



ISSUE 38

WINTER 1994

STAR WARS ROLE-PLAY Blaster Battle Participation

Ann Goetz

Hi, everybody! My name is Ann Goetz and I'm the coordinator for the Forces of the Empire (FOE) Star Wars Role-Play in Lansing. I thought it would be a good idea if I wrote a few words to SE to introduce the SW Role-play to you and to give you information so you can sign up for the event if you wish.

The role-play is very simply a sort of SW "scavenger hunt/let's pretend" game that takes place in the hallways and hotel rooms of the Holiday Inn during MWC. Both sides (Imperials and Rebels) try to gain control of "Port Lansing Space Station" (i.e., the hotel). They do this by achieving goals around the hotel to gain points. The mercenaries (free-spacers, smugglers, and that sort) hire themselves out to whatever side they wish and try to get money for their work. The side with the most points at the end of the weekend wins, and the mercenary with the most money at the end of the weekend wins a prize.

Participating is easy and so are the rules. Everyone who loves SW is welcome. Also, you don't need to "battle" if you wish. In the past, we've had people sign up as "local color" to hang out in the Cantina and just be a part of the atmosphere. Some of the people who've done it in the past subscribe to SE and I'm sure

they would tell you about their experiences.

The first thing you must do to participate is be a member of MediaWest*Con. To do that, you must contact Lori Chapek-Carlton or Gordon Carlton at T'Khutian Press, 200 E. Thomas, Lansing, MI 48910. After you get your registration for the con taken care of, you follow the instructions for creating a character for the role-play and send the form and \$5.00 for cantina refreshments and mailing costs to me at: 103-30 68th Ave. #6B, Forest Hills, NY 11375. At the convention, we set up a cantina in the Imperial (!) Room. When you arrive at the con, come to the Cantina and pick up your packet (which should be there if you sent me the form). We will only be accepting registrations until 5:00 p.m., Friday (the first day of the con). If you will not be present, have someone pick up your packet for you. This year we will not accept late registrations.

Panels will be held on con programming for people who want to know what we're about -- and how to join in on the fun. If you're new, I suggest you come. Pat Grant (President of FOE) and I will run them. A workshop on creating a role-play character will also be scheduled for those people who need a little help

creating characters. These will be listed in the program book for the con. Check 'em out.

We have a mentor program for the Blaster Battle as well, for new people entering the fun. A new person (known as a "rookie") is teamed with a person who's been around a while (known as a "vet"). There will be a special meeting for the Blaster Battle rookies and their mentors to give you a special introduction and to give you some hints on role-playing.

There are several people involved in making this role-play happen. First, of course, are the FOE staffers that are in charge of creating the environment, background, and set for the role-play, as well as make money for the club, and educate people about SW fandom. As FOE's club president, Pat Grant has an awful lot to do at the con, so she's recruited some people to help. I fall under her jurisdiction, as you will see -- just so you know who's in charge around there--

FOE Event Staffers: Pat Grant is in charge of events scheduling, the auction and other stuff (all around goddess). Write to her if you want to help with these things. Her address is: 3271 N. Aurelius #12, Holt, MI 48842.

Role-Play Coordinator: Me -- Ann Goetz. I sign you up and you listen to me bitch and I listen to you bitch. Find my address at the head of this letter.

Cantina Chairs: Joe Littrell and Lynn Walters. If you want to bartend, decorate, or help in any way, please write to them. I'm afraid I don't know Joe's address, but Lynn's is 412 7th Avenue, Apt. #1, Arlington, TX 76013.

Dance and Cantina Music: Joe Lewis will be our DJ for the dance and Season Irwin is compiling some music tapes for the cantina. Contact them if you have any requests or music you'd like to submit. Joe Lewis' address is 1924 W. Morse 3N, Chicago, IL 60626, and Season Irwin's is 7605 Twin Oaks Avenue, Citrus Heights, CA 95610.

For my part, since I was so stressed out this past year, I decided (and everyone decided for me...) that it was time to delegate. As a result, I've enlisted the aid of some new enthusiastic people to help me run the role-play--

Role-Play Staffers: Chris Falcone will be the Judge and Rules Chair. He will be in charge of helping fine-tune the rules and educating the participants and Judges on how to play by the rules. Chris can be reached at 305 Georgetown Ave., Wilmington, DE 19809.

Christine Krebs will be the Scheduled Events Chair.

Scheduled events will include the roast and other events (according to Pat's schedule), the scavenger hunt, as well as the planned skirmishes (the Sunday night battle). This includes creating the goals and arranging for their set up. She will also be designing the tags and money with Seth (her future hubby) Bonder. Christine can be found at 12701 N. Pennsylvania #14, Oklahoma City, OK 73120.

