except for a few top sellers like TV guide and Reader's Digest and loss of four out of five potential purchasers would kill circulation and with it advertising revenue. Areas of the world where it gets cold in the winter might be empty of humans, for lack of personnel to produce, ship and refine petroleum products. The ballet au-

dience is so small today that I doubt if there would be anyone at all interested in watching Cameron Atui become an internationally famous dancer.

As far as I'm concerned, Ayan already exists in the minds of the litcrit people. They can find a dozen meanings in "This path is dangerous" and spend two or three years arguing about them in scholarly journals.

Yrs., &c.,

Harry Warner, Jr.

BCSFAZINE

is available to subscribers in Adobe Acrobat format. Check out the zine in it's full colour glory with all the bells and whistles of instant web links and e-mail.

It is easy to change your subscription to this format. Go to the Adobe web site and download the free Acrobat Reader for you computer's operating system. (Make sure you get version 3 or higher).

Then e-mail me at woolf@vcn.bc.ca and let me know that you want to switch your subscription over. You will then receive the next zine in your e-mail.

A sample copy of the Acrobat BCSFAzine is available on our website.

 <http://spellbinder.bc.ca/bcsfa> 

Dear John/Ken:

Sorry I've been away from the keyboard for a while...a Worldcon bid will do that to you. In the meantime, three issues of BCSFAzine have piled up, 312se, 313 and 314. I shall tackle them all at once, and with luck, something intelligible will emerge.

312se...

We're having some difficulty printing out the entire page if it's mostly art, like the cover of this issue (and 313) are. Same thing applies to the website list pages. Perhaps there's not enough memory in Yvonne's printer, I'm not sure. It prints out the top 80% of the page, and the rest of the page is white. No worry, but just thought you should know.

Ah, yes, Phantom Menace...great eye candy. A marvelous adventure, but not the megahit so many were expecting. It was a victim of its own hype, I think. Also, it was just too fast for many to catch many of the details. The original movies found they could rely on repeat business to have people come to see the movies several times, and the backgrounds are so busy, they have come to count on repeat viewings. They might not get that this time. The city of Coruscant was beautiful to see, and it had a James Gurney-ish feel to it. The battle scene between the Gungan army and thousands of battle droids shows how much detail CGI can generate. I think Episode 1 is a very good start to George Lucas' six-part Republic serial. Yes, it was too fast and too long, yet, with all the fascinating detail easily missed, you could almost wish that the movie was longer and slower so you could see everything.

Interesting to see how Canfandom has taken to pub nights. Edmonton showed how it was done, Vancouver took to it soon after,

and now Toronto has two regular fannish pubnights, First Thursday and Third Monday. The First Thursdays have been running for just more than two years now.

State of the Archives...Graeme says that the 1944 Fanzine Yearbook lists 105 fanzines. I think more are being produced today, not including clubzines. Many faneds realize that to get the greatest feedback on their zines, they have to send them around the world, but many more aren't bothering with overseas postage, and are keeping their zines at home with a domestic only audience. Not every fan gets every fanzine. I figure I get about 50 different titles a year, and there's probably another 50 titles I don't get.

July 14, 1999

Back again...the big annual Trek/media con in Toronto, Toronto Trek, took place this past weekend, and Yvonne and I were involved staging a bid party and bid table. Very busy, and very successful, too.

My reaction to FOSFAX was much the same as Garth Spencer's. I found it irritating and a little absorbing, but not absorbing enough, and far too irritating, to keep receiving it. I dropped myself off the mailing list by refusing to respond to it.

313...

You've probably received my CUFF update...no Western fans have stepped forward...just yet. One candidate is showing some interest...As Graeme Cameron had to, we had to open the race to everyone in the country. However, I think a Western Canadian fan may step forward, with luck...

Live action versions of The Grinch Who Stole Christmas and Battlefield Earth...the only word I can apply to this idea is...why?

After not watching it for the past couple of seasons, I did catch the final episode of Star Trek:Deep Space Nine. It was good to see that some characters had some changes in their lives, while others carried on as always...why all these changes have to happen all at once to wind up a series, I don't know. It always feels contrived to me. That's when I remind myself it's only a television series, and carry on. With the demise of DS9, perhaps the writing of Voyager will improve.

314...

I'd like to get Moscon's mailing address...we'd like to send some bid flyers there.

By this time, Ray Seredin was supposed to have heard from the BBC about the fate of the Doctor Who series...any word? Given the BBC's past track record, I fully expect any decision to have been put off.

Another film version

of Richard Matheson's I Am Legend? I hope they do a similar job with this book as they did with What Dreams May Come. I wish Matheson could hear the accolades for his work; I gather he suffers from Alzheimer's disease or similar dementia.

The Disney Mars movie...one of the writers of this movie is Graham Yost. In Toronto, he's known as the son on Elwy Yost, host of Saturday Night at the Movies on TVOntario for 25 years, and one of the busiest Canadian interviewers in Hollywood. Elwy is now retired, and living on Saltspring Island. He'd make a wonderful guest at a V-Con, hint, hint...

Lisa Gemino's Perspectives...this rant reminds me of a Bill Rotsler cartoon. One of Bill's typical big-nosed characters smiles and says, "Fandom...so neat, so nifty. Too bad it's full of fans." I will agree with Lisa, but only to an extent. Some fans disgust me, with overweening egos, or lack of personal hygiene or social skills. They are in the minority. The majority of fans are great people, the kind you like, the kind you love, the kind with whom you can form bonds that last a lifetime. The minority of misfits serves a valuable purpose, actually...they provide the best examples of what not to do in fandom.

