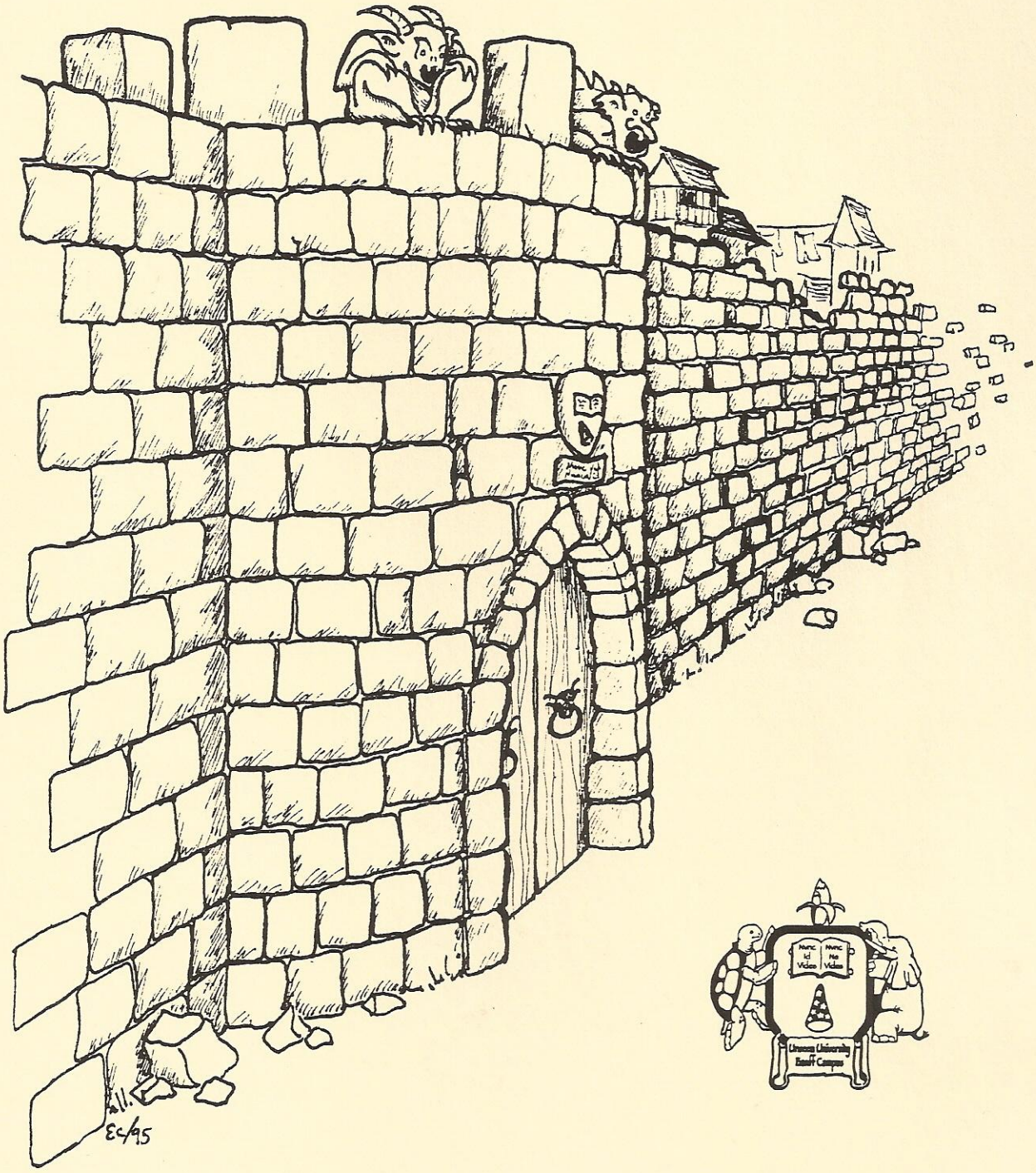
Banffcon 95



unseen university

Special Fall Term, Banff Campus
October 6-7a, 1995

Banff Park Lodge
Banff, Alberta, Canada

Con-Version XIII

Science Fiction and Fantasy Convention

July 19-21, 1996
Marlborough Inn
Calgary, Alberta

Guest of Honour
C. J. Cherryh

Toastmaster
Mel Gilden

Other Guests TBA

Memberships
$20 until August 1, 1995
$25 until October 1, 1995
$30 until March 1, 1996
$35 until July 1, 1996
$40 at the door

Host for

Canvention 16

Canadian National SF Convention

BanffCon 95

October 6 to 7a, 1995
Special Fall Term Calendar
Banff Campus, Unseen University

table of contents

Faculty and Staff, Banff Campus..... 2
Message from the Chancellor..... 3
A Word from the Librarian..... 3
Unseen University, Banff Campus:
An Overview..... 4
Important Notice To All Students..... 4
Office Hours and General Information 5
Registration Information
Souvenirs
Student Services..... 6
Marketplace
Volunteers
Tower of Art
Uncommon Room
Security Policy
Special Events..... 9
Commencement Ceremonies
Diplomatic Reception and Dance
Charity Fundraiser
Closing Ceremonies and Charity Draw
Annual General Meeting
Departments and Courses..... 11
Arcane Languages
Fine Arts
Recent Runes
Science and Alchemy
Special Interest
Moving Pictures Immersion Course.... 14
About the Guest Faculty Members
Terry Pratchett..... 15
Guy Gavriel Kay..... 16
Mr. Science..... 17
Rick LeBlanc 17a
Diane Walton 19
Other Faculty Members..... 20
Recommended Reading Materials..... 21
Off Campus Attractions..... 27
Restaurants 29
Maps
Banff Campus, Banff Park Lodge 32
Marketplace 33
Credits and Thank-yous..... 34

Faculty and Staff, Banff Campus:

Administration:

Chancellor	Bob Bramwell
Reader of Invisible Writings	Cath Jackel
Bursar	Eileen Capes
Recorder of Recent Runes	Arlene Morlidge

Special Faculty Members:

Writer-in-Recent-Ruins	Terry Pratchett
Guest Lecturer	Guy Gavriel Kay
Senior Wrangler of Toast	Rick LeBlanc
Fantastic Fanatic	Diane Walton
Head of Alchemy Department	Mr. Science

Support Staff:

Tower of Art	Morgan Smith
	Kristiina L. Anderson
Calendar	Michelle Wilson
	Janis Svilpis
Course Coordinator	Deloris Booker
Diplomatic Reception and Dance Coordinator	Sharon Wildwind
Diplomatic Reception and Dance	Katherine Jepson
Fanzine Liaison	John Wilcox Herbert
Guest Liaison	Deloris Booker
Facilities Liason	Patsy Leung
Keeper of the Email List	Robert Runté
Librarian	???
Marketplace	Kathy Rogers
Progressive Reports	Cliff Samuels
Oops	Stuart Cooper
Recorder of Recent Runes (Society)	Michelle Wilson
Registrars, At-Con	David & Lea George
Registrar, Pre-Con	Cliff Samuels
Resident Artist	Derek Mah
Security	Blair Toblan
Uncommon Room (Consuite)	Gary Frei
Moving Pictures Immersion Course Coordinator	Al Brown
Writers' Workshop	Lexie Pakulak

Ambassadors:

Edmonton	Cath Jackel
Ottawa	Marc Donovan
Portland	Marc & Patty Wells
Regina	Dave Panchyk
Seattle	Marci Malinowicz
Toronto	Lorna Toolis & Mike Skeet
Vancouver	Donna McMahon
Victoria	Karl & Stephanie Johanson
Winnipeg	Michelle Hendrie & Steve Mezyk

message from the chancellor

by Bob Bramwell

As a long-time resident of Banff once put it:

"Tourists! Before they leave they don't know where they're going; when they get here they don't know where they are; and when they get home they don't know where they've been."

Of course, we are all familiar with this syndrome, but for (perhaps) rather different reasons. Wandering around the halls this weekend you will see people who don't know where they're going: that's the Con Committee. The people who don't know where they are, or are at least very confused about it, are the Mundanes. The rest of you will wonder where you've been until now, and why you didn't get here sooner. At least we *hope* that's how you'll feel about it.

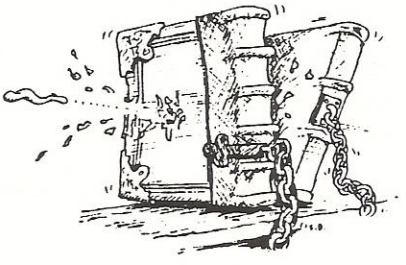
This is the second time BanffCon has materialised on an unsuspecting world, on this occasion disguised as an Fall Term of the Unseen University at Banff. Such intrusions into the fabric of existence are rarely seamless. Frayed edges and holes are inevitable, but if you notice something seriously unravelling we would be delighted to hear about it before our seat of learning is untimely ripped. So to speak. And if you're good at patching your help will be greatly appreciated.

We are very pleased to have guest lecturers Terry Pratchett, Guy Gavriel Kay, Diane Walton, Rick LeBlanc, and Mr. Science in attendance. Among them they represent a sizable fraction of the reality warp required to bring events like BanffCon to you.

Finally, let me extend a warm welcome to all of you who have come to participate in the magic of this weekend. And the big dinners, of course.

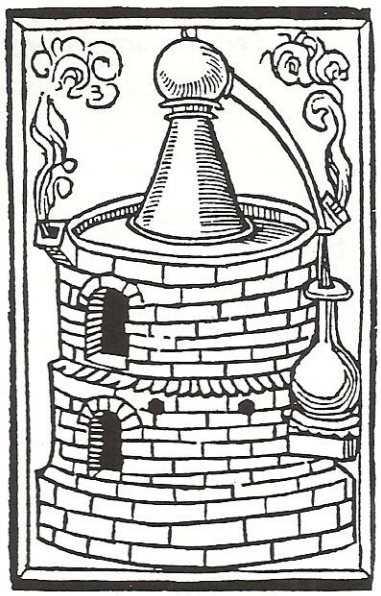
a word from the librarian

Oook.



Unseen University, Banff Campus: An Overview

by Bob Bramwell



Unseen University, situated in Ankh-Morpork, was founded in AM 1282 by Alberto Malich. During its 2000-odd years of existence (or, more accurately, non-existence) it has provided degrees and big dinners to most of the Disc's best known wizards.

The Banff.Campus was founded at PM 415 by accident. The incumbent faculty and encumbered students take advantage of the big dinners while they last. Situated as it is in a scenic and remote mountainous location, those hardy enough to survive the trek to Banff are greeted effusively by the natives in the quaint local dialect, Elkish. They are then wined and dined, and the weary weight of their cares and their travel-worn purses are lifted from them. After this initiation by the resident scholars they are trained in the ways of the professional mendicant.