Carefully read through the character creation process elsewhere in this publication to fill out your form. It should explain the process of creating a persona and registering pretty clearly. If you have questions, you can call me at (718) 896-4318, or write me a note. You can also register for the Battle and not send in your form if you are unsure how to fill it out. If you do not send in a form, though, you will need to fill it out at the workshop. We won't have any other time to help you create your character at the con.

Hope to see you in May!

SW Role-Play: Creating a Character

In this game you have stats and special abilities. In your stats, there are three ranks, Force Rank, Mind Rank, and Weapons Rank. You have 13 points to divide between these three stats. There are many special abilities, of which you must choose at least 3. You have 12 points to divide between your chosen special abilities. Then, for every year this character has appeared in a battle event (not including 1994), add 1 point to either your stats or your special abilities. SIMPLE fractions and decimals (1.5 or 1-1/2) are allowed. We hope this will help you to create a more "well-rounded" character.

Note: 3 is AVERAGE, not 5.

STATS:

Force Rank (FR): Your Force talent. 1=Luke in the middle of ANH. 2=Luke at the end of ANH. 3=Luke in the beginning to ESB. 4=Luke in the middle of ESB. 5=Luke at the end of ESB. 6=Luke at beginning of ROJ. 7=Luke at the end of ROJ. 8=Luke in Zahn books and Vader (all the way through). 9=Emperor/Yoda alive. 10=Yoda, Ben dead.

Mind Rank (MR): Your mental strength. How well you resist interrogation. How well you resist Jedi Mind Tricks. 1=spineless jellyfish. 2=weaker than the average victim. 3=solid average resilience. 4=resistance to a better than average interrogator. 5=resistance to a well-trained interrogator. 6=resistance to a

pretty heavy interrogation by a well-trained interrogator. 7=resistance to a well-trained interrogator with creativity and a spruced up interrogation kit. 8=resistance to a master interrogator with acutriments. 9=you won't break if everyone and everything you love in the universe is being destroyed in front of your face. 10=you won't break if everyone and everything you love in the universe is being destroyed in front of your face while being tortured by a master interrogator with all the acutriments.

Weapons Rank (WR): **You must spend points for a separate rank for each type of fighting ability you or weapon you use!** 1=you can't hit the window on the broad side of a barn (target accuracy at 10 yards). 2=target accuracy at 10-25 yards. 3=target accuracy at 25-50 yards. 4=target accuracy at 75-100 yards. 6=target accuracy at 100-125 yards. 7=target accuracy at 125-150 yards. 8=target accuracy at 150-175 yards. 9=wouldn't miss a playing card turned sideways at 200 yards. 10=you can hit anything at 250 yards. (Remember, 100 yards is a football field, people. Get real!) Acceptable weapons are listed below:

- Lightsaber
- Hand to Hand
- Dagger/Vibroblade
- Poison (must touch victim)
- BI (blunt instrument)
- Lightning (Emperor only)
- Mind Control/Blast (Dr. Tachyon only)
- Blaster (includes all rifles and handguns)

Special Abilities (SA): **You must have at least 3** Your special abilities determine how intelligent your character is in certain areas. 1=you've got a natural talent and it helps only slightly in a pinch. 2=you have a natural talent that has been nurtured with some education. 3=you are generally educated in your field and can use your talent effectively on a daily basis. 4=you have received more than a general education in your field. 5=you are considered a professional--better than highly educated in your field. 6=you are an expert. 7=you are on your way to becoming a master. 8=you are a master. 9=you are considered one of the greatest minds in this field in the entire galaxy. 10=you are the only person alive who can use this ability this well--the best.

Following is a list of suggested abilities:

- Medicine
- Computers
- Demolitions/Munitions

- Spy/Acting/Disguise
- Interrogation
- Security Systems
- Codes/Cryptology
- Engineering/Technology
- Ships/Piloting
- Gambling
- Gift of Gab/Charisma/Diplomacy

If you have another ability (one not listed) talk to me about it. It may be included in the ones listed above. If not, just spend the points for it and discuss it with me at the con.

This is a one-year typical mercenary character:

FR: 0
MR: 4
WR: Blaster: 4, Hand to Hand: 3, Blade: 2
SA: Spy: 3, Security Sys: 2, Codes: 3,
Gambling: 2, Ships Pilot: 3 (2+1 due to 1 year's experience)

This character is above average or competent in most of his abilities, and can hold his own in relation to all the others. He can falsify landing permit documents, break medium security Imperial codes, and play sabacc with Han and Lando without coming away naked.

To have a rank of 7 or above, you should have at least played your character for 3 years. Ranks of 8 and above go to movie personas and people who have played their character for 4 or more years. If you have played your character 5 years or more, it is an "Established Persona", like a Movie Persona. You assign numbers where you want them, and they are approved by the Role-Play Staff, unless you *want* to keep adding them up. That is up to you. In either case, your numbers will be reviewed. Movie Personas will be created by the Role-Play Staff and given to these players at the con.