An exacting review of Episode 1 by Peter Tupper. I enjoyed the movie, yet can't dispute what he says. The ideas represented in the movie are fabulous. Many people say the city of Coruscant brought to mind one name...Trantor. This is truly a science-fictional city. All those ideas and images should have been woven together into a better tapestry, and not shown so quickly. If it was possible to make the movie shorter, and yet spend more time on those great ideas and visuals, that would be my own recommendations. Dump JarJar Binks (the Barney of the late 90s), and show us more wonders, and take more time so we could admire them further.

Many thanks for publishing my fanzine list...already, they have generated some sales. I may be providing a new list shortly... Dale Spiers has sent me a large box of fanzines to sell off. Also, Andrew Murdoch (ZX, Covert Communications from Zeta Corvi) has moved from Victoria to Richmond. You may be seeing more of him, or less...Andrew is engaged to be married, and I gather the move was to merge the households/book collections.

Again, I apologize for letting things slide so long. I'm probably caught up by now (ha, ha), at least with BCSFAzine. Time for all the others now. Take care, and see you next issue.

Yours, Lloyd Penney.



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SF BOOK REVIEWS #13

by Donna McMahon

***The Fear of God* Chepaitis (Ace May/99)##**

***Sister to the Rain*, Melisa Michaels (Roc Oct/98)#**

***Mnemosyne's Kiss*, Peter J. Evans (Virgin, 1999)#**

(# = paperback available at Vancouver Public Library. ## = VPL hardcover.)

Sardis Molocco, “Mother” of the Revelation Sect, wears a serene and complacent face, but her greatest secret fear is God’s punishment, and no wonder. Sardis has been imprisoned on Planetoid Three for murdering children, and her cult followers back on Earth are poised to release a vicious bio-engineered virus that could wipe out billions.

Only the prison’s maverick psychotherapist, Dr. Jaguar Addams, suspects the magnitude of Sardis’s twisted scheme, but Jaguar’s credibility with the authorities has never been good. And while she races to pry information out of Sardis and track down Sardis’s escaped cult partner, Philo, Jaguar’s efforts are sabotaged by short-sighted Federal Agents more interested in their turf war with Jaguar’s boss than in possible Armageddon.

This synopsis does not begin to do credit to the complexity of the plot of *The Fear of God* and its crackling tension which pulls even a reluctant reader through the book to see what will happen next. B.A. Chepaitis is a strong storyteller who excels at creating credible villains—in particular, the utterly self-absorbed and strangely vacuous fanatic Sardis, and her sociopathic partner Philo. Other characters are strong, too, although perhaps not as convincing—it’s hard, for instance, to believe that the snarling, ineffective Jaguar would be able to see her patients over the chip on her shoulder, never mind achieve brilliant results.

However, this book has some major shortcomings that left me ultimately unhappy.

First, it isn’t science fiction. This is yet another mainstream novel which uses a lot of Star Trek technobabble to disguise its many fantasy elements. Probably the worst pseudoscientific offender is a walk-in VR environment that operates just like Next Gen’s holodeck, but without even the excuse of transporter technology. (Absurdity went right over the top when it turned out that costumed station personnel were supplementing the holograms.) A foolish reader might also ask: why are criminals shipped off Earth to prison planetoids? What is a “planetoid” anyway? And why in Gods’ names would anybody build a giant orbiting copy of Toronto (even for use as a prison)?

Layered over top of the silly set dressing is a great deal of mystical NewAge woowoo, almost forgivable because the author does such

a good job of describing ESP. At least, I almost forgave Chepaitis until I discovered that despite the title of the book and a great deal of profound-sounding thematic build-up, Chepaitis had nothing interesting to say about the fear of God or the nature of faith.

There isn’t a hint of author information in this novel, by the way, leading me to wonder if B.A. Chepaitis isn’t a pseudonym. Perhaps a wise choice.

* * *

Having read what seems like dozens of fantasy novels lately, I had intended to stick to my much preferred genre of SF. However, intentions fell by the wayside when I spotted a Melisa Michaels novel on the library book rack. Remembering her ripping space-opera yarns, I picked it up hoping for a really good read.

Sister to the Rain is set in California of the 1990’s, but with one crucial difference. Elves are real, and they move here from the Faerie Kingdom to take up residence in ritzy condos or play electric guitar in elf metal bands. Private Investigator Rosie Lavine is particularly familiar with the latter as she was previously hired to protect the lead singer of the band Cold Iron (the title of Michael’s previous book). A murderous concert tour left Rosie thoroughly disillusioned about the charming but sociopathic qualities of elves, and working for an elf client again is the last thing on her mind.

But of course one turns up, and of course she takes Finandiel’s simple-sounding assignment to find the perpetrator of mysterious mischiefs in the picturesque Fey Valley artists’ colony, only to find that things are far more complicated and dangerous than she expected.

This promising set-up and a strong first chapter left me in eager anticipation of the story to come. Unfortunately, it never quite materialized.

Melisa Michaels desperately needed somebody to edit this book. 320 pages is far too many to sustain only one plot thread and Michaels’ touch for mystery is nowhere near as good as her knack for space opera. Although I enjoy murder mysteries, I quickly tired of Rosie’s long interviews with suspects, and her interminable ruminations over clues and motives.

Nor did the characters come across well. Michaels introduces so many artists and elves so quickly that I found myself losing track of them and, worse, losing interest. Occasional elegant passages of description, snippets of pithy dialogue, and bits of strong characterization just made the experience more frustrating. Michaels is a very talented writer, but she seems to have turned this one out in her sleep, or perhaps in a great hurry.

Finally, I became irritated at her repeated plugs for her previous novel, “Cold Iron”. *Sister to the Rain* should have stood on its own; the fact that Michaels had to constantly re-tell the plot of her first elf book made it obvious that this

novel is a weak sequel. And tantalizing hints of action in the earlier book made the lack of events in this one all the more conspicuous.