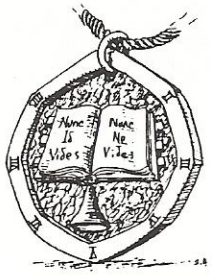
Not all courses at the Banff Campus are concerned with magic. From the subtle arts of music, dance, and Vogon poetry to the arcane mysteries of alchemy and runic inscriptions, students may study everything from the sublime to the impossible; and still have time for a big dinner.

Important Notice to All Students:

Please remember that, at this time the year, the Elk are in rut and **will attack anything that comes near them**.

Please do not approach them! Our campus physician has been recalled to Ankh-Morpork and we are *not* equipped to deal with any emergencies of a medical nature.

office hours and general information



Banff Campus, Unseen University
Banff Park Lodge
Banff, Alberta, Canada

Welcome to BanffCon '95, the special fall term at the Banff campus of Unseen University. This term promises to be full of exciting courses, as always.

Registration Information

Registration for current, former and new students will take place in the Banquet Lobby of the Banff Park Lodge, upstairs and immediately adjacent to the main programming rooms.

Tuition is payable upon registration. The fee for the entire semester is $50 (at the door). Students wishing to attend only part of the term may do so for the following fees: $15, Friday; $30, Saturday; $10, Saturday evening only; and $20, Sunday.

Notice to Oxygen Breathing Life-Forms

New and returning students are again reminded to refrain from practicing any incendiary spells or other such magicks anywhere on the campus proper. We do not want a repeat of that unfortunate incident five years ago with Dean Choa'kn.

Souvenirs

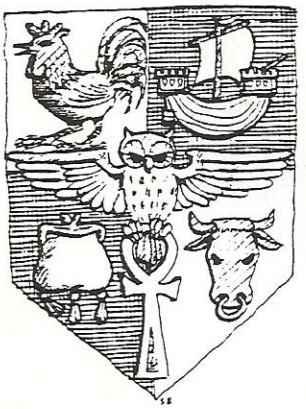
Silk-screened T-Shirts On Site

As announced in your pre-registration materials, the faculty will be screening BanffCon T-shirts on site, so we hope *everybody* remembered to bring a blank T-shirt (light coloured, as the chosen ink colour is dark green) in order to get your personal shirt done at one of the scheduled screening times. The cost will be $3 per shirt/item or $5 for two. There are some pre-screened shirts available.

student services

Marketplace

by Kathy Brown



Location: Castle Room

At the time this program underwent the labour intensive process of being printed, we can already offer you over fifteen merchants and vendors in the marketplace. A wide variety of businesses will be displaying everything from books and sculpture to jewelry and crafted knives. We think you be pleased. The following is a list of some of the merchants and their merchandise:

Banff Book & Art Den
New books

Blue Castle Books
New books

Cold Drake Books
Books

Eurasis Dragon Sales
Sculptures and Jewelry

Fairs Fair Books
Used books

Johannes Haidner
Silversmith

K. Omelusik/ Spellbound Books
Collectable books, comics and pulp magazines

Little Generals
Craft and Hobby

Odds Bodkins
Art, Jewelry and Sculptures

***ON SPEC* Magazine**
Canadian SF Magazine

Phoenix Born Designs
Jewelry

R & J Engraving
Crafted knives

Riverbend Books
Publisher

Sentry Box
New books and gaming accessories

Tesseract Books
Canadian SF Publications

Tiffany House
Jewelry and Stained Glass

Volunteers

Running a special term at the Banff UU Campus is a lot of fun for the faculty; it is also a lot of work. We can always use helping hands (or arms, legs, and many other body parts) to help the weekend go more smoothly. Many people have assisted the faculty in the initial setup but more volunteers will be welcomed throughout the weekend. Ask at the Registrar's desk if you are interested.

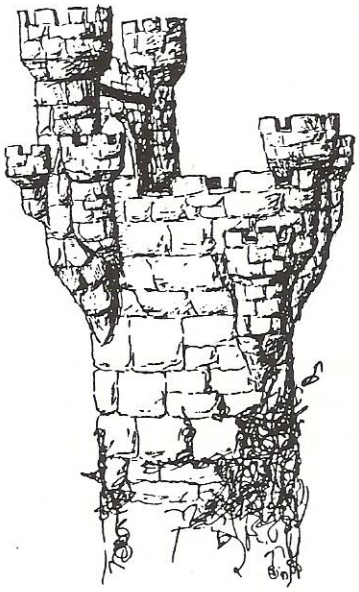
Help us give you the best time possible.

Lynne Taylor Fahnestalk © 1995

student services (con't)

Tower of Art

Location: Black Bear Room



We expect a lot of weekend visitors to the Park to walk through the Tower of Art this year. This will be a great chance to reach a whole new (buying) audience.

BanffCon '95 will be hosting a Direct Sales Art Show inside the Tower, which means no auction or bidding. To purchase art you must either pay by cash or traveler's cheque. Personal cheques must be approved by a faculty member who will be taking responsibility for your cheque. We are sorry but will *not* be accepting any credit cards. All art will remain on display for the duration of the term; purchasors may pick up their pieces Sunday afternoon.

There is also a display of some very fine postcard-size art depicting images from fabled kingdoms and errant knights...alternate universes and distant stars...near future and far galaxies...wily wizards and technomages...from all the possible places in our dreams and different nightmares.

Uncommon Room (ConSuite)

Location: Room 320-326, Rundle Wing

The Uncommon Room will be open from 4:00 pm on Friday till 7:00 am Monday (with a brief closure on Saturday evening for the Diplomatic Reception).

As always, the Uncommon Room will be run on a donation basis, so give generously. The more you give, the more supplies we can buy.

student services (con't)

Security Policy

by Blair Toblan

Location: Everywhere

Greetings and Salutations: We've found that people having fun and a weapons policy can peacefully co-exist. Please keep this in mind as you enjoy BanffCon '95. Remember, we are in a National Park and real fire arms are **prohibited**.

The consumption of alcohol is restricted to the area in which you obtain it, so please be sure to finish your drinks before heading off in search of the next party.

Join up!!! We are still looking for a few good beings!! If you are interested in our far-voyaging, adventurous group of protectors of the innocent and down-trodden, our fearless leader, Blair Toblan, can be reached at the registration desk.

Weapons Policy

1) There will be no real or realistic projectile weapons allowed. This means everything from water pistols to guns.
2) Any sword, knife, dagger or other edged weapon must be sheathed at all times.
3) Any item found to be offensive or hazardous to the BanffCon membership will not be allowed. The Head of Security will have the final say in these and any other matters concerning the Weapons and Security Policy.

The exemptions (as all rules have):

a) Any entrant to the Diplomatic Reception is exempt from the policy for the time of the event, but is still not allowed to physically project or propel anything without the explicit written approval of the Reception Coordinator.
b) Totally obvious fakes, such as those that look like toy blasters or are identifiable as fakes from any distance can be carried anywhere.
c) Art Show exhibits are exempt while on display.
d) The Dealers' Room is allowed to have any legal weapons on display for purchase. Allowing the membership to handle weapons is up to the individual dealers. Also, purchased weapons are exempt while in transit back to your room or car, within a reasonable time limit.

Thank you in advance for following these guidelines. Remember, Odo and Mr. Garibaldi are watching.

special events

Commencement Ceremonies

The administration, staff, and guests welcome you to BanffCon '95. Opening remarks, introduction of our guests, a brief orientation to the convention, and a demonstration by Mr. Science will take up most of the available time. What more do you want?

Diplomatic Reception and Dance

Location: Glacier Lounge

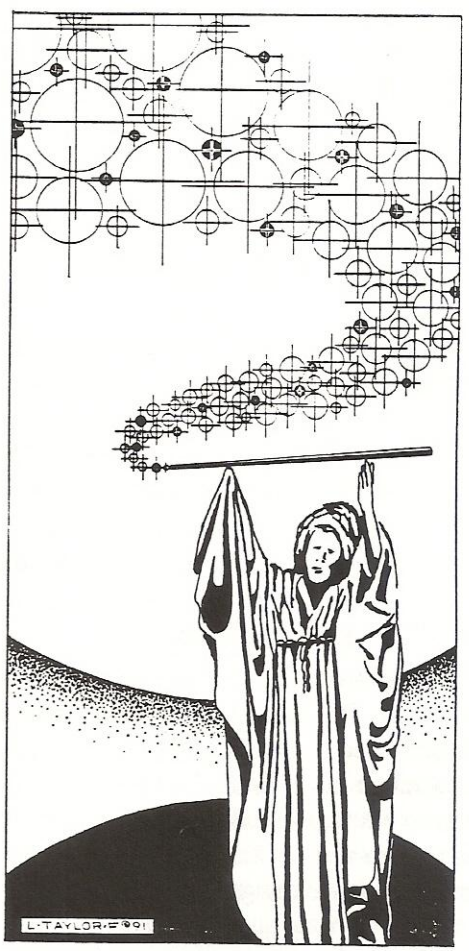
All students are invited to attend the Diplomatic Reception. Being a formal affair open to all races and creeds, attendees are required to don formal attire for their specific culture. Students lacking garments, or seeking suggestions from fellow students for newer ones, may wish to attend the last-minute, non-sewing workshop on Saturday (remember to bring your materials with you).

As you arrive at the reception, please present your invitation to our Toastmaster so that your name and title may be announced. Then proceed, if you wish, along the receiving line to be greeted by the Chancellor, Guests of Honour, and other notables. A cold collation will be served (**Nota Bene:** Impecunious students, this is *not* dinner.), and a cash bar will be open during both the reception and the dance which follows.

The Guest of Honour speeches will be presented during the reception, after which the dance will begin in the Ballroom. A few minutes of formal dancing is scheduled at the beginning. If you would like to participate in this portion of the proceedings and have little or no experience, be sure to attend the English Country Dance course on Friday evening. This kind of dancing mostly consists of a lot of bowing, walking around, and commenting on other peoples' social status.

Once the formal dance degenerates sufficiently, everyone is invited to participate in the more primitive Dance with Rocks In which follows.

This will continue until we run out of rocks.



Lynne Taylor Fahnestalk © 1995

special events

Charity Fundraiser

Tickets for this fundraiser and prize draw, which is not open to members of the general public, are available at the registration desk at the rate of $1 per ticket, or $5 for 6 tickets. A number of containers have been set up for each prize type. All proceeds will go to the World Wildlife Fund. You are also invited to add your name (at no extra expense) to the Canadian Wilderness Charter.