A 10 is allowed in this game, but there are restrictions. First, you must have played your character for 5 or more years. Then, the rank must be approved by the Role-Play Staff. You can only have a 10 in one category (period). You may not have a 10 in Force Rank, however (unless you are dead).

Note: a workshop is planned for those people who need assistance creating characters! See your program book at MWC.

Mail your filled out form to me, Ann Goetz, 103-30 68th Ave. #6B, Forest Hills, NY 11375. If you have questions, call me at (718) 896-4318. Send \$5.00 money order to my name for Cantina Refreshments.

BLASTER BATTLE REGISTRATION FORM

Please send Money Order for \$5.00 made out to Ann Goetz for Cantina. Fill out one form for each character.

Name: _____

Address: _____

City: _____ State: _____ Zip: _____

Phone: (____) _____ 1st time at MediaWest*Con? (circle one) yes no

Character's name: _____

of years you have played this character at MediaWest*Con _____

Is this a new character this year? (circle one) yes no

Classification (circle one):

- | | | | |
|-------------------------|---------------|-------------|-------------|
| Rebel | Imperial | Renegade | Local Color |
| Diplomat | Judge | The Press | |
| Mercenary (circle one): | Rebel Aligned | Imp Aligned | Independent |

Character's Planet of Origin: _____ Age: _____

Likes (include people) _____

Dislikes (include people) _____

Fears (include people) _____

Proposed Statistics:

Mind Rank (MR): _____ Force Rank (FR): _____

Weapons Ranks (WR): _____

Special Abilities (SA): _____

Would you like to have a mentor in the buddy system to help you with your role-play experience? yes no

Door sign (if you want your room to be a specific location in Port Lansing Space Station -- your ship, your quarters, etc., please write what you'd want on the sign -- one sign per person, please):

New Fax Services Now Available

Well, as you can see, we made it through another issue. We're down, but we ain't licked!

To lead off, I wanted to tell you about the latest service that I'm happy to be able to offer you. I now have the capability to receive faxes directly into my PC at work. You don't have to send it from another PC (although you can), but can send a document through a regular fax machine and my PC will receive, print and convert it into a document that I can access. Documents which are typed in clear, Courier 10 (or a similar typeface) come across best, although proportional spaced fonts can be read, too -- just not as well. No handwritten documents, though, and handwritten corrections on a page will also not read clearly. The program will *try* to convert them and will send over garbage. If anyone out there would like to try this, please let me know and we'll set up a test session. I can likewise download documents sent via modem. If any of you PC users out there want to try this, let me know and we'll arrange something. You can contact me at work 8:30 to 5:00 CST, Monday through Friday, at (214) 749-4218. I think this is pretty exciting and would like to take advantage of the technology. But do contact me first so that I can set up the proper program and can give you my modem number.

I want to thank everyone who has written in support. You don't know how much that means to me! We're still plugging along post-layoff. Randy still hasn't found another job. He's had a couple of interviews but no job offers.

Current good news is that on January 6, 1994, we paid off the mortgage on our house! Randy was planning on doing that anyway, long before the layoff happened, and had been saving the money for years and years. So, at least we have a roof over our heads, barring unforeseen disaster.

At my job, I am now officially the computer systems administrator, a position that will take full effect this summer when we network our office (tie all

the computers together). It's going to be a busy and challenging spring and summer as I will be involved in the installation and setup of the new system, going to several intensive training classes to learn administrative functions and operation, getting everyone in the office on line, and then managing this massive system. When I saw the proposals for the new system, I expected to see Scotty beaming down anytime now! Wow! Is it the 24th Century already?

Zinewise, I'm slowly getting caught up now that the holidays are past. I have begun printing *Field Studies* #3 and it will be available sometime in late February or early March. In fact, it should be available by the time you get this issue.

TF#8 is creeping along at a snail's pace, but is making progress. Don't know when I'll have it ready, although it won't be for MWC. July or August is a more likely date. We will be getting a scanner here at the office and, once that's in place, I'll be able to utilize it and save myself a lot of keystrokes. But with my workload heating up, there may be less and less time to work on the zines. I'll just have to see what the future brings. I sure don't want to have to abandon them, since they give me so much pleasure to do, but they're definitely going to have to go on a when-they-get-done schedule.