My suggestion: If you’re going to try one of Michaels’ elf novels, read COLD IRON. Then drop me an e-mail and tell me if it lives up to its after-billing. Otherwise, go back and try her Skyrider books. They’re better.

* * *

Mnemosyne’s Kiss reminded me a great deal of a Bill Gibson novel, although my Gibsophile sweetie informed me archly that Gibson is a far better writer. Well, OK, Gibson is a better stylist than Peter J. Evans, but there is certainly a lot of similarity in their techs-and-drugs, balletically violent future underworlds.

The novel opens as Cassandra Lannigan wakes up in a Nairobi hospital and realizes that she’s extremely lucky. Two months ago, doctors tell her, somebody put a bullet through the back of her head and only the miracles of medical nanotech saved her. Unfortunately, science could not entirely rebuild her damaged brain. Cassandra cannot remember who she is, what she was doing in Nairobi or why assassins are still trying to kill her.

This is another good opening to yet another book that is far too long. On page 21 Cassandra checks out of hospital, and a chase ensues for the next 360 pages. And eventually, as Cassandra races around the globe through assassinations, beatings, shoot-outs, guerrilla hostage-takings and even a corporate sponsored civil war in Mexico, the astute reader may begin to notice that not much else is happening, such as character or plot development.

Right at the point where the corporate war robots were blowing away nuns, women and children hiding in a cathedral, and our heart-warming protagonist paused for brief regretful thought about the carnage before hurrying off to slaughter some more assassins, I began wondering why I was reading this book. But I got stubborn. Having invested over 200 pages (and facing a column deadline), I decided to see if there was ever going to be a plot unveiled that would pull this mess together.

And somewhat to my surprise, there was. Evans’ conclusion is clever, dramatic (and—of course—extremely gory), with a very nice plot twist right at the end.

I would have liked this book a great deal more if it had been shorter, less violent, and featured protagonists who I didn’t feel like scraping off my shoe. However, Evans is a slick writer, and he sprinkles his megacorp-dominated globe with lots of nifty future tech details, most of which come across effectively. Fans of *Bladerunner*, *Neuromancer* and *Alien 2* will probably get off on this, and I wouldn’t be surprised to see it turn up as a movie some day.

Comments? Rebuttals? Suggestions?

donna_mcmahon@sunshine.net



By **Palle Hoffstein**

Casting continues to dominate the rumour mill on **Peter Jackson's Lord Of The Rings**. Talks have begun between New Line Cinemas and an as-yet unnamed video game production company regarding LOR games for the PC and Playstation platforms. The company received a preliminary cast list, so that they could commence the appropriate voice casting and have references for the 3D modelling work. This list is NOT a confirmed actor list, some of the names might merely represent the type of actor they're looking for a specific role, but at least it lets us know the directions they're heading in. However, it is worth noting that half of the names on the list have surfaced in many rumours over the past two months, and one (Wood) has been confirmed. Here it is:

Frodo	Elijah Wood
Gandalf	Al Pacino
Saruman	Sean Connery
Strider	Daniel Day-Lewis or Rupert Everett
Boromir	Bruce Willis or Liam Neeson
Legolas	Jude Law (Gattaca)
Theoden	Harvey Keitel
Denethor	Patrick Stewart

Timothy Spall (Secrets and Lies) had been mentioned in rumours as **Gimli**, but New Line producer **Michael DeLuca** recently stated that he's never heard of him. **Warwick Davis** (Willow, Phantom Menace) auditioned for the part but didn't get it. **Sean Astin** (The Goonies) has officially been cast to play **Sam Gamgee**, Frodo's manservant. There are no plans to cast **Gollum** except for voice; he will be a computer generated character imposed over an actor in a suit. Producer **Michael DeLuca** has stated Gollum's voice will be provided by an "unknown". **Anthony Hopkins** was added to the list of actors rumoured for the part of **Gandalf**, but word is that Hopkins is interested in the role of **Bilbo Baggins**! This comes after the producers saying that an "unknown" was the front runner for that part. **Claudia Christian** (Babylon 5) has stated in an interview that she has a part in all three films although this has not been confirmed by the producers. I've come across a rumour that has **Mira Sorvino** (The Replacement Killers) as **Eowyn**. The producers have stated that there are no plans for **Keanu Reeves** to be involved although Reeves had told an Australian magazine that he was petitioning for the part of **Aragon**. Victoria Burrows' Casting Agency of New York has a lead cast breakdown, outlining what Jackson is looking for in

the cast. It's too long to list here; email me at pale.hoffstein@gvrd.bc.ca and I'll send you an actual copy. It's interesting to note that the actors playing Elves, Hobbits and Dwarves are required to speak in an English accent, but for the humans an American accent is also acceptable. Also, all characters who ride horses in the books are to be played only by actors who can competently ride themselves.

Peter Jackson is currently calling for 18,000 extras for this first film alone. He is promising BIG battle scenes. **Bob Anderson**, a swordmaster who has worked on **The Mask of Zorro**, **The Three Musketeers** and **The Princess Bride**, is rumoured to be working on a big film project in New Zealand, probably Jackson's Rings. (Meanwhile, the every-busy producer **DeLuca** has mentioned that New Line has accepted the *Spawn 2* screenplay from **Todd McFarlane** and a *Mask* sequel script from writer **Chuck Russell**.)

The current estimated budget for the trilogy: \$190 million dollars. Wow! Three outdoor sets are known to be in the building stage with the New Zealand army hired on to help the construction! Shooting of the first film is slated to take place September 10, 1999 to February 17, 2000, the second film shoots May 2000 to October, 2000 and the third film shoots October, 2000 to March, 2001. lordoftherings.net has some beautiful pre-production sketches and pre-production realisations of those sketches done with miniatures and computer art. At lordoftheringsmovie.com you can find rumours and news (all mixed-up together) and beautiful **Tad Nasmith** paintings that are not actually from the film production, which isn't made very clear.