The drawing will be held at the closing ceremonies on Sunday afternoon (starting at 5:00 pm).

Closing Ceremonies and Charity Draw

The administration, staff, and guests bid you farewell from BanffCon '95. Closing remarks, appreciation of our guests, a brief disorientation, and a lack of demonstration by Mr. Science will take up some of the available time.

A draw will be held for prizes to be awarded to those kind enough to donate money to the World Wildlife Fund during the convention. Your ticket, if not yourself, *must* be present at this time in order to claim a prize. Any ticket numbers drawn which do not match ticket numbers present will be discarded.

Annual General Meeting

The general meeting of the BanffCon '95 Speculative Fiction Society will be held at 10:00 am, Sunday, October 7a in the Birch Room. All full members of the society are invited to attend. No proxy votes are permitted under the terms of our constitution: you must be present at the meeting to vote.

Since BanffCon '95 is being held in lieu of NonCon 17a this year, bids for NonCon 19 will be solicited at this meeting. The NonCon society will abide by any decision made by the BanffCon society in this respect.

At this meeting the following Special Resolution will be voted on: The BanffCon '95 Speculative Fiction Society will be dissolved on or before December 31st, 1995. The intent is to wind up the affairs of the society, since its whole purpose was to put together BanffCon '95. The date proposed gives us time to sort out the books, pay off our creditors, and generally leave things tidy.

Departments and Courses

Arcane Languages

Dave Duncan Reading
Dave Duncan reading from his work.

Guy Gavriel Kay Reading

Guy Gavriel Kay Signing

History as Fantasy
Dave Duncan, Guy Gavriel Kay, Ken Wildwind
What is the relationship between history and fantasy when creating an imaginary world?

Media SF—is the new season really new? (movies, tv, etc.)
Mike Skeet, Robin Albrecht, John Mansfield

Recreational Revulsion—Horror for Pleasure
Dale Sproule, Cathy Brown
Who reads horror? Why? What is happening in the genre?

SF in the English-Speaking World
Terry Pratchett, Guy Gavriel Kay, Dave Duncan, Alison Sinclair, Diane Walton
If SF/Fantasy was ice-cream, what flavour preferences govern the market in different parts of the English-speaking world?

Sign Language for Aliens or Charades in Zero-G
Morgan Smith, coordinator
Try your hand (or your brain) at theatre sports with our own unique version of charades. Really harmless—mostly!!

Terry Pratchett Reading

Terry Pratchett Signing

Fine Arts

Art round-table
Open discussion for anyone interested in the current situation of SF art.

Do-it-yourself costume workshop
Sharon Wildwind, Katherine Jepson
Don't have anything to wear to the Diplomatic reception? There may be a last minute solution here.

English Country Dance
Come and learn the fun art of English Country dance under our esteemed on-campus professor, Yvonne McGuire, and the Chancellor, Bob Bramwell.

Filk Workshop
A companion course to *Filking*, this workshop will be organized by Carol Hamill.

Filking
Need we say more?

Wearing geometry—rectangular pattern drafting for costumers
Katherine Jepson
Want to build spectacular costumes and wow them at the next con? Don't know where to start? Join an expert costumer and learn about one of the most versatile and basic forms of clothing design.

Departments and Courses

Recent Runes

The Book Trade—Selling SF and Fantasy to the Public
Deloris Booker, Arlene Morlidge, Dave Hall

Revisions and Rewrites
Dave Duncan, Alison Sinclair, Sally McBride, Diane Walton

What to do with your first draft, and how to do it without going crazy.

Small Presses and Publishing Houses
Diane Walton, Lynn Jennyck, Robert Runté

What is happening in the small presses and publishing houses. Is this the alternative market you've been looking for?

Tabloids in the Twenty-Firrrrrst Centurrrry
Morgan Smith

So you think anybody can write for the Interplanetary Enquirer? Try your hand at writing headlines and the first paragraph of the story for the cover of the Interplanetary Enquirer. Best (worst) efforts will be published for the closing ceremonies.

Vogon Haiku

This is a course in creative writing. The objective is to compose Haiku in the tradition of the great Vogon poets. A Haiku is a Japanese poetry form consisting of 3 lines. The first and last lines have 5 syllables, and the middle one has 7. As an example, the last time this course was offered, the best Haiku was considered to be:

> Like a ruptured boil
> my tie excretes vile colour;
> fandom is appalled.

Due to the highly undesirable side-effects of reading Vogon poetry of any kind, you are required to have a Poetic Licence to participate in this course. These may be obtained for the sum of $1 from the Registrar's desk. Half of the fee will be donated to a charity supporting literacy. Once licensed, you may submit for grading as many Vogon Haiku as you like. The best efforts will be presented for group dissection at the end of the course.

What's new , what's good—discussion of new and interesting work
Alison Sinclair, Lorna Toolis, John Mansfield

New writers, old writers doing new things, rediscovered writers.

Departments and Courses

Science and Alchemy

Alchemy
Sharon Wildwind, Mr. Science

Alchemy is the eccentric (delusional?) older brother of modern science. What were alchemists really doing, and did they achieve their goals?

Other Intelligent Life forms
Mr. Science, Kevin Jepson, Terry Pratchett

Would you recognize another intelligent life form? What would we do with it? Would a space-faring race recognize human beings as intelligent life forms?

Special workshop: Mr. Science Display
Mr. Science

Ever want to tickle a dragon?

Virtual Reality

Doug Smith of the Banff Centre will discuss new trends and developments in computer generated realities.

Special Interest

Birds of a Feather—Do-It-Yourself Programming (BOF)

The BOF sessions satisfy two requirements at Banff. Firstly, they allow seminars on any topic of interest to the attendees to be aired in a more or less formal way. If you have something you want to discuss with a like-minded bunch of people, this is your chance to do so. Book some time in our "seminar room" and go for it. Secondly, they allow us to be much sloppier about setting up the course schedule, a real advantage as we're sure you will agree.

Last minute ideas can also be accommodated by this means, so keep your eyes open in case we come up with something Truly Fascinating.

For example, some semi-pro and wannabe pro writers could arrange a joint reading for each others' benefit, and also for the education of the masses; a group of home brewers could get together and share favourite recipes, glowing successes, spectacular failures.

We encourage you to *participate* in arranging BanffCon's programming to suit your interests. A list of BOF sessions will be posted near the Registrar's desk.

Just do it!

Guided Tour of the Disc world

Terry Pratchett gives a guided tour of his wonderful creation.

So They Want You to Run a Con, eh?
Bill Wallace, Steve Forty, Cath Jackel, Stuart Cooper et al

How to say no, or failing that, how to avoid terminal damage while still having some fun as an old fan who's seen a bit too much too often.

moving pictures immersion course

This weekend long course organized by the Faculty of Moving Pictures demonstrates the latest breakthrough from the alchemists—television. Programs will be shown in the Den (next door to the Tower of Art/Black Bear Room) continuously throughout the weekend from 6:00 pm on Friday and on to 6:00 pm Sunday. Students may also choose to audit any given portion of this course. A list of the features in the order they will be shown is below; for specific times see the schedule in your detailed pocket calendar.

Friday Night
starting at 6:00 pm

Ray Harryhausen Film Festival

Golden Voyage of Sinbad

Seventh Voyage of Sinbad

20 Million Miles To Earth

It Came From Beneath The Sea

Beast From 20,000 Fathoms
Another example of what can happen when you set off an atom bomb. You wake up oversized dinosaurs that practise urban renewal techniques on New York City. When will they ever learn?

Sinbad And The Eye Of The Tiger
(followed by a short special on Ray Harryhausen)

The evening will be finished off with four hours of episodes from:
X-Files

Saturday
starting at 8:30 am

Max Headroom

Cartoons
An assortment of amiable animation.

Babylon 5

Space Precinct

Star Trek: Deep Space Nine (season premiere)

Star Trek : Generations

Cartoons

Lost In Space (first pilot)

Cartoons

Secrets of the X-Files

Lost In Space

Saturday Night
starting at 6:00 pm

Stargate
A time portal is discovered in the desert. It leads to another world. Spectacular special effects make this a visual treat.

Oblivion
A sci-fi western action adventure comedy about the happenings in a small frontier town on another planet. George Takei plays the town doctor and drunk. This is not academy award time but it is a lot of fun.

Jurassic Park
What can you say about the largest grossing film in history? We can't wait for a sequel.

Outbreak
Dustin Hoffman stars in this too real story of a plague out of control. Could this happen today? A must see.

The evening will be finished off with five and a half hours of episodes from:
X-Files

Sunday
starting at 7:30 am

X-Files

Cartoons

Babylon 5

X-Files

Night Stalker

Outer Limits (original series)

Babylon 5

X-Files

Outer Limits (new series)

Space: Above & Beyond (pilot)

Outer Limits (new series)

Cartoons

terry pratchett, writer-in-recent-ruins

by Terry Pratchett

Terry Pratchett is one of the UK's best selling authors, inside or outside of the fantasy field. Since 1988 he has had nineteen books in the main bestseller lists, seven of them reaching No.1, and his titles regularly feature in the Top 100 sellers for the year; he has several times been described as "the best English humorist since P G Wodehouse."

He was born in Bucks, England, in 1948, and had what he describes as: "an idyllic childhood, except for school, which I hated. But it was entirely the wrong childhood for an author. No-one beat me up or forced me to go to church and my parents got along fine with one another, so I had to start out as a writer without all those hang-ups you're supposed to have and had to invent them for myself."

He began his writing career at the age of 13, earning enough with his first short story to buy himself a typewriter; his first novel for children (*The Carpet People*) was published when he was 20 (copies now change hands for up to £250—it has been estimated that a UK first edition copy of *The Light Fantastic*, the second Discworld book, would fetch £750 if it ever came on the market).

He worked full-time as a provincial journalist until getting a job as Press Officer for the Central Electricity Generating Board, which until recently was the main electricity company for England and Wales. He began writing the Discworld series of humorous fantasy books as light relief from looking after the local PR interests of four nuclear power stations.

The books were immediately successful, and he was able to leave the warm glow of nuclear public relations in 1987 when his fourth Discworld book, *Mort*, surprised everyone but especially him by suddenly climbing up the bestseller lists.

The Truckers trilogy for children, begun in 1989, was equally successful. The three books–*Truckers*, *Diggers* and *Wings*–attracted so many adult readers that they all made it into the main top ten, besides for some time occupying the top three places in the Young Adult top ten. His most recent YA title, *Johnny and the Dead*, has been a children's bestseller in the UK for two years and won the Writers' Guild Children's Book of the Year Award (but has not been published in the US because it is, in the words of one publisher, "too difficult for American children").