We also have a new member of our household -- a kitten. His arrival was unplanned, however. On December 23, we were coming home from shopping and stopped at a traffic sign. Katy said, "Mom, look, there's a kitten out there!" Sure enough a little white kitten was out in the median strip, obviously lost and in danger of getting run over. We picked him up and brought him home with us, then went back the next day and went to houses in the area to see if we could find who he belonged to. No one claimed him so we put up signs on telephone poles, but no one ever called us. I tried to find someone to take him, but everyone I talked to already had as many cats as they wanted,

so... We now seem to be cat owners. I guess we were destined to find him. He really is a sweet kitty. He's solid white with light blue eyes and we have named him Snow. I estimate he's about 5 months old now. He had obviously been well taken care of -- fat and healthy and clean, except for some grease (he must have been hiding under a car at some point). But there's no telling where he came from, whether he got out of someone's home or if some cruel person tossed him out. In any case, we've grown attached to him and our main problem is getting our two German shepherds to accept him. Cruiser just sniffed at him and seemed to say, "Okay, no problem" and strolled away. Wolf is taking longer, but cat and dog have agreed on a mutual non-aggression treaty and, while still giving each other the "eye", are living in more or less peaceable co-existence. I hope to run a picture of him fairly soon, probably in the next issue.

Regarding the next issue, there will be another long interval. I have set the deadline for SE#39 for June 30, 1994. That will give everyone time to recover from and report on MWC plus will take some pressure off of me during a time when I will have enough pressure to deal with!

We're still hoping to be at MWC. Don't forget that we'll be hosting the SE Hospitality Suite this year and the Annual SE Party will be held there. Hopefully this will give us enough room that we won't have to carry on in the hall, like last year. I will be asking for donations for munchies so we can all feed our faces during the weekend.

I have also been discussing with various people the possibility of setting up a Mos Eisley Marketplace in the front room of the suite, which will be a mini dealer's room devoted solely to SW zines and stuff. After a great deal of thought about the matter, I have decided that a user's fee of \$12.00 will be charged to anyone who wants to deal out of the Marketplace (compare at \$45.00 for a dealer's table), providing anyone is interested and we can find someone to be "on duty" during the hours the suite is open.

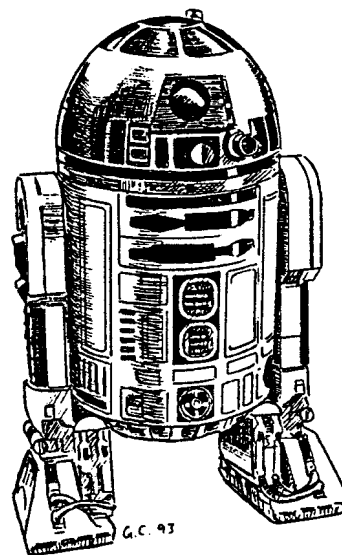
I have had some negative feedback on the fee idea so let me explain my decision in this matter. One of the reasons for this fee is to help deflect the cost of suite, which is twice as much as a regular room. I feel that, if you're using the room to your profit, you should help pay for it a little. The reason I decided on a flat fee rather than a percentage is to simplify the book-keeping and to try to be as fair as possible to all concerned. Due to the general hectic nature of the

convention, I decided it would be a major headache for everyone to try to figure up sales, subtract percentages and pay fees on Monday, while everyone is frantically trying to catch planes or get on the road. A flat fee, paid up front, will eliminate this problem.

In addition, a flat fee would be in line with the policy of the main dealers' room at the convention, which charges \$45.00 per table. This is also the charge for a table in the dealers' hall. Some of the negative comments I have received regarding the fee I am asking for space in the Marketplace is, "I'm not bringing that much stuff to sell." All I can say is, if you're not bringing enough merchandise to clear \$12.00, then you might be better off finding someone in the main dealer's room who can agent for you off their table. Also, I can't guarantee that you'll sell anything. That, unfortunately, is one of the facts of dealing at a convention. I have worked at conventions in which I barely cleared my table costs. Other conventions have seen me go home with my cash box full. There are no guarantees.

The main purpose of the suite is to provide SW/SE fans a place to congregate, chat, rest and share good times. The Marketplace is a secondary idea to maximize the use of the space. If no one is interested, then we'll drop that idea. However, if anyone is interested, please let me know. The sooner we can get details rolling, the better.

Meanwhile, hope everyone has a great spring and we'll all meet safely and happily in Lansing!



BULLETIN BOARD

CONGRATULATIONS TO ...

Karen Ripley on the publication (in November, 1993) of her latest book, *The Persistence of Memory*. It is the first volume of a trilogy. Ask for it if you can't find it at your local bookstore!

GET WELL SOON TO ...

Julie Phipps, who is recovering from surgery and a very serious illness. (See Marti Schuller's note below.)

Carolyn Golledge, who is mending after her surgery late last year.

CLUBS

Forces of the Empire
c/o Pat Grant
2371 N. Aurelius, Apt. 12
Holt, MI 48842

The Moons of Yavin
19 Park Avenue
Bottesford, Scunthorpe
South Humberside DN17 2PB
England

NOTICE

If anyone is looking for a room at the Holiday Inn South (the convention hotel) for MWC, Ming Wathne says she has some space available. Contact Ming ASAP if you are interested. Her address is: 437 Via Roma, Santa Barbara, CA 93110.