The much-anticipated 20th Century Fox production of Marvel Comic's **X-Men** is finally undergoing its main shooting in Toronto. The confirmed cast: **Patrick Stewart** (Star Trek, The Next Generation) as Professor Charles Xavier/Professor X, **Ian McKellan** (Gods And Monsters) as Magnus Lesherr/Magneto, **Dougray Scott** as Logan/Wolverine, **Tyler Mane** as Victor Creed/Sabertooth and **Anna Paquin** (the Piano) as Rogue. **Christina Ricci**, originally cast as Rogue is no longer involved in the production. The character of The Beast has been dropped from the story. It seems that Cyclops will be played by **Jim Caviezel** (The Thin

Red Line) Dubious rumour: models **Rebecca Romijn-Stamos** as Mystique and **Halle Berry** as Storm. **Bryan Singer** (The Usual Suspects) is directing, **Tom Sigel** (The Usual Suspects) is the Director of Photography and **Michael Fink** is the Visual Effects Supervisor. Fox chairman **Bill Mechanic** has revealed the budget to be \$110M. The screenplay, known to have gone through too many screenwriters to list, has been, according to Mechanic, re-worked to keep to plot character driven rather than FX driven. The current release date is Summer 2000.

Clint Eastwood's Space Cowboys is currently in production. I have the official cast list now: **James Garner**, **Tommy Lee Jones** (Men In Black) and Eastwood as the aging astronauts, and also starring **Donald Sutherland**, **James Cromwell** (LA Confidential) and **William DeVane** (Payback).

Paul Verhoeven (Starship Troopers, Robocop) has decided to do another SF film. **The Hollow Man**, the story of scientists who discover the secret of invisibility, will star **Kevin Bacon** (Tremors) and **Elisabeth Shue** (Leaving Las Vegas, Adventures In Baby-sitting). **Andrew Marlowe** (Air Force One) has written the script and **Jerry Goldsmith** (L.A. Confidential, Air Force One) has been brought on to compose the score. Columbia pictures has announced the release as sometime in 2000. Shue is nursing an injured foot and filming will commence as soon as she is healthy. Apparently the hook to this story is that the invisibility drives you insane. This film is NOT based on the **Dan Simmons** novel of the same name (whew!)

Lastly, exciting news for those of you who saw **Darren Aronofsky's** debut film **Pi**, Aronofsky is directing **Proteus** for Miramax/Dimension Films. The story: an American submarine, playing hunt and chase with Nazi ships and subs during WWII, encounters an enigmatic and powerful creature from the ocean depths. Aronofsky is promising a scary film; a true horror experience instead of a gore-fest. No release date has been set and I have yet to find a cast list, although shooting is expected to start imminently. Mirimax is expecting big things from this young director (Aronofsky was only 29 when Pi was released).

Bad news for those (like me) waiting for **David Fincher's** (Seven, The Game) next film **The Fight Club**. The release date of August 6 is being re-scheduled by 20th Century Fox for October 15, apparently because the summer movie schedule is beginning to look crowded and the film could use a little more post-production. This near-future drama, where groups of yuppie men form extreme hand-to-hand fight clubs to unleash their aggressions and escape from their daily lives, looks to be visually stunning. **Brad Pitt**, (Seven) **Edward Norton**, (American History X) **Helena Bonham Carter** (Wings Of A Dove) and **Meat Loaf** star. **Jeff Cronenweth** is the Director of Photography and techno band **The Dust Brothers** are providing the Musical Score.

Speaking of David Fincher, in a previous MovieMania I mentioned that he is currently directing **Arthur Clark's Rendezvous With Rama**. Fincher has brought on screenwriter **Andrew Kevin Walker** (Seven) to pen the script. The release date for Rama is currently set at December 31, 1999. Walker has been an unhappy camper of late; he hated the finished movie of **8 MM** (and tried to get his name removed from the credits, unsuccessfully) His latest script is **Sleepy Hollow** (which I've read and it's very good) directed by **Tim Burton**. There's a web page up now for Sleepy Hollow at: www.sleepyhollowmovie.com. If you missed it in the previous MovieMania Hollow stars **Johnny Depp**, **Christina Ricci**, **Miranda Richardson**, **Christopher Walken** (as the Headless Horseman), **Ian McDiarmid**, and the legendary **Christopher Lee!** **Ray Park** (Darth Maul in the Phantom Menace) is doing all the stunts for the Headless Horseman! These are two movies I'm really looking forward to.

Steven Spielberg, with his **Memoirs Of A Geisha** project shelved for now, has stated that he wants to do another SF picture. It looks like it's going to be an adaptation of **Philip K. Dick's** short story **Minority Report**. This past fall DreamWorks SKG and Twentieth Century Fox announced plans to produce this SF thriller; **Jan De Bont** (Speed, The Haunting) was named as a possible director and **Tom Cruise** was named to star. Cruise is currently working on the sequel to **Mission: Impossible**. Later, Spielberg's name took over De Bont's as the films director (*thank god!*), **John Williams** (Star Wars, Jurassic Park) was added as composer and the great **Michael Kahn** (Raiders Of The Lost Ark, Schindler's List) brought on as editor, both of whom have worked with Spielberg many times before. **Renee Zellweger** (Jerry McGuire) and **Matt Damon** (Good Will Hunting) have also seem to have parts in this project. **Jon Cohen** and **Scott Frank** (Out Of Sight) are credited as the screenwriters, but a rumour has surfaced that the wonderful **William Goldman** (The Princess Bride) has been brought in to do a script-doctoring job and that there was an original script by **Ron Shusett** and **Dan O'Bannon** (now uncredited). (*Scott Frank, by*

the way, is remaking Willy Wonka And The Chocolate Factory.)