Terry lives in Wiltshire with his wife Lyn and 18-year-old daughter Rhianna—and hardly ever gives out further biographical details, except when it comes to choice of alcoholic drink.

Addendum: but no-one's ever heard of him except millions of readers. This is, on the whole, a state of affairs with which he is quite happy.

guy gavriel kay, guest lecturer

by Eileen Capes

Our special Guest Lecturer, Guy Gavriel Kay, was born in 1954 in Weyburn, Saskatchewan. He was raised in Winnipeg, where, in the early seventies, he met Christopher Tolkien (whose wife was a Winnipegger). After receiving a B.A. in Philosophy from the University of Manitoba (visible campus), Guy spent a year in Oxford working for the estate of J.R.R. Tolkien. He was assisting Christopher Tolkien with the editorial construction of *The Silmarillion* to which he felt he brought "an outside perspective." It was Guy who wanted to see the finished work as a novel, rather than as an academic record.

On returning to Canada, Guy studied law at the University of Toronto, a setting he would use in *The Fionavar Tapestry* triology. Guy graduated and was called to the Bar, but never went into practice. Instead he went to work for the ACTRA award-winning CBC radio series *The Scales of Justice* which dramatized major criminal trials in Canadian history. Guy worked as associate producer, legal consultant, principal writer and eventually as a director for the series.

While working on the series, Guy began writing *The Fionavar Tapestry*. He sold the first book, *The Summer Tree*, in England on the basis of seven chapters. The book was finished in 1983 and then sold in Canada and the US. The entire trilogy took Guy six years to write. The series was written with what would become Guy's standard method. Lots of careful research, lots of time taken to put the book together, and some exotic locations (in this case Crete and New Zealand) to write in.

The books have a group of modern (but not ordinary) people interacting with many of the archetypal figures considered to be part of the basis of world mythologies. The series has received international acclaim, and has been the subject of several literary papers. When *The Summer Tree* was published, Guy was nominated for the 1985 John W. Campbell Award for best new SF&F writer. The third novel in the series, *The Darkest Road*, won the 1986 Casper Award (since renamed the Aurora Award) for Best Canadian SF novel.

Guy Kay's next three books are all stand alone novels based on cultures and events of Medieval and Renaissance Europe. There are progressively fewer and fewer fantasy elements in each book, and more emphasis on the things men do to and for each other. Although none of the books are a sequel to the Fionavar books, there is still a subtle reference. Each book mentions a philosophy that all worlds are imperfect copies of one original world, and that world is referred to by names that suggest Fionavar.

Tigana, set in a culture based on Renaissance Italy, was published in 1990 and was also honoured with an Aurora Award. Tigana is the name of a conquered land under a curse which makes that name unrememberable to anyone not born there before the curse. What sets this book apart from many fantasies is that there are no forces of good and evil. The world is full of interesting and well developed people, all of whom have valid, even worthy, but conflicting

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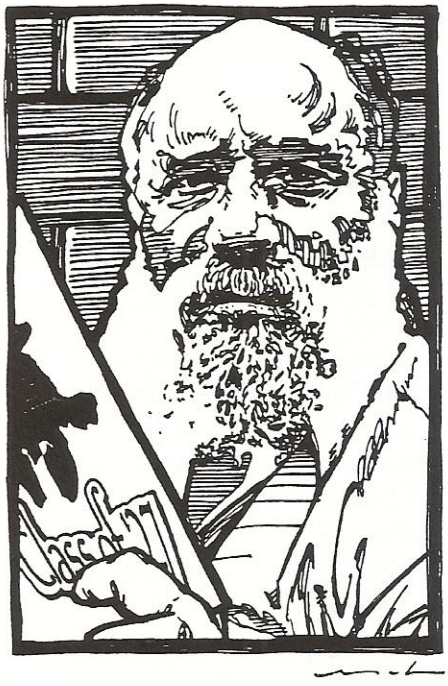
Mr. Science, Head of Alchemy Department

by Alan R. Betz, Corresponding Secretary to Mr. Science



I have had the great fortune to be associated with Mr. Science for many, many years. I am, therefore, in a unique position to write about what made him what he is today.

Three remarkable events combined to create the intense scientific curiosity of young Master Science. The first of these events occurred when, at about age eight, he put his hand in the open back of a radio and badly burned his finger on a very hot tube. This immediately served to ignite his interest in electronics. The second and most profound event occurred barely two years later when he heard on the radio a rather simplified explanation of the principles of nuclear fission and the construction of atomic bombs. The idea that one could reach into the very nucleus of an atom and make it do one's bidding seized his imagination and grasps it to this day. The third event, at about the same time, was the discovery of Science Fiction in book, pulp, radio, television and motion picture forms.

His scientific education did not take place entirely in schools. Many experiments were performed, some of which did not result in explosions. The radioactive fallout he generated was successfully concealed by the atmospheric nuclear testing of the period.

In the late 1960s he became a Canadian immigrant, and, soon after, discovered SF Fandom. Since 1987 he has felt the necessity of extending his special understanding of nature to those of sufficient curiousity to inquire. His Aurora Award-winning column, "Ask Mr. Science," first published by BCSFAzine, reprinted by OSFIS, read aloud at various SF meetings, and now published in *ON SPEC* magazine, has answered many questions concerning the mysteries of the Universe. His scientific demonstrations at several VCONs, Moscon, Westercon and the first BanffCon have ranged from determining the critical mass of uranium 235 to the nature of matter-antimatter annihilation to the need for precision in the preparation of cooked foods. His traditions will certainly continue at this convention.

....GGK continued

goals. I would recommend this book to anyone, whether or not they have an interest in fantasy.

A Song for Arbonne, published in 1992, and *The Lions of Al-Rassan*, which came out earlier this year, continue the themes of strong characters living through world-changing events. The characters come from different cultures which give them different ways of looking at the world, but all the viewpoints are believable. It is not easy to decide which side you would like to see win in the end of one of Guy's books.

Now living in Toronto with his wife and son, Guy has visited Alberta before as guest of conventions in both Calgary and Edmonton, as well as for readings and book promotions. He always draws enthusiastic audiences, as well as being a pleasure to listen to and to talk with. We know you will enjoy meeting him at BanffCon if you have not had the opportunity before. If you have met Guy, we know you will be looking forward to seeing him again.

Diane Walton, Fantastic Fanatic

by Diane Walton

Stats type stuff: born Montreal, QC, May 24, 1952. Raised in a variety of places across Canada, having lived for a time in Montreal, PQ, Windsor, ON, Belleville, ON, Winnipeg, MB, Red Deer, AB, Stettler, AB, Edmonton, AB and finally taking up residence in the Summer Village of Sunset Point, adjacent to the village of Alberta Beach, which more people are familiar with.

Educated in Drama (B.A.) at University of Winnipeg, received a Diploma in Education from University of Alberta in 1976. Taught junior high school for one year. Decided it was not my cup of tea. Since then I have been employed in a variety of positions in the Alberta public service, currently as a systems analyst for the department of Family and Social Services.

Married to Rick LeBlanc. One child, Jeri Danica Aelf LeBlanc. Danica made her first official public appearance at NonCon , at the age of 9 days. Two cats, currently—Raven and Pearson. Two goldfish (subject to change)—unnamed, so we don't get emotionally attached. Two Toyotas, also unnamed.

Read my first SF book at the age of 13. In true fannish spirit, I even remember the title—*The Stars Are Ours!* by Andre Norton. From that point, I raided the local libraries for every Norton I could find, advanced to Heinlein, Simak and Blish and many others. Anything with one of those little spaceships on the dust jacket.

Joined official SF Fandom in 1977, after meeting Robert Runté at a book exchange and open house for ESFCAS (Edmonton Science Fiction and Comic Arts Society). Was one of the notorious "Lysistrata Corps" (the women of Edmonton fandom). Achieved some notoriety for myself, by sending Harlan Ellison an application form for the L.C. Male Harem. To my great surprise, he completed it and sent it back. We know things about Harlan that nobody knows (heh heh).

Married Rick on December 1, 1979, with about 40 fellow ESFCAS members in attendance. Worked on con committees since NonCon 2. Rick and I were co-chairs of NonCon 5, with special GoH, C.J. Cherryh. And we still stayed married. Go figure.

Have been writing fiction since the age of 12. Not a huge publication track record. Two mainstream stories produced by CBC for its "Alberta Anthology" radio series. One SF-Fantasy story, "Best Damn Cheesecake in the Universe" in *ON SPEC*, Winter 1992. One horror story, "Objects in the Mirror" in *Northern Frights II*.

Currently serving a sentence as Secretary-Treasurer for SF Canada, the association of professional writers of SF in Canada. Also serving as Secretary for Writers Guild of Alberta. Have been a member of the Guild for several years. (Great place for name-dropping. People in the Guild refer to W.O. Mitchell as "Bill".)

Main claim to fame is being a founding member of the editorial collective who produce *ON SPEC* magazine, a SF quarterly which showcases home-grown talent. Hard work, no pay, but maybe in another 10 years I can quit my day job.

Rick LeBlanc, senior wrangler of toast

by Rick LeBlanc

I was born in Hartford, Connecticut (May 1, 1954) to parents working there. Fortunately, they moved back to Nova Scotia when I was eight so I could experience draft-dodging without problems. I, like Diane, moved around: to Wuffle (Wolfville, NS), off to B.C. for a bit, then Alberta since '76—Thorhild, Gibbons, Edmonton, and now Sunset Point.

Three years at Acadia University in Physical Education ended with *three* weeks of practice teaching (Yea Ghods!). Worked. Went back to school after five years. Received a B.Sc. in physics from U of A in '85. Currently completing a Certificate in Adult & Continuing Education at U of A Extension. Am partnered in an adult education virtual corporation with three other like-minded individuals (plus about twenty associates).

Di does the married & procreation details. Once named vehicles. Probably once danced with elves or was it wolves...memory fails me.

Fandom, hhmmmmnnn. I remember reading Heinlein's *The Puppet Masters* at the age of 10. ESFCAS—joined prior to NonCon 1. I remember meeting Donna McMahon there, among other celebs-to-be. I write no fiction, no more. I just shoot people...with my camera, usually in Black & White.

I've been busy in the volunteer sector: served as Treasurer, Vice-President of Education, & President of Sundowners Toastmasters Club, and Area 16 Governor over the past four years. My terms as President for Sundowners and President of the Allied Arts Council of Spruce Grove come to an end this spring. I plan to take a full year off all board positions. Yay! Actually, to spend more time developing our new business, The Infrastruction Network, with my three partners.