ERRATA

FROM: Marti Schuller

A British SW fan named Julie Phipps is in need of our prayers and best wishes. Her family informed me that she underwent two major surgeries in December to correct a twisted bowel. Apparently, things did not go very well as she is being kept unconscious and is on

a ventilator. Her family is reading all her mail to her, but since she's in intensive care, she cannot receive gifts or flowers. The family is encouraging Julie's friends to go on writing to her as they are optimistic and feel the letters boost her. She is only in her mid-20's and was engaged to be married in 1994. Her illness apparently came on quite suddenly and painfully. If you would like to write to her, the address is:

Julie Phipps
47 Cotswold Avenue
Duston, Northampton
NN5 6DP England

Update: Marti now informs me that Julie is much better and is home. However, she is still very weak and must use a wheelchair to get around. I'm sure she would love to hear from everyone out there.

FROM: Z. P. Florian

SW sound clips for your computer! You don't need a sound card, although it helps to have it. SW sound clips for Windows is the ultimate must-have for every fan! Your Windows opens with the sound of the Main Title, closes with Alec Guinness saying, "The Force will be with you, always!" Your applications shut down with Anthony Daniels shrieking, "Please don't deactivate me!" or with a mournful Wookiee roar. You open your last masterpiece and Luke says, "What a piece of junk!" Dozens of sound effects, or voice clips can be assigned to a variety of computer functions. Maximizing a window can have Harrison Ford tell you "Don't everybody thank me at once." Blast doors slam, Jawas scream, the cantina band plays, Leia begs for help... Imagine my shock when I went home one day and in the quiet of the night, Darth Vader roared at me from my computer, "I have you now!" My family loaded the program as a surprise to me. Boy, was I shocked and pleased! Soon available, sound clips from TESB as well. The product is a legit, commercially sold disk. Mine came from a Caldor store. I don't know its sound without a Soundblaster, but the brochure says it is just as good with the PC speakers. If you are used to eating, sleeping and breathing SW at home, you can now hear and compute SW, too!

Sounds Update

Lucasfilm is selling the SW sound and voice package for Windows, for some \$60. I got such a package for \$20 at Caldor. I have no idea how it came to be so cheap, but it was the greatest thing I've ever gotten, and now I have the best lines of ANH every-time I do anything with Windows. Anyone know whether the \$20 package is a test, a pirate copy, or what?

Computer News Related to Hamill

Sierra has produced an excellent new game called "Gabriel Knight". In the CD ROM version, you'll hear Mark Hamill's voice as Detective Moseley. (Incidentally, the hero of the game gets his voice from Tim Curry.) I do not have a CD ROM, so I only played the game in the regular version without speech, and I'd be interested in hearing from those who have actually heard the voices. The game is good, I warmly recommend it to all who like dark, mysterious, sexy, scary, heroic things, great graphics, great music.

SW Chess for Computers

If you have 40 mgs you don't know what to do with, you might want to have the SW chess game, where animated SW characters play chess, battling each other.

The Truce at Bakura

Finally, a SW book. A real one. Well written, as good as any fanzine story, good characters, great background, great action, and an excellent role for Luke, Leia and Han, plus a really wonderful lost little Jedi boy to shed tears over... Warmly recommended. I hope this book means that Lucas finally dropped Zahn and found a real writer to work with. A must read for all SW fans, and hope for sequels to come.

From: Gail Mihara

If you are trying to get in touch with your favorite SW actor, here are two addresses that can provide you with the names and addresses of agents representing them:

British Actors' Equity Association
Guild House
Upper St. Martin's Lane
London WC2H 9EG
England

American Actor's Equity
165 West 46th Street
New York, NY 10036

From: Arwen Rosenbaum (from Internet)

Greetings All -- Here's an announcement of interest to SW fans that I found in the Del Rey Internet Newsletter. Enjoy! (from Fred Kiesche)

Special Announcement: Action on the SW Front
Next month will be the release of our *Guide to the Star Wars Universe*, Second Edition. A fat trade book, it's illustrated throughout, and is a revised and greatly expanded version of our previous *Guide* (1984). The publication of the new *Guide* kicks off a year of SW action around Del Rey, as detailed below:

We will be repackaging the first-ever original SW novel, *Splinter of the Mind's Eye* by bestselling sf author Alan Dean Foster, in May of '94. *Splinter* was a hugely successful book when it was first published, and we want to introduce it to a whole new generation of readers -- almost literally. It will include an introduction by George Lucas, discussing (and dispelling some rumors of) how the book came about.

In July we'll be publishing a three-in-one volume of L. Neil Smith's *Adventures of Lando Calrissian* (a big fat book priced like a regular book, like our Han Solo Adventures).