Minority Report concerns a future society where a group of three telepaths read the minds of the nation to prevent all murders. People are arrested for crimes they have not yet committed. Very Dickian! Fox is planning for a July 4 week-end release in 2000. This might be the first good adaptation of a Dick story since Blade Runner, but with so many script writers attached to the development there's some reason to be worried.

Seven Arts Pictures announced in Wired Magazine back in January that they would release an adaptation of **William Gibson's Neuromancer** sometime in 2000. Nothing much has surfaced since, other than an official web page that says very little. I can find no evidence that the project has been cast or is anywhere beyond initial development. **Peter Hoffman** is producing and Brit **Chris Cunningham** has been named as director. Hoffman has been trying to make this picture for some time, and is rumoured to have had the film rights for some years now (*While trying to find out what else Peter Hoffman has produced I discovered that he's just gone through a long tax-evasion trial, which might explain why he's done so little with the screen rights*). Chris Cunningham (a.k.a. **Chris Halls**) has been a director of music videos (such as Madonna's 'Frozen', Aphex Twin's 'Come to Daddy' and Portishead's 'Only You') and he illustrated **Judge Dredd** in the SF comic **2000AD**. **Aphex Twin** have claimed that they have been hired to compose the score for Neuromancer.

Also on Cunningham's resume is that he designed robots for **Stanley Kubrick's A. I.**, which was to be the late director's next project after **Eye's Wide Shut**. A. I., the story of a boy-like robot becoming 'mature', is rumoured to have been resurrected by **James Cameron** (The Abyss, Aliens, The Titanic). The A.I. project is intriguing, and when the great Kubrick (2001, Clockwork Orange, Dr. Strangelove, The Shining) passed away this past March, what could potentially have been one of the best SF film of all time ceased all pre-production.

Kubrick originally announced A.I. to be his next project after 1997's Full Metal Jacket. Seeing **Jurassic Park** convinced him that the technology now existed that could fully realize what he wanted for the film. Eyes Wide Shut took over as his main project, but this was partly so he could devote the time he felt appropriate to develop the script and production designs for A.I. (Kubrick may also have decided on Eyes Wide Shut to raise

some cash, hence the big-name casting). **Industrial Light & Magic** was hired to do test footage for A.I. and little-known writer **Sara Maitland** was hired to develop a script. (Kubrick is famous for wanting to work with inexperienced writers). Kubrick, not happy with the confrontational relationship between man and robot in **Blade Runner**, wanted a story of a robot that people would love as they would love a person. The story was to be set in a 21st century where global warming has melted the polar ice, raised the oceans and submerged the coastal cities. Especially advanced computers are built to help manage the environmental disasters; computers advanced enough to become self-aware. The later parts of the film were to span three millenia! Warner Bros., the studio for whom Kubrick was to make A.I., panicked when **Waterworld** was released and it was decided that the submerged cities were to be de-emphasised. As a starting point for development Kubrick chose a **Brian Aldiss** story, **Supertoys Last all Day Long**. Aldiss worked with Kubrick on the initial development, then was fired, and complained Kubrick was turning it into a "Pinocchio" story. Later, British SF novelists **Bob Shaw** and **Ian Watson** were also hired to work on the script.

While filming and editing Eyes Wide Shut Kubrick put most if A.I.'s pre-production on hold. Shortly after his passing Warner Bros. announced that production was fully shut down. All that existed were production sketches, an unfinished script, some unfinished sets and about five minutes of test FX footage from ILM. When Cameron announced his desire to resurrect the project Warner Bros. immediately showed enthusiasm. Cameron wouldn't be my choice for taking over this project but it could certainly be in much worse hands; his name alone can give it the budget it needs. Cameron has called Kubrick the reason he got into filmmaking (certainly there are parts of The Abyss and The Titanic that show the Kubrick influence). I'm hoping A.I. finally does get made.

Next month, news on the new **Battlestar Galactica** movie!

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WORLDCON UPDATE

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BAY AREA GROUP TO BID ONLY FOR SAN JOSE WORLDCON; SAN FRANCISCO BID WITHDRAWN

The Bay Area in 2002 Worldcon Bid Committee has withdrawn their bid for San Francisco, leaving only the bid for San Jose, California. The Bay Area group filed both bids earlier this year, planning to give voters the opportunity to choose between them; however, the Argent Hotel, planned as San Francisco's headquarters facility, has recently booked another group into the space, making the San Francisco site impractical.

Earlier this year, the Bay Area in 2002 Bid Committee announced that the hotel they originally planned to use as their headquarters, the San Francisco Marriott, had withdrawn from negotiations with the committee and would not be available. Bay Area in 2002 put together an alternate proposal centered on the Argent (formerly ANA) Hotel, one of the 1993 Worldcon hotels. In the meantime, the San Jose Convention & Visitors' Bureau presented the Bay Area committee with an attractive proposal centered on San Jose. The Bay Area committee decided to let the site selection voters make the decision, and filed both bids with Aussiecon Three, the Worldcon administering the election.

On June 14, the Argent informed the Bay Area bid hotel liaison, Michael Siladi, that they had given the necessary space in the hotel to another group that was able to make a firm commitment now. The convention bid chair, Kevin Standlee, after meeting with members of the committee, determined that, without the Argent, the Bay Area in 2002 bid would be unable to put together a workable San Francisco proposal.

"It was a hard decision for us", said Standlee. "We originally promised fandom a Worldcon in San Francisco, and we very much wanted to deliver on that promise if that was what people wanted, but we had to consider the viability of the site. Without the either the Marriott or the Argent, we simply didn't have enough hotel rooms within easy walking distance of the San Francisco Moscone Con-

vention Center. Meanwhile, we had a very promising alternative in San Jose. It is a good site, and the local hotels and convention center are very eager to have our business."