Ready to meet the demands of a Con: bridge 'til the wee hours, massage techniques for the half-asleep, chasing down elegantly clad (or unclad) females for transfer to film, and the role of bemused fan, enjoying the humanness of all.

other faculty members

Candas Jane Dorsey, poet and author, co-edited *Tesseracts*[3]. She is founding President of SF Canada and now head of the consortium which owns Tesseract Books.

Dave Duncan is the author of over twenty science fiction or fantasy novels. His most recently published books are the stand-alone fantasies *The Cursed* and *The Hunters' Haunt*. His next trilogy, *The Great Game*, will begin publication this fall.

Katherine Jepson is the Past President and current Secretary and **Eileen Capes** the President of the **Western Canadian Costumers Guild**, the local (and currently the only Canadian) chapter of the International Costumers' Guild.

John Mansfield was the Chairman of Worldcon 52, held in Winnipeg last fall. He has been active on the convention scene around Canada and the United States for many years.

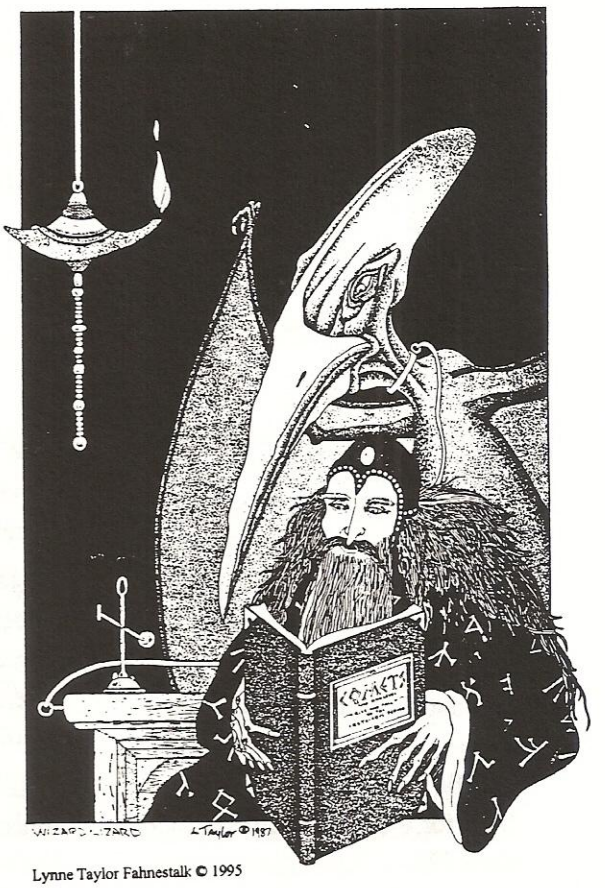
Sally McBride is a member of SFWA & SF Canada—with writing credits in Asimov's (a story for which she won the most recent Aurora), F&SF, Tesseracts, *ON SPEC* magazine and others. With husband Dale Sproule, she edits the new Canadian SF magazine, *Transversions*, which has featured stories by Mike Coney, Eileen Kernaghan, Sean Stewart, Rob Sawyer, and others.

Robert Runté was the Fan Guest of Honour at last year's Worldcon in Winnipeg. He teaches at the University of Lethbridge, is one of the investors in Tesseract Books, and is editing the newest Tesseracts anthology.

Michael Skeet's day job is with CBC radio, but he has also published short stories in *ON SPEC* magazine and the Tesseracts anthologies. And he coedited *Tesseracts*[4] with Lorna Toolis. There are unsubstantiated rumours that he did a face plant in his fortieth birthday cake.

Dale Sproule is an HWA & SF Canada member with writing credits in *Northern Frights II* (for which he lost the Aurora to Sally), Pulphouse #1, several anthologies and over 20 magazines. He co-edits *Transversions* with his wife, Sally McBride.

Lorna Toolis is head librarian for the Merril Collection (formerly the Spaced Out Library) of the Toronto Public Library. With Michael Skeet she edited *Tesseracts*[4].



Lynne Taylor Fahnestalk © 1995

Recommended Reading Materials

Terry Pratchett

The Discworld Books

The Colour of Magic

Jerome K. Jerome meets *Lord of the Rings* (with a touch of *Peter Pan*)... On a world supported on the back of a giant turtle (sex unknown), a gleeful, explosive, wickedly eccentric expedition sets out. There's an avaricious but inept wizard, a naive tourist whose luggage moves on hundreds of dear little legs, dragons who only exist if you believe in them, and of course *the edge* of the planet...

The Light Fantastic

As it moves towards a seemingly inevitable collision with a malevolent red star, the Discworld has only one possible saviour. Unfortunately, this happens to be the singularly inept and cowardly wizard called Rincewind, who was last seen falling off the edge of the world.

Equal Rites

The last thing the wizard Drum Billet did, before Death laid a bony hand on his shoulder, was to pass on his staff of power to the eighth son of an eighth son. Unfortunately for his colleagues in the chauvinistic (not to say mysogynistic) world of magic, he failed to check on the new-born baby's sex.

Mort

Death comes to us all. When he came to Mort, he offered him a job. After being assured that being dead was not compulsory, Mort accepted. However, he soon found that romantic longings did not mix easily with the responsibilities of being Death's apprentice.

Sourcery

There was an eighth son of an eighth son. He was, quite naturally, a wizard. And there it should have ended. However (for reasons we'd better not go into), he had seven sons. And then he had an eighth son...a wizard squared...a source of magic...a Sourcerer.

Wyrd Sisters

Witches are not by their nature gregarious, and they certainly don't have leaders. Granny Weatherwax was the most highly-regarded of the leaders they didn't have. But even *she* found that meddling in royal politics was a lot more difficult than certain playwrights would have you believe.

Pyramids

Being trained by the Assassin's Guild in Ankh-Morpork did not fit Teppic for the task assigned to him by fate. He inherited the throne of the desert kingdom of Djelibeybi rather earlier than he expected (his father wasn't too happy about it either), but that was only the beginning of his problems.

Guards! Guards!

This is where the dragons went. They lie...not dead, not asleep, but...dormant. And although the space they occupy isn't like normal space, nevertheless they are packed in tightly. They could put you in mind of a can of sardines, if you thought sardines were huge and scaly. And presumably, somewhere, there's a key. Dragons will never be the same again!

Eric

Eric is the Discworld's only demonology hacker. Pity he's not very good at it. All he wants is three wishes granted. Nothing fancy: to be immortal, rule the world, have the most beautiful woman in the world fall madly in love with him, the usual stuff. But instead of a tractable demon, he calls up Rincewind, probably the most

Recommended Reading Materials (con't)

incompetent wizard in the universe, and the extremely *intractable* and hostile form of travel accessory known as the Luggage. With them on his side, Eric's in for a ride through space and time that is bound to make him wish (quite fervently) again—this time that he'd never been born.

Moving Pictures

The alchemists of the Discworld have discovered the magic of the silver screen. But what is the dark secret of Holy Wood hill? It's up to Victor Tugelbend ("Can't sing. Can't dance. Can handle a sword a little.") and Theda Withel ("I come from a little town you've probably never heard of.") to find out.

Reaper Man

Death is missing—presumed...er...gone. Which leads to the kind of chaos to *always* expect when an important public service is withdrawn. Ghosts and poltergeists fill up the Discworld. Dead Rights activist Reg Shoe—"You Don't Have to Take This Lying Down"—suddenly has more work than he had ever dreamed of. And newly deceased wizard Windle Poons wakes up in his coffin to find that he has come back as a corpse. But it's up to Windle and the members of Ankh-Morpork's rather unfrightening group of undead* to save the world for the living. Meanwhile, on a little farm far, far away, a tall, dark stranger is turning out to be really good with a scythe. There's a harvest to be got in. And a different battle to be fought.

**Arthur Winkings, for example, became a vampire after being bitten by a lawyer. Schleppel the bogeyman would be better at his job if he wasn't agoraphobic and frightened of coming out of the closet. And Mr. Ixolite is a banshee with a speech impediment, so instead of standing on the roof and screaming when there's a death in the house he writes "OooEeeOooEeeOoo" on a piece of paper and pushes it under the door.*

Witches Abroad

It seemed an easy job... After all, how difficult could it be to make sure that a servant girl *doesn't* marry a prince? But for the witches Granny Weatherwax, Nanny Ogg and Magrat Garlick, travelling to the distant city of Genua, things are never that simple.... For one thing, all they've got is Mrs Gogol's voodoo, a one-eyed cat and a second-hand magic wand that can only do pumpkins. And they're up against the malignant power of the Godmother herself, who has made Destiny an offer it can't refuse. And finally there's the sheer power of the Story. Servant girls *have* to marry the Prince. That's what life is all about. You can't fight a Happy Ending. At least—up until now...

Small Gods

Brutha is the Chosen One. His god has spoken to him, admittedly while currently in the shape of a tortoise. Brutha is a simple lad. He can't read. He can't write. He's pretty good at growing melons. And his wants are few. He wants to overthrow a huge and corrupt church. He wants to prevent a horrible holy war. He wants to stop the persecution of a philosopher who has dared to suggest that, contrary to the Church's dogma, the Discworld really *does* go through space on the back of an enormous turtle.* He wants peace and justice and brotherly love. He wants the Inquisition to stop torturing him now, please. But most of all, what he really wants, more than anything else, is for his god to Choose Someone Else...

** which is true, but when has that ever mattered?*

Lords and Ladies

It's a hot Midsummer Night. The crop circles are turning up everywhere—even on the mustard-and-cress of Pewsey Ogg, aged four. And Magrat Garlick, witch, is going to be married in the morning.... Everything ought to be going like a dream. But the Lancre All-Comers Morris Team have got drunk on a fairy mound and the elves have come back, bringing all those things *traditionally* associated with the magical, glittering realm of

Recommended Reading Materials (con't)

Faerie: cruelty, kidnapping, malice and evil, evil murder.* Granny Weatherwax and her tiny argumentative coven have *really* got their work cut out this time.... With full supporting cast of dwarfs, wizards, trolls, Morris Dancers and one orang-utan. And lots of hey-nonny-nonny and blood all over the place.

** But with tons of style.*

Men At Arms

"Be a MAN in the City Watch! The City watch needs MEN!" But what it's–got–includes Corporal Carrot (technically a dwarf), Lance-constable Cuddy (really a dwarf), Lance-constable Detritus (a troll), Lance-constable Angua (a woman...most of the time) and Corporal Nobbs (disqualified from the human race for shoving). And they need all the help they can get. Because there's evil in the air and murder afoot and something very nasty in the streets. It'd help if it could all be sorted out by noon, because that's when Captain Vimes is officially retiring, handing in his badge and getting married. And since this is Ankh-Morpork, noon promises to be not just high, but stinking.