But the most exciting project in the works is a trade paperback containing the entire script of the National Public Radio dramatization of SW. I've listened to the whole dramatization on tape (mostly while doing the dishes) and it's great! It has about 20% totally new material, written by Brian Daley: scenes that we only hear about in the movie version and the novel version, especially events on Alderaan, and some expansions of events that were briefly covered in the movie. The script will be illustrated with art from the LucasFilm archives: production sketches, storyboard art, photos of props and filming, and stuff like that (I'm not quite sure what else because we haven't picked out the art yet). And the book may even have an introduction by Brian Daley, who's one of the most expert SW experts ever.

ON THIS DAY IN HISTORY...

Southern Enclave #6, December 1984. 70 pp., triple column, reduced. Featured an article by Judi Grove on the filming of *Witness* near Lancaster, PA. Also featured an article by Ann Wortham regarding the *Raiders of the Lost Ark* bloopers as seen at the 42nd WorldCon in Los Angeles; and an article by Liz Sharpe regarding the presentation of torture and

mistreatment of the droids in the SW saga. Reviews by Sandra Necchi of *Wookiee Commode #1* and *Kessel Run #4*.

LoCers: Elsie Bartok, Terri Black, Sonia Blodgett, Barbara Brayton, Marcia Brin, Danaline Bryant, Chris Callahan, Bev Clark, Melody Corbett, B. J. Evans, Karen Finch, Debbie Gilbert, Jeanine Hennig, Barbara Izzo, Marlene Karkoska, Mary Keever, Thekla Kurth, P. J. LaVasseur, Michelle Malkin, Cynthia Manship, Sandra Necchi, Maggie Nowakowska, Carol Peters, Carole Regine, Sharon Saye, Sally Smith, Jean L. Stevenson, Sally Syrjala, Barbara Tennison, Mary Urhausen, Laura Virgil, Lin S. Ward, and Ann Wortham.

Art by: Danaline Bryant, Carol Peters, Cheree Cargill.

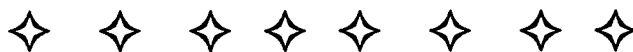
Zines Listed: [Available] *Circle of Light #1*, *Contraband #2*, *Deceptive Journey*, *Errantry #2*, *Fantasy #1*, *Far Realms #6*, *Field Studies #1*, *Flip of a Coin #1-5*, *Green Harvest*, *Guardian #6*, *Harrison Ford Fun Book*, *Kessel Run #4*, *Legends of Light #2*, *Melange #3-4*, *On the Mark*, *Outland Chronicles #2*, *Scoundrel*, *Shooting Star #1*, *The Old Republic Reader*, *Wookiee Commode #1*, *Universal Translator*, *VHF-The Complete Book of Lyrics*, *Well of the Souls #4*. [Coming] *A Tremor in the Force #2*, *The Baron of Bepin*, *Collected Circle of Fire*, *Contraband #3*, *Echo Seven #1*, *Field Studies #2*, *Knight's Lady*, *of The Steed's Tale* (Knight Rider), *Once Upon a Galaxy*, *One from the Heart*, *Perceptions*, *Perfect Fusion #1*, *Perspective*, *Shooting Star #2*, *Southern Knights #1*, *Southern Lights #1*, *The Leading Edge (sf)*, *The Millennium Falcon Casebook*, *The Monocle* (Wizards and Warriors), *Wookiee Commode #2*, *Well of the Souls #5*, *Xanadu*. [Other Worlds] Ad for The Texas Rebel Alliance and Archaeological Society (Lucasfilm club from Carolyn Cooper, and Mark Hamill Society U.K. Zines for sale from several people; zines wanted by several people. VHF tapes (Martie Benedict's filks). Ad seeking contributions for Walk of Fame star for Harrison Ford.

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ADVERTISEMENT

Salutations from Long Island, New York. This is actually my first time writing to your fanzine but I wanted to make sure I made this submission at the appropriate time. You see, we have completed our first SW film spoof. There has since been quite a few things that have happened in the last six months as a result.

Firstly, we finished the movie and it came out very well. So well, in fact, that one of the people that worked on it, who is an aspiring film director and who goes to film school, sent the film to Lucasfilm for them to see. We had no idea what their reaction would be until we heard from the editor of the Lucasfilm Fan Club, Dan Madsen, that we were going to have the opportunity to make the film available to all those SW fans out there through the magazine. We were on cloud nine, as you can imagine! In fact, if you get the Lucasfilm Fan Club Magazine, you will see in the Reader's Forum an entire column based on our movie spoof. Just look for the winter issue which should be out at the end of February. The spoof came out quite funny but we made no bones about the fact that what we really wanted to do was a serious amateur movie with the adventures of Leia and Han's children (grown up, of course). In fact, we have already started the screenplay for this movie. So you see, however good the spoof seems to the fans who have seen it, it was only a rough draft or trial run, if you will, for the movie we are currently working on. We hope Lucasfilm likes this film as much as they liked the spoof so we can again offer it directly to the fans.