The Bay Area in 2002 Committee now is concentrating all of its attention on the San Jose bid. The site centered on the San Jose facility includes approximately 1500 hotel rooms within about 300 meters/1000 feet of the San Jose Convention Center. In addition, the San Jose facilities are less expensive to rent, include less-expensive parking, and are adjacent to a 24-hour-per-day light rail system that connects the Convention Center to more than 1000 additional hotel rooms.

San Jose is less than 50 miles from San Francisco. Two free-ways and a regular rail service run directly between "The Heart of Silicon Valley" and "The City by the Bay." Travel time between the two cities is between 60 and 90 minutes. Even if the Worldcon is in San Jose, fans wishing to visit Alcatraz or Fisherman's Wharf would still be able to do so.

Memberships in Bay Area in 2002 remain valid for the San Jose site, even if they were purchased when the bid was only for a San Francisco site.

Members of Aussiecon Three, the 1999 Worldcon, will vote on the site of the 2002 Worldcon. Aussiecon Three will issue site-selection ballots soon. You must be an attending or supporting member of Aussiecon Three to vote. You need not actually attend Aussiecon Three to vote, because you can vote by mail, or give your ballot to someone else to carry to Australia for you.

The bid will post additional information on their web site, <http://www.sfsfc.org/worldcon/>, as it becomes available. Representatives of the bids plan to be at Midwestcon, Westercon, Conucopia, and Aussiecon Three to answer questions. Fans may also send questions to the bid via electronic mail at info@sfsfc.org, or by ordinary mail to PO Box 61363, Sunnyvale CA 94088-1363 USA.

The Bay Area in 2002 Bid plans to release more information about the San Jose site in Progress Report -1, scheduled for publication as soon as Aussiecon Three produces the site selection ballot, probably in early July. This progress report will be sent to all of the bid's registered supporters.

Kevin Standlee <standlee.kevin@menolog.com>

Toronto in 2003 secures Royal York and Skydome hotels

The Toronto in 2003 bid committee has secured contracts for the Royal York Hotel and the Skydome Hotel for the 2003 Worldcon. The two hotels, both part of the CP Hotels chain, have guaranteed 1100 rooms for the convention. The historic Royal York Hotel was the site of Torcon II, the 1973 Worldcon.

Both hotels are on Front Street on either side of the convention center.

The hotels have been extremely accommodating to the bid committee, agreeing to six pages of contract modifications, most importantly increasing the room block, reducing the deposit to hold the space, and agreeing to make the contract conditional on the vote in Chicago in 2000.

The bid committee has already secured the Metro Toronto Convention Centre, and our legal team is reviewing a contract proposal from the Crowne Plaza which is attached to the convention centre. We have started discussions with other downtown hotels in order to ensure that more than enough rooms will be available for the Worldcon.

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compiled by Garth Spencer (for his June 1999 Web page update)

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Bad News: Due some person trying to protect the local kids from pornography pressing the wrong button, one for the local internet access providers (ran by the Powell River School District), is running at under 10% capacity. Though I'm with the other provider in town, it depends on the School District for 60% of their capacity. They hope to have the problem fixed in two weeks, still that's after the BCSFAZine's deadline. I know there a lot happening with SF media these days, but I just can't get to the sites to find the information.

However I got some media news before the trouble started.

Star Trek: DeForest Kelly 1920-1999.

I would like to express my great sadness in hearing the lost of actor DeForest Kelly.

I grew up with Classic Star Trek and enjoyed the never ending, yet friendly skirmishes between his "Dr. McCoy" character and "Mr. Spock" ("You and your Vulcan logic.") and the comedic relief he brought to many serious scenes ("Dam it Jim, I'm a doctor not a bricklayer!"). Oh we must not forget his most famous lines "He/She's dead Jim."

He then went on to do all six Star Trek movies with the original crew of the starship Enterprise. He also plaid a small part in Star Trek: The Next Generation, returning as 136 year old "Bones" in the series opener in a scene with "Data" (Dr. McCoy: I don't see any pointed ears on you boy, but you sound like a Vulcan. Data: No Admiral, I am an android. Dr. McCoy: That's ever worst.).

I want the pass on my great feelings of lost to his family and all the "Trekkers" reading this zine. He will be missed, nevertheless he's very likely enjoying himself in the Afterlife at EternalCon.

The Latest Word on Doctor Who.

Sir John Birt, BBC's Director General told "WhoFans" that chances of "The Doctor" returning are 50/50 at this time.

There was been huge set back already, when the US based "The Sci-Fi Channel" has lost interest and plans to air Classic Sci-Fi Movies against the new Star Trek. Yet it maybe a good thing, because as one producer put it "They wanted to turn Dr. Who into The Teletubbies, meets The A-Team, meets Zena, meets Baywatch." They where also uneasy with its large gay and lesbian viewership, said to be double that of most other series. (Note: The "Sci-Fi Channel" people must have their bodies in 1999 and their minds in 1899.) They where also "rumors" that they wanted an American of their choice to pay "The Doctor".

However with The Sci-Fi Channel bowing out, HBO expressed it's interests in "The Doctor" adventures, as it plans air family oriented programming from 6:00 to 9:00PM (ET/PT) starting in the fall of 2000. The pay channel assured the producers to keep out of series script content and casting if the series is within the American "PG" guide lines. The producers said it will be "Well within those guide lines" since the BBC has much stricter guide lines. They also have said the series large gay and lesbian viewership will not inference them in any way.