Soul Music

Other children get given xylophones. Susan just had to ask her grandfather to take his vest off.

Yes, There's a Death in the family.

It's hard to grow up normally when Grandfather rides a white horse and wields a scythe—especially when you have to take over the family business, and everyone mistakes you for the tooth fairy. And *especially* when you have to face the new and addictive music that has entered Discworld.

It's lawless. It changes people. It's called "Music With Rocks In." It's got a beat and you can dance to it, but... It's *alive*.

And it won't fade away.

Interesting Times

Mighty Battles! Revolution! Death! War! (and his sons Terror and Panic, and daughter Clancy). The oldest and most inscrutable empire on the Discworld is in turmoil, brought about by the revolutionary treatise "What I Did On My Holidays". Workers are uniting, with nothing to lose but their water buffaloes. Warlords are struggling for power. War (and Clancy) are spreading through the ancient cities. And all that stands in the way of terrible doom for everyone is: Rincewind the Wizard, who can't even spell the word 'wizard'..... Cohen the barbarian hero, five foot tall in his surgical sandals, who has had a lifetime's experience of not dying .....and a very *special* butterfly.

The Nomes Series

(ostensibly for children)

Truckers

To the thousands of tiny nomes who live under the floorboards of a large department store, there is no Outside. Things like Day and Night, Sun and Rain are just daft old legends. Then a devastating piece of news shatters their existence: the Store—their whole world—is to be demolished. And it's up to Masklin, one of the last nomes to come into the Store, to mastermind an unbelievable escape plan that will take all the nomes into the dangers of the great Outside....

Diggers

A Bright New Dawn is just around the corner for thousands of tiny nomes when they move into the ruined buildings of an

Recommended Reading Materials (con't)

abandoned quarry. Or is it? Soon strange things start to happen. Like the tops of puddles growing hard and cold, and the water coming down from the sky in frozen bits. Then humans appear and they really mess everything up. The quarry is to be re-opened and the nomes must fight to defend their new home. But how long will they be able to keep the humans at bay—even with the help of the monster Jekub?

Wings

Somewhere in a place so far up there is no down, a ship is waiting to take the nomes home—back to wherever they came from. And one nome, Masklin, knows that they've got to try and contact this ship. It means going to Florida (wherever that is), then getting to the launch of a communications satellite (whatever that is). A ridiculous plan. Impossible. But Masklin doesn't know this so he tries to do it anyway. And the first step is to try and hitch a ride on a new kind of truck, a truck with wings—Concorde....

Other Works

The Carpet People

"In the beginning, there was nothing but endless flatness. Then came the Carpet..." That's the old story everyone knows and loves (even if they don't really *believe* it). For now the Carpet is home for many different tribes and peoples—from the empire-building Dumii, to the nomadic Munrungs, the proud Deftmenes, and the terrible creatures from the Unswept Regions. And now there's a new story in the making. The story of the time when Fray begins to move, sweeping a trail of destruction across the Carpet. The story of the power-hungry mouls, saddling up their snargs and riding to the attack. The story of Glurk and Snibril, Munrung brothers, who set out on an adventure to end all adventures when their village is flattened. The story that will come to a terrible end—if someone doesn't do something about it. If *everyone* doesn't do something about it...

The Dark Side of the Sun

Dom Salabos had a lot of advantages. As heir to a huge fortune, he had an excellent robot servant (with Man-Friday subcircuity), a planet (the First Syrian Bank) as a godfather, a security chief who even ran checks on himself, and on Dom's home world even death was not always fatal. Why then, in an age when prediction was a science, was his future in doubt?

Good Omens
(with Neil Gaiman)

Crowley, Hell's most approachable demon, and an old friend Aziraphale, genuine angel and London book shop owner, have a problem. Armageddon—which will happen on a Saturday Night. Next Saturday, in fact. So they've got no alternative but to stop the Four Motorcyclists of the Apocalypse, defeat the Witchfinder Army and find and kill the Antichrist—an eleven-year-old boy who loves his dog....

Johnny and the Dead

"Call any time you like," said the Alderman. "I'm always in. That's something you learn to be good at, when you're dead...." Not many people can see the dead (not many would want to). But twelve-year-old Johnny Maxwell can. And the dead are nothing like he expected. They don't lurch about. They don't push through walls. They can't even dance like they do in videos. They're just people—post-senior citizens—and they're always in. At least, up

Recommended Reading Materials (con't)

until now. Now the council want to move them out so the cemetery can be sold as a building site. But the dead have learned a thing or two from Johnny. They're not going to take it lying down...especially since it's Halloween tomorrow. Besides, they're beginning to find that life is a lot more fun than it was when they were...well...alive. Especially if they break a few rules....

Only You Can Save Mankind™

The mighty alien fleet from the very latest computer game thunders across the computer screen... Hands poised on the joystick, Johnny prepares to blow them into the usual million pieces.... And they send him a message: WE SURRENDER. They're not supposed to do that! Where does it say in the manual that they're supposed to do that? But they've done it. This time they don't want to die. They just want to go home. Johnny is the only human who knows. So he has to learn how to wage all-out Peace, and they don't make joysticks with a 'Don't Fire' button... It's hard, trying to Save Mankind from the Galactic Hordes. It's even harder trying to save the Galactic Hordes from Mankind. But it's only a game, isn't it.

Isn't it?

Strata

The excavation showed that the fossilized plesiosaur had been holding a placard which read, "End Nuclear Testing Now". That was nothing unusual. But then came a discovery of something which *did* intrigue Kin Arad. A flat earth was something new ...

The Streets of Ankh-Morpork
Stephen Briggs and Terry Pratchett

It's a mappe. Get lost.

The Unadulterated Cat
(with Gray Joliffe)

Can you recognize a real, unadulterated cat when you see one? Or have you too grown used to the boring, mass-produced cats the advertising industry adores? Real cats never eat from bowls (at least not the ones marked CAT). Real cats do eat quiche. And giblets. And butter. And anything else left on the table. They can hear a fridge door opening two rooms away. Real cats don't need names. But they often get called them. "Yaargeroff-outofityarbastard" does nicely.

Guy Gavriel Kay

The Fionavar Tapestry

The Summer Tree

In *The Summer Tree* it is told how Loren Silvercloak and Matt Sören, a mage and his magical source from the High Kingdom of Brennin in the world of Fionavar, induce five people from our own world to "cross" with them to Fionavar.

Their ostensible purpose is to have the five participate in the festivities attendant on the celebration of the fiftieth year of the reign of Ailell, the High King. In fact, there are darker premonitions underlying the mage's actions.

In Fionavar, the five strangers quickly find themselves drawn into the complex tapestry of events. An epochal confrontation is at hand: Rakoff Maugrim the Unraveller, defeated a thousand years before and bound under the great mountain, Rangat, has freed himself and begun menacing Fionavar.

The Wandering Fire

The Wandering Fire takes the five young adventurers back into Fionavar where the very existence of the mystical land is threatened. The five from our world join forces with the

Recommended Reading Materials (con't)

legendary Warrior in the struggle to save the Weaver's worlds from the evil might of the Unraveller.

The Darkest Road

In this conclusion to the Fionavar Tapestry, all the complex threads of the previous volumes are woven into the final and complete panorama, rich, powerful, and satisfying. Five young men and women from our world have been caught up in a devastating war between the forces of good and evil in Fionavar. They have grown, changed, and suffered, and taken on roles of crucial significance in that bright land. Now, in the final battle, Dave, Kimberly, Paul and Jennifer must each face the ultimate malfeasance of Rakoth Maugrim in an explosive and thrilling series of titanic conflicts.

Other Works

The Lions of Al-Rassan

The ruling Asharites of Al-Rassan have come from the sands and conquered, driving the sun worshipping Jaddites into the farthest north. But over centuries amid the seductive beauty of their new land, the desert warriors have become a people of poetry and science, architecture and music. The past is never far away, however, and in the years that follow the assassination of the last Khalif of Al-Rassan, the mighty Khalifate is splintered into warring city-states led by petty kings.

Hauntingly evocative of medieval Spain, *The Lions of Al-Rassan* is a deeply moving and exhilarating story of love, divided loyalties, and what happens to men and women when hardening beliefs conspire to remake—or destroy—a world.

The Silmarillion
(with Christopher Tolkien)

In the Elder Days, Morgoth, the first Dark Lord, dwelt in Middle-earth and the High Elves made war on him for the recovery of the Silmarilli—those perfect jewels created by Fëanor, most gifted of the elves. The Silmarillion tells of the rebellion of Fëanor and his kindred against the gods, and of the war, hopeless despite great heroism, against the great Enemy.

A Song for Arbonne

Arbonne and Gorhaut—two lands as different as the sun and the shadowed moon. In the south, the olive trees and vineyards of Arbonne flourish, as the troubadours and joglars fill the air with the music of love and desire. To the north, the people of Gorhaut embrace the power of the sword. The history of Gorhaut has been forged with blood and fire, and now a degenerate king and his ruthless advisor seek to quench an insatiable thirst for conquest by destroying Arbonne. But the land of courtly love is also a land of passion, willing to wage a complex and cunning fight to survive.

Tigana

Tigana is the magical story of a beleaguered country struggling to be free. It is the tale of a people so cursed by the dark sorceries of the tyrant king Brandin that even the very name of their once beautiful home cannot be spoken or remembered. But years after their homeland's devastation, a handful of men and women set in motion a dangerous crusade—to overthrow their conquerors and bring back to the world the lost brightness of an obliterated name: Tigana.

Against the magnificently realized background of a world both sensuous and brutal, this masterful epic of a passionate people pursuing their dream is breathtaking in its vision, and changes forever the boundaries of fantasy fiction.

off campus attractions

See all of Banff's wildlife in true Victorian style at the **Banff Park Museum** (762-1558) on Banff Avenue by the Bow River Bridge. This "Museum of a Museum" is western Canada's oldest natural history museum, and is also a National Historic site. Its lovely setting, unique rustic architecture, and impressive collection of historic specimens will make your visit an unforgettable one. Explore the exhibits on your own, or take the "Wonderful Wildlife Tour", daily at 3:00 pm. Open 1:00 - 5:00 pm.

The same forces that shaped the mountains also left exposed rich seams of coal on Cascade Mountain. In Banff's early days these seams were mined at a town called **Bankhead**, to fuel the railway's ever-hungry steam engines. While industrial activities such as mining are no longer allowed in national parks, Bankhead offers today's visitors the chance to walk through the scattered remains of a ghost coal mine. Interpretive signs and a brochure available at the beginning of the self-guiding trail will help you discover Bankhead's story. Bankhead is on the Lake Minewanka road, 8 km northeast of Banff.