I told the Lucasfilm Fan Club that I only wanted the opportunity for fans to see our handiwork so we arranged a system whereby a SW fan who wishes to own a copy of our SW spoof will not have to pay for it. All they do is send a blank VHS tape and \$7.00 for postage and handling to the below address and we will dub the movie onto their VHS tape. If you do not have access to an extra videotape or would rather not incur the expense of sending one through the mail, simply add an additional \$2.00 (for a total of \$9.00) and we would be happy to provide the VHS tape.

You also receive in the package details on how anyone can contribute to the movie we will be filming shortly by either doing actual filming of aliens, spaceports, space battles, to even constructing unusual models and props that can be used in the film. Everyone who's idea or footage is used will receive recognition in our closing credits.

I am writing to you now as a filmmaker because I would like to offer the members of your fanzine the opportunity to see the film and to become involved in our next adventure. The address is listed below and I hope to hear from each and every one of you, because the greatest excitement I could receive is the excitement of knowing other SW fans are sharing the adventure that I too have shared. Take care and walk the skies...

David Zaritsky
P. O. Box 249
Calverton, NY 11933
DP. S

Editor and Publisher:

Cheree T. Cargill
457 Meadowhill Drive
Garland, TX 75043

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Deadline for #39 -- June 30, 1994

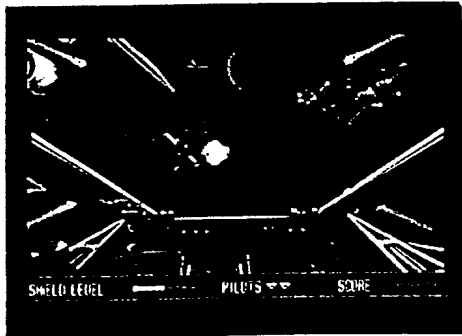
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Submissions received later than seven (7) days after deadline will not be published in the current issue.

Rebel Assault..... 0000



This CD is why this column almost didn't get written this month. We'd be dutifully testing something like *Multimedia Business 500* when the call to jump into an X-wing space fighter and blast a few more imperial troops became irresistible. *Rebel Assault*



Is that Princess Leia calling for help? Better fire up the X-wing—that memo can wait!

from LucasArts uses 3-D computer-generated graphics on top of scrolling video clips in a way only a CD can.

The 3-D effects and detailed landscapes make this desktop flying the way Flight Simulator should be. The effect is hypnotizing. The game is demanding—you have to earn your wings on training flights and then fight your way through a half-dozen scenarios until you arrive at the game's climax—an assault down the trench run on the Death Star. The music and sound effects are taken from the *Star Wars* movies, and the animation of you crashing your training plane is so well done it makes dying fun.

Any complaints? Well, yes: It's written for DOS, it wants you to disable your memory manager for better game response, and its proprietary sound technique required fiddling with our sound board settings for a half hour until we found one that didn't produce scratchy voices. But no one said saving the galaxy was easy.

Parade

Best Legal Comment

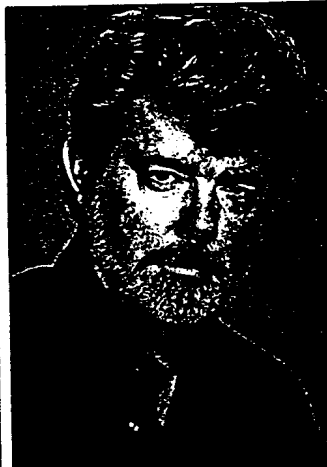
By Malcolm Ford, to his preschool classmates on what his father, Harrison Ford, does for a living:

"My daddy is a movie actor, and sometimes he plays the good guy, and sometimes he plays the lawyer."

So go ahead and sue.

PARADE'S SPECIAL
INTELLIGENCE REPORT

Because of volume of mail received, Parade regrets it cannot answer queries



George Lucas today (l) and the stars of his original *Star Wars*—Mark Hamill, Carrie Fisher and Harrison Ford (l-r): Get ready, fans, there's more to come

Lucas Gears Up for More *Star Wars*

If all goes according to schedule, by 1997 we'll see the first of three new *Star Wars* prequels from producer George Lucas, who hasn't directed a film in 17 years.

When he developed *Star Wars* back in the '70s, Lucas mapped out a total of nine films. The three that have been released—*Star Wars* (1977), *The Empire Strikes Back* (1980) and *Return of the Jedi* (1983), which grossed a total of \$809 million in the U.S. alone—covered the middle of the megamyth (film Nos. 4, 5 and 6). Now, at the Skywalker Ranch in Marin County, Calif., the high-tech production center that Lucas built with his *Star Wars* fortune,

Nos. 1, 2 and 3 are taking shape. This trilogy will feature a young Obi-Wan Kenobi and a young Darth Vader.

At his secluded ranch, Lucas also said he's planning a new *Indiana Jones* project, as well as other features and TV films.