The BBC and the series producers will meet with HBO executives on August 8. Still there be most likely be no "Official" word on "The Doctor's" future till September or October, when the BBC, it's partners and HBO starts allocating their 2000/2001 season budgets. Rumors are also suggesting that HBO's Canadian/German

voluptuous funny science fantasy co-production Lexx (Which now airs on an independent network in Britain.), could end up on BBC2 as part of the same deal.

(Note: Canadian "WhoFans" can rejoice since both Space: TIS and Global are both interested.)

The new series producers say they intend to make the new Dr. Who vary much as it was in the "Tom Baker era" with troches of Mysterious Island, Earth Island One and Invasion Earth to bring the style of story telling into the new Millennia. They feels that this "hybrid" will be popular with both original series fans as well as thousands of new ones. The BBC and it partners have said they would like at least five seasons with twenty-two, fifty minutes episodes pre-season that will be all tied together into a five year saga. HBO however is not making any of its plans known till after the meeting with the BBC. There's a "rumor" making the rounds that said that the new series could be filmed in both Britain and Vancouver if HBO buys into it. So far this is only a "rumor".

However the BBC ruled the rumored to return the series without a deal with the Americans. This plan had a much reduced budget with 13 episodes instead of 22, filmed either Australia or New Zealand.

"The TARDIS would be crushed by its compensation if we do the series ourselves." Stated Birt. "It won't even draw viewers in Britain without a adequate budget. Most of the present sci-fi series are set either on board ship or in single time period, leading to one (or two) standing sets, location filming and a manageable budgets. Although the producers (of new series) have said there will do a great deal of location shooting, they still need many sets (Note: Ever heard of "green

screens"?) since the TARDIS could travel to any places in time and space. These sets cost. Therefore we need the Americans as partners to make to the new Dr. Who series work."

Both the BBC and the producers have said if this plan for a new live action series should fall flat, they plan for a major motion picture called Dr. Who: The Movie for summer 2001.

I'm very sorry if didn't have any news on your favorite SF series this month I'll try my best for next.

Be seeing you.

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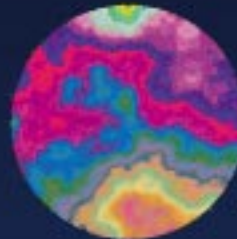
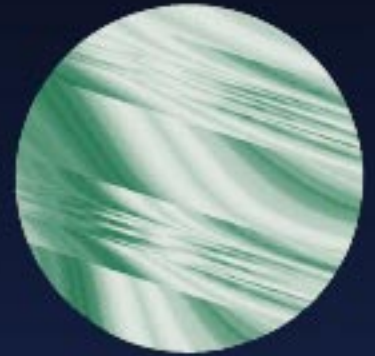
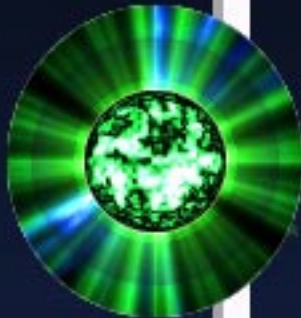
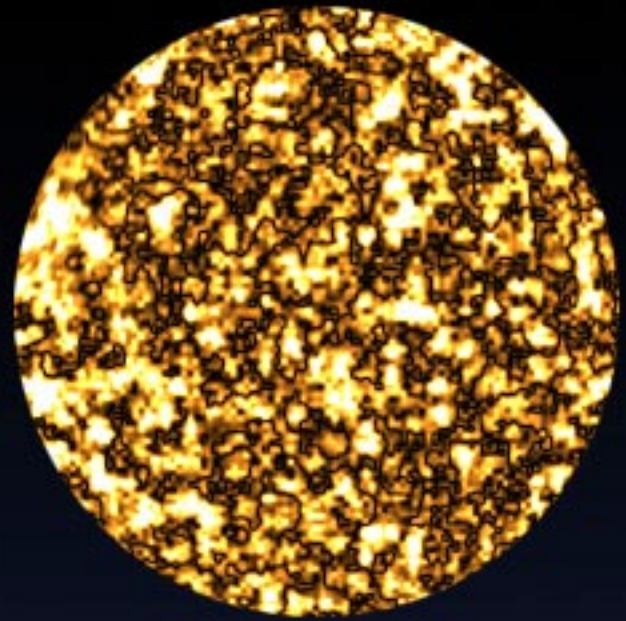
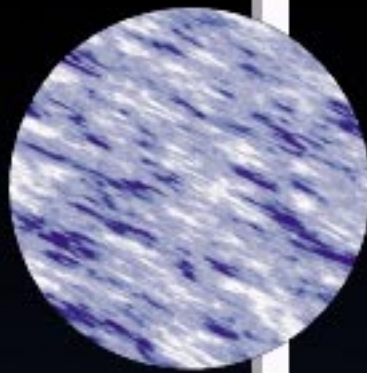
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LETTER FROM HELSINKI

In the previous column, I started discussing mobile telephone-Internet integration. I'll now elaborate a bit more on the subject.

Some 2G (existing second generation) phones already have a small screen on which information can be displayed. Some imaginative user interface design will have to go into making it easy to use these phones for fetching content from the Internet, and this is partly what the WAP standards are about: they are designed to be close to the Internet standards, but are modified in some respects because of the limitations of the user interface and the data transfer rate.

Among other things, the WAP standards currently being developed define a mark-up language, WML, which is sort of a simplified version of the HTML language that is used to specify Web pages. WML pages are called "cards", and when a mobile phone downloads WAP content from the Internet, it usually receives a WML "deck", which consists of one or more cards.

WML cards are meant to be displayed on the small, low-resolution screens of mobiles, so they'll consist of just some lines of text and possibly of small images. In addition to other cards and decks, a WML card can also refer to a WML script, which is a little program also downloaded from the Internet that runs on the mobile itself.