Friendly park staff are on hand at the **Banff Visitor Centre** (762-1550), 224 Banff Avenue, to answer your questions. There is also a theatre with continuous running videos which will introduce you to the attractions of Banff National Park. While you are there, drop by the sales outlet of the Friends of Banff National Park. Wheelchair access is on the right hand side of the building. Open daily from 9:00 am - 5:00 pm.

Bow Falls is not, as a tourist once asked, shut off for the winter. The river continues to flow even in the depth of the deep freeze (albeit at a much lower level). On a cold winter day, mist rises from the cascade and freezes on the rocks and foliage nearby. It's all rather magical. The falls are located just below the Banff Springs Hotel.

The Cave & Basin National Historic Site, at the end of Cave Avenue, (762-1557), is the birthplace of Banff National Park and of Canada's national parks system. The Cave and Basin Hot Springs—formerly thought to cure almost anything from rheumatism to gunshot wounds—have been restored to their natural state. View these beautiful mineral pools, take in the interpretive exhibits and films, wander along the Marsh and Discovery boardwalk trails if the weather's nice, or join the Discovery Tour daily at 11:00 am. The Cave & Basin is open daily from 9:30 am - 5:00 pm.

The native Indians believed the **Hoodoos** were nocturnal giants who awakened to pound passerbys with rock from the mountainside. Geologists figure they were cemented together with dissolving limestone over 20,000 years ago. They're on the north face of Tunnel Mountain, on Tunnel Mountain Road, northeast of downtown Banff.

The heritage of the Plains Indians is celebrated at the **Luxton Museum**, at 1 Birch Avenue (762-2388). The museum displays a wealth of native arts and life. Cross the Bow River Bridge, go right (towards the Cave and Basin Centennial Centre) and right again onto Birch Avenue. Open daily from 10:00 am - 5:00 pm, October to May. Admission: Adults, $3.75; Srs/Stud/Child, $2.14; Family rate $8.03; group of 10 or more $2.14 each; bus tours of 10 or more $1.75 each.

off campus attractions (con't)

The Natural History Museum, upstairs in the Clock Tower Mall at 112 Banff Avenue (762-4747), traces the geological history and biological evolution of the Rockies. The museum also features life-like dioramas, a full size model of "Bigfoot" and a collection of precious stones of ammonite. Open daily from 10:00 am - 6:00 pm, October to May.

Whyte Museum of the Canadian Rockies, 111 Bear Street (762-2291), is one of the finest public museums in Canada. Through dynamic fine art exhibits, historical displays, family and children's programs, the rich documentary resources of its Archives, the Museum celebrates the unique wilderness experience in the Canadian Rockies. The main building contains three art galleries, a heritage gallery dedicated to the human history of this area, and an archives research library. The four acre wooded grounds surrounding the Museum include two historic log homes and four log cabins. The homes can be toured on a regular basis throughout the winter. Winter hours: Tuesday to Sunday from 1:00 - 5:00 pm and Thursday 1:00 - 9:00 pm.

Sulphur Mountain Gondola carries visitors to 2,285 metres (7,500 feet) in just 8 minutes. On a clear day at the top, the view stretches for 150 km (90 miles). Two short trails, renowned for wildlife sightings, skirt the ridge from the upper gondola terminal. Closed November 22 to December 25; reopens December 26. Daily rates and schedules subject to change. Please call 762-2523 to verify hours. Round trip fares: adult, $9; child (5-11 years) $4; under 5 years, free. Group rates also available.

The **Upper Hot Springs Pool** (762-1515), on Mountain Avenue 3 km from Banff, is the place to go for a relaxing soak in Banff's famous mineral waters, amidst spectacular mountain scenery. The average water temperature is 38°C (100°F)– but it's usually better in winter! Open daily throughout the winter: Monday to Friday, noon - 9:00 pm; Saturday and Sunday 10:00 am - 11:00 pm. Admission: Adults, $3; Srs/Child, $2. Rental suits, lockers, towels, and massage (762-2966) are available.

On your way to Lake Louise take the exit to **Johnston Canyon**, 25 km north of Banff on the Bow Valley Parkway. Here are seven waterfalls through a canyon that reaches 30 metres (100 feet) deep. In some places, the walls are just six metres (20 feet) apart. In the winter, the waterfalls become ice falls—and are even more dramatic.

Lake Louise, long called the gem of the Canadian Rockies, assumes a different demeanor in the winter. She can be wind whipped or snow skiffed but, when the weather is find, the view across the ice to **Victoria Glacier** is every bit as dazzling as in the summer. When conditions permit, ice skating is offered on the lake.

The Lake Louise Visitor Centre, in the Lower Village (522-3833), takes the visitor back to the birth of the Rocky Mountains with a multi-media show. Exhibits illustrate the natural history of Lake Louise while other displays expose the human history through artifacts and memorabilia of early explorers. Open daily 9:00 am - 5:00 pm. Admission is free.

Restaurants

Here is a listing of some of the fine eating establishments in the quaint metropolis of Banff.

Fast Food

Gimlet the Dwarf's Deli
Banff Springs Hotel

Grandma Ogg's Bakery and Eating Place
Concourse, Cascade Plaza

Harvey's Restaurant
304 Caribou Street

CMOT Dibbler's Frankfurter
Food Court, Cascade Plaza

Kentucky Fried Lizard Parts
Caribou Street
near Banff Avenue

McHaggis's
116 Banff Avenue

Subterranianway
137 Banff Avenue

Sundance Subs-N-Shakes
Sundance Mall

The Scoop
(Dwarves encouraged)
207 Banff Avenue
(may be closed)

Soup & Sandwiches

Royal Canadian Legion
92 Banff Avenue

Cohen's Shoup 'N' Shtuff
100 Owl Street

Family

Chinook Family Restaurant
Banff Park Lodge

Craig's Way Station
461 Banff Avenue

Smitty's Family Restaurant
227 Banff Restaurant

Pizza

Aardvark Pizza
(Take out & delivery)
304 A Caribou Street
762-6500

Athena Pizza
112 Banff Avenue
762-4022

Johnny Orang-utan's Hungry Wolf Pizza
223 Bear Street
762-0449

Somova Kindova Pizza
137 Banff Avenue
762-5742

TJ's Pizza & Pasta
120 Banff Avenue
762-5474

Restaurant & Bar/Pub

Barbary ~~Monkey~~ Ape
Restaurant & Bar
119 Banff Avenue

Grapes Wine Bar
Banff Springs Hotel

Rose & Crown
202 Banff Avenue

Restaurants (con't)

Coffee/Desserts

Banff Coffee Company
229 Bear Street

The Cake Company
Beer Street Mall
Cascade Plaza

Evelyn's Coffee Bar
201 Banff Avenue

Fine Grind
137 Banff Avenue
Caribou By The Lane

La Palette
Banff Ctr
St. Julien Road

Chinese

Lotus Lotus
Cascade Plaza
762-4388

Silver Dragon
Top floor, 211 Banff Avenue
762-3939

German

The Waldhaus Restaurant
Banff Springs Hotel
762-6860

Greek

Balkan the Greek Restaurant
121 Banff Avenue
762-3454

El Toro Restaurant
421 Banff Avenue
762-2520

Italian

Giorgio's
219 Banff Avenue
762-5116

The Pavillion Restaurant
Banff Springs Hotel
762-6860

Japanese

Edo Banff
317 Banff Avenue
762-9251

Samurai Restaurant
Banff Springs Hotel
762-6860

Shiki Japanese Noodles
110 Banff Avenue
762-0527

Suginoya
225 Banff Avenue
762-4773

Sukiyaki House Kyoto Banff
211 Banff Avenue
762-2002

Swiss Italian

Ticino Restaurant
205 Wolf Street
762-3848

Restaurants (con't)

Yet More Restaurants....

The Alberta Room
Banff Springs Hotel
762-2211, ext. 8838

Banff Mountain Lodge
Tunnel Mountain Road
762-2400

Banff Whistle Stop
Greyhound Bus Depot

The Bistro Restaurant
Wolf & Bear Streets
762-8900

Bumper's The Beef House
603 Banff Avenue
762-0262

Caboose Steak and Lobster
Corner of Elk & Lynx Street
762-3622

Cave Trolls Restaurant
Traveller's Inn
762-8330

Coyotes Deli & Grill
206 Caribou Street
762-3963

Earls Restaurant
229 Banff Avenue
762-4414

Elite Villa Steakhouse
117 Banff Avenue
762-2414

Garden Restaurant
Banff Ptarmigan Inn
762-2207

Globetrotter Restaurant
Banff Voyager Inn
762-3908

The Golf Clubhouse
Restaurant
Banff Springs Hotel
762-6860

Grizzly House Restaurant
207 Banff Avenue
762-4055

International Dining Room
International Hotel
762-5686

Joshua's Restaurant
204 Caribou Street
762-2833

Jump Start Coffee &
Sandwich Place
206 Buffalo Street

The Keg at Caribou Lodge
Banff Caribou Lodge
762-4442

Melissa's
218 Lynx Street
762-5511

Michael's Cafe
415 Banff Avenue
762-9339

Norquay Dining Room
Mount Royal Hotel
762-3331

Panoramic Summit
Restaurant
Summit of Sulphur Mountain
762-2523

Paris' Restaurant
114 Banff Avenue
762-3554

Phil's Restaurant
109 Spray Avenue
762-2902

Primrose Restaurant
Rimrock Resort Hotel
762-1841

Reflections Dining Room
Inns of Banff
600 Banff Avenue
762-4841

Rob Roy Dining Room
Banff Springs Hotel
762-6860

Season's Dining Room
Banff Rocky Mountain
Resort
762-5531

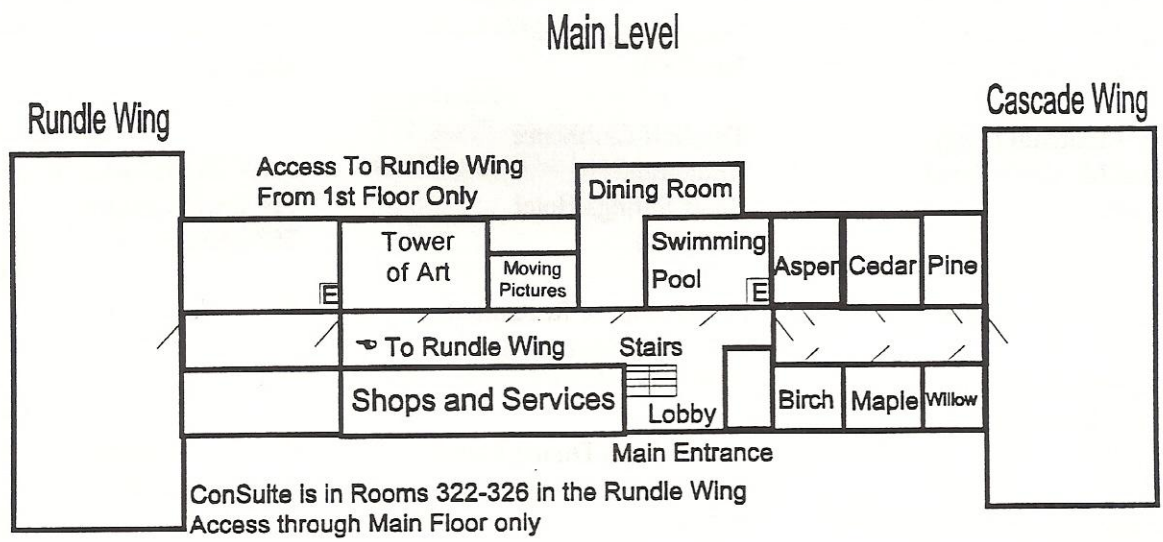
Terrace Lounge & Broiler
Banff Park Lodge
762-4433

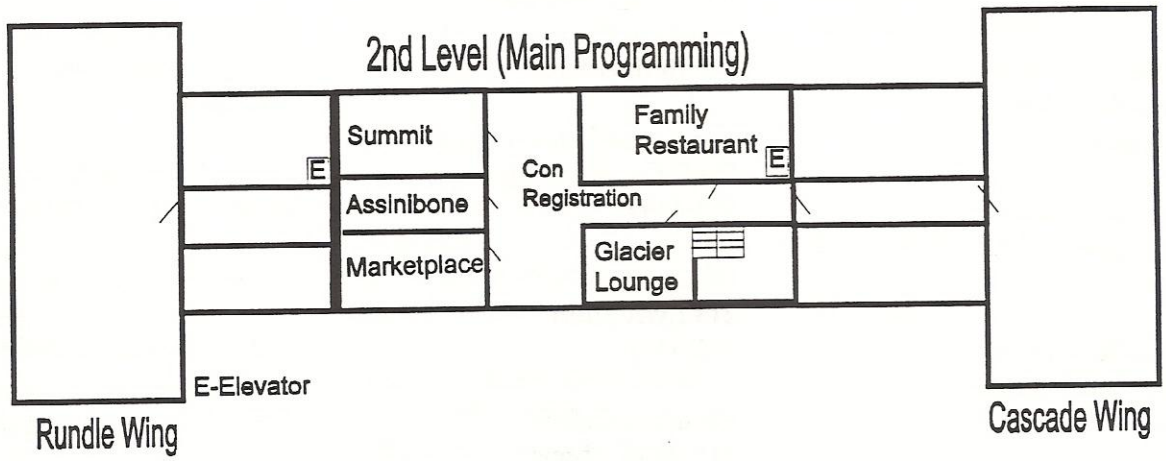
Wild Bill's Saloon
201 Banff Avenue
762-0333

The Yard Restaurant
3rd floor, 137 Banff Avenue
762-5678

Banff campus map

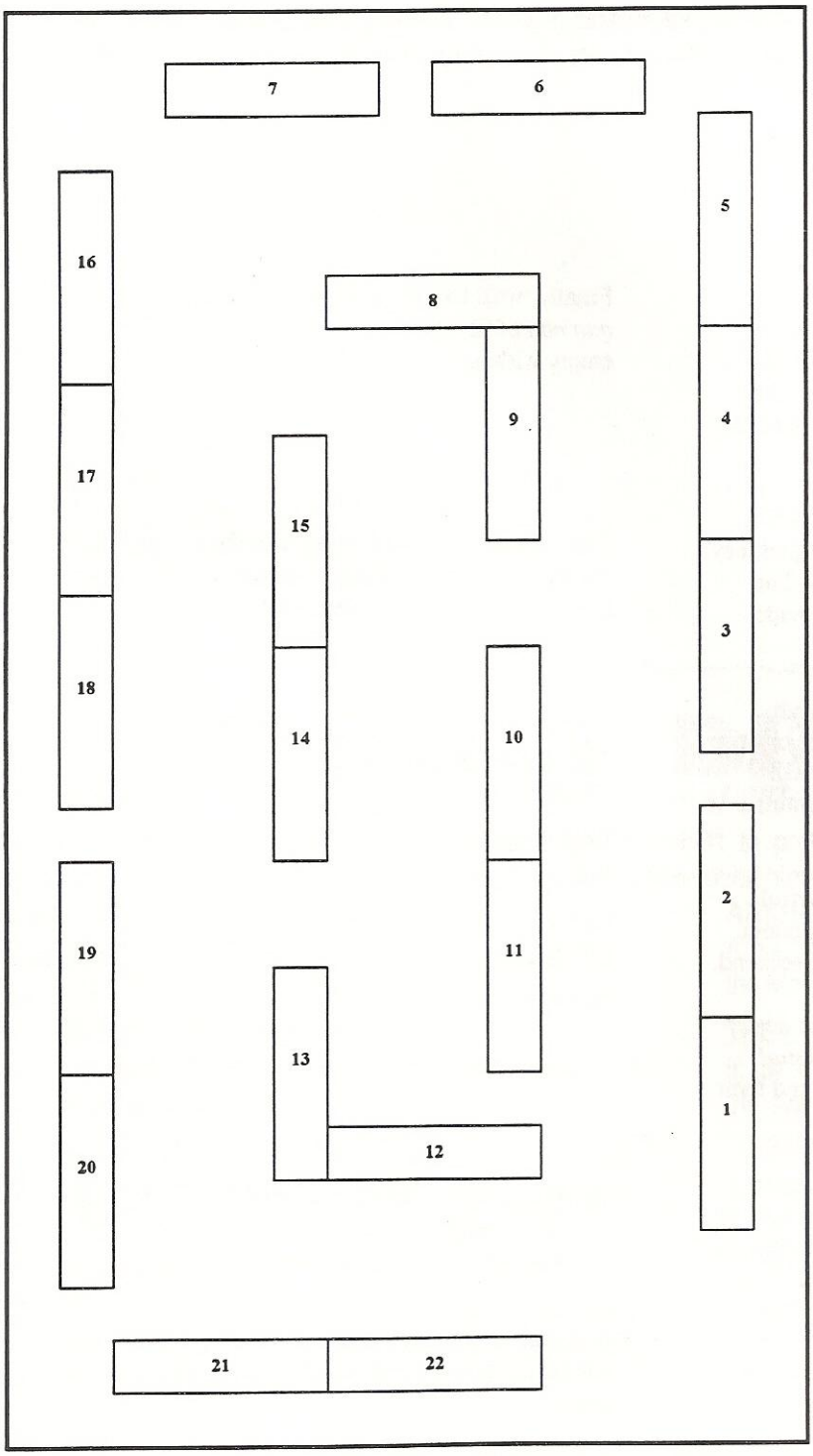
Banff Park Lodge





marketplace map

Castle Room



Legend:

1 & 2	Blue Castle Books
3 & 4	not yet booked
5	Tiffany House
6 & 7	Odds Bodkins
8	Johannes Haidner
9	Kevin Omelusik
10	Phoenix Born Design
11	Cold Drake Books
12 & 13	Eurasis Dragon Sales
14	Fairs Fair Books
15	*ON SPEC* magazine
16	Little Generals
17	Banff Book & Art Den
18	R & J Engraving
19	Tesseract Books
20A	Riverbend Books
20B	not yet booked
21 & 22	Sentry Box

credits and thank yous

We started off this whole effort with the supposition that, if enough people got involved, no one would have to work particularly hard. Nice theory. It is astoundingly hard to find enough willing, capable, organized, available beings within several hundred kilometres of Banff. However, we managed. Everyone on the Convention Committee contributed ideas, effort, money, and sanity in large measure to make this thing happen. Thanks to all.

Acknowledgements

Terry Pratchett was good enough to sound enthusiastic at the concept of crossing eight time zones in an economy-class seat to be with us. The morale boost this produced was incalculable! Our thanks to him for his unflagging commitment to his fans and his eternal good humour.

Guy Kay appears as our Special Guest thanks to a grant from the Canada Council. We're very glad they sent him to us. Not that he protested...much. The Banff Public Library was kind enough to provide space for a public reading.

Our thanks to Alan Betz, social secretary to Mr. Science, for persuading him to make the arduous trip inland from Vancouver. Science in Alberta will never be quite the same again; pity he isn't into politics. Neither was Guy Fawkes, of course.

Diane Walton and Rick LeBlanc both wonderful people who have contributed hugely to SF fandom. We are honoured to have them with us this weekend.

The Banff Park Lodge has been a pleasure to deal with, especially in the face of our—ah—*unusual* requirements. We appreciate their patience and their willingness to accommodate us.

A blanket benediction goes to all those people not included in the previous categories who have helped us to publicize the con, who are appearing on panels, who have run their buns off for us, who have donated prizes for the World Wildlife Fund draw, and so forth. You know who you are, and we love you!

Finally, we'd like to thank all our members—the *sine qua non* of SF Conventions. It would sure look empty without you.

If we've missed anyone in our thanks, we apologize. Please do consider yourself thanked and know your efforts are very much appreciated.

Art Credits:

Stephen Briggs 1,3,4,5,6,7,7a,10
Eileen Capes ..... cover art
Lynne Taylor Fahnestalk 6,9,20
Derek Mah 15,16,17
Tim Hammell 17a

The portraits for Terry Pratchett, Guy Gavriel Kay and Mr. Science are based on actual photos. Guy Kay's photo was taken by Laura Kay.

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[1] *Not available until late November 1995.*

[2] *Not available until early December 1995*

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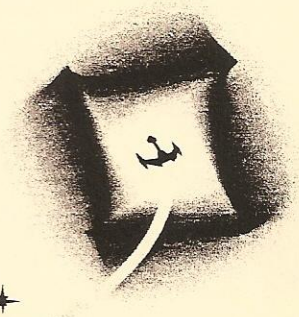

Star Wars, Star Trek, an expanding TSR line, plus favorites old and new, like Adams, Asimov, Bear, Bradley, Brin, Brooks, Card, Clarke, Cook, De Lint, Dick, Duncan, Eddings, Freidman, Gemmell, Gibson, Hambly, Heinlein, Hoffman, Kress, Lackey, Le Guin, McCaffrey, Niven, Pohl, Powers, Pratchett, Robinson, Simmons, Stewart, Taylor, Weis, Wingrove, Yolan, Zelazny