Even with just these elements in use, it is possible to create useful services for mobiles: For instance, one might request the "home deck" of a hotel, which would consist of some lines of basic information, and then a few further selectable choices. One would scroll through the text using the phone's scroll button, which is like a mouse that works only in the up-down direction, and press the button when the choice marked "reservations" is highlighted. This choice would take one to another card in the same deck, which would ask one to fill in, say, the arrival and departure dates, and the desired category of the room. After this information has been filled in, one would select the choice for "submit". The information would now be submitted to the hotel's reservation system, which would then process it, and then transmit to the user another WML deck, giving either the reservation number, or if the desired reservation was unsuccessful, some additional instructions.

One could also subscribe to a news service by selecting from a list of subjects the service can provide, set importance thresholds for each subject, and define how many times a day one wants to receive the latest news. The news service would then automatically send WML decks to the subscriber's phone one or more times a day. Each deck would have the latest news stories that meet the desired importance threshold for each subject area subscribed to.

When WAP information is requested by a mobile phone, the request naturally first travels through the mobile network. A special gateway located between the mobile network and the Internet translates a request from a phone into an HTTP (i.e., Web) request and passes this onto a server on the Internet, and then translates the resulting reply back into a form the mobile can un-

derstand. (This gateway is what I'm working on.)

WAP's advantage for phone and network equipment manufacturers, and content providers, will be that it is becoming an open standard like the World Wide Web, which means interoperability among their hardware and software. For the customer, it will bring lower prices through competition, and a lot of content accessible from any mobile phone (or other mobile terminal). This translates into more demand, which is again good for the companies involved.

There are a couple of planned non-WAP standards of connecting phones to content and services provided through existing networks, but as they will probably only have a marginal role, I won't touch on them here. Even Microsoft has seen the way the wind is blowing and recently joined WAP Forum, though it remains to be seen how committed that company can be to an open standard such as WAP. Perhaps their anti-monopoly legal troubles will help.

The 3G phones to be available starting in 2001 in Japan, and a bit later elsewhere, will be able to use mobile networks with radically higher data speeds than the current ones, and displays much larger and sharper (and probably more colourful) than the current ones. At that stage, the distinctions between laptops and digital assistants with wireless access on the one hand, and mobile phones with large screens and keyboard input on the other hand, will be somewhat blurred.

Even before full-fledged 3G mobile networks go on-line, improvements to the current networks will increase the data speeds available for phones, laptops with links to a mobile phone network, and wireless PDAs such as the new Palm VII. Such PDAs with wireless access are already approaching the same product category as phones with screens and keyboards, such as the Nokia Communicator.

Currently, the integration of mobile phone networks with the Internet is still a bit clunky: the phone networks still function as before, having been designed mainly to carry speech, and a special gateway is needed for bridge them to the Internet. The explosion the Internet is currently experiencing may well mean that in the future, the Internet will consume most other networks, and that voice traffic, on both fixed and mobile networks, will be just another data stream on the Internet.

This would mean, among other things, radically cheaper long-distance voice services, and many other types of services perhaps not even thought of yet. One of the first benefits of the current trends in mobile-Internet integration will be that one will be able to use one's laptop for mobile Internet access and to surf the Web on the move, for a price not much higher than when currently using the fixed phone network, or even for lower.

More on PANS in the next column. (POTS = Plain Old Telephone Service, PANS = Pretty Amazing New Stuff.)

PS. Finally saw a good SF film: "Matrix".

It is July 7, and there are no takers for CUFF from Western Canada. Therefore, I shall open it up to the entire country. Anyone can run for CUFF, with all the same details as below.

Lloyd Penney

Like to travel? Want to take part in Canadian fannish history? Hey, Western Canadian fans! You could be a candidate for the

CANADIAN UNITY FAN FUND

The Canadian Unity Fan Fund was established in 1981 as a way to overcome the geography of Canada, and have a fan from one side of the country meet those on the other side at Canada's national SF convention, the CanVention. This year's CanVention is at InConsequential II, October 15-17 in Fredericton, New Brunswick.

To be a candidate, get six nominators, three from Western Canada, and three from Eastern Canada. (The dividing line is the Manitoba-Ontario border.) The candidate should be from Western Canada, seeing that the CanVention is in Eastern Canada. Also, provide a platform of 300 words or less in which you tell potential voters why you deserve to be the CUFF winner for 1999. You must be a Canadian citizen, plus be a well-known Canadian fan with fanzine experience over at least the past five years.

To nominate a candidate, you must be a Canadian citizen, and must have been an active science fiction fan over the past five years.

Submit a letter (or e-letter) to us with your declaration of candidacy, plus copies (or e-copies) of your six nominators' letters to:

Lloyd & Yvonne Penney

1706-24 Eva Rd. or

yvonne_penney@email.whirlpool.com

Etobicoke, ON M9C 2B2

Nominations close JUNE 20, 1999. Should there be more than one candidate, ballots will be distributed in July.

Responsibilities of being the CUFF winner: attending the CanVention (with the cheapest airfare and hotel room rate available), participating in CanVention programming, making your presence felt at the con, writing up a trip report detailing your adventures in Fredericton with the people you'll meet there, and using your trip report and other means to raise funds for CUFF. Plus you'll run this election to find YOUR successor, the CUFF winner for 2000! (The current balance of the CUFF account currently stands at just over \$1000.) Your mission after your trip will be to promote CUFF, and to liaise with that year's CanVention to ease your successor's way to running the fund, and fulfilling his own commitments.

Know of anyone else who may be interested in running or nominating? Please relay this notice to them, or send their e-mail/papermail address to the address above.

Are we late this year? Yes! We'd rather be late and do it right, rather than do it wrong. Let's make it a real race this year!