Meanwhile, "TIE Fighter," a new computer game, will give players a chance to fly under the command of Darth Vader. And a computer screen-saver will offer an insider's view of the *Star Wars* universe—including detailed information on all the characters, the original script and storyboards, and 100 digitized sound effects. Both are due in April from LucasArts, the producer's game company.

Thanks to Debbie Kittle, Maggie Nowakowska, Marti Schuller and all the others who sent clippings. I wish we could print them all!

James & Faces



ASSOCIATED PRESS

John Williams retires tonight after 13 years as music director of the Boston Pops.

films and has won four Oscars, including one for the soundtrack to Steven Spielberg's "E.T." His other Spielberg scores include those for "Jaws," "Star Wars," "Raiders of the Lost Ark," "Jurassic Park" and this winter's critically acclaimed "Schindler's List." Next up: the score for Spielberg's adaptation of Robert Waller's best-selling book "The Bridges of Madison County."

Williams, who announced his retirement two years ago, has said he's leaving the Pops to spend time with his family in Los Angeles. He has agreed to act as adviser to the group and become artist-in-residence at the Tanglewood Music Center in Lenox, Mass., summer home of the 108-year-old orchestra.

His replacement has not yet been named.

SEVENTH SENSE

BRIAN WILLIAMSON



DESKTOP DAYDREAMS

by Nancy Riley

THE *STAR WARS* MOVIES REMIND ME OF MY DAYDREAMS. George Lucas earned millions exploiting my unscheduled mental vacations.

In school, I spent a lot of time imagining my pencil as the flagship of my intergalactic armada.

I've always been a space cadet. In the grains of wooden doors, I see animals, people and three-headed waffle irons. Blowing bubbles still fascinates me.

I hoped the rigid discipline of computer science would cure my dreaminess. Little did I suspect that computers cure daydreamers about as well as hospitals cure hypochondriacs.

Programmers make even a tiny utility like a screen saver an excuse for a flight of fancy. After idling on a business application for a potentially lethal time, the screen saver will kick in and some crazy animated graphic will rescue us from screen burnout *and* the tragedy of mental putrefaction.

Just blacking out the screen would do the job. I hear that some no-nonsense types actually use screen savers like that. As for me, I await the next generation of screen savers.

I'm sure that artificial intelligence experts will soon enter the screen saver arena and turn these animated graphics into imaginary friends.

My imaginary friend would be a Jedi Knight with pointy ears. He would say things like "Live long and prosper" and "May the force be with you." Samurai warriors would make great alter egos for certain high-powered types. Pet lovers could have dogs or cats as their imaginary friends. You can see the possibilities.

As imaginary friends, screen savers could capture viruses and imprison them in disk jails that they designed. However, when they act as jailers, our imaginary friends may need *us* to cheer *them* up.

And if our screen-saving, virus-capturing, imaginary friends ever needed serious help, the term "computer analyst" could take on a whole new meaning.

Since trends come and go, we won't have to wait long for

mood screen savers. Little heat sensors connected to the keys could record the thermal energy of the last fingers that tapped the keyboard. From this reading, the computer would continuously analyze our mood.

Maybe when screen savers turn into big mood rings or imaginary friends, they will get a little more respect.

Calling these animated daydreams "screen savers" is like calling a painting a "wall covering" or a photograph an "electrochemical representation." Whoever came up with the name "screen saver" probably likes the sort that just blacks out the screen.

Maybe having a boring name that speaks only of usefulness is the screen saver's passport to the workplace. For instance, nobody has a hot tub in his or her office. Now, if someone had the marketing savvy to recast hot tubs as "idea stimulators," I'll bet corporations would order them by the dozens.

Even now, some businesses have to ignore that screen savers bring a bit of the avant-garde art gallery into the layered, littered look of most corporate dungeons.

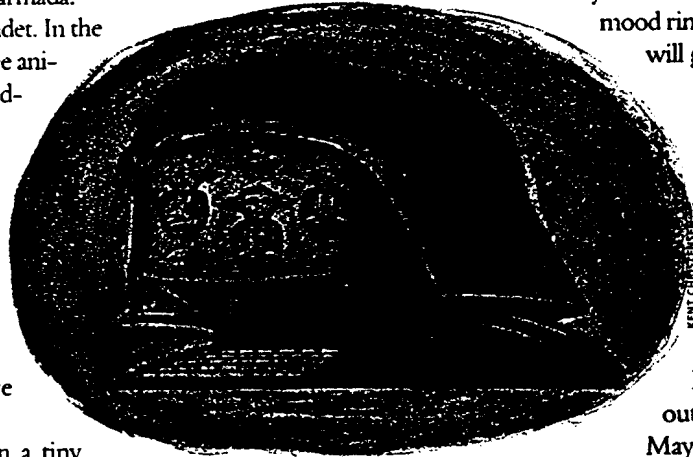
Unlike many aspects of corporate culture, screen savers allow people in the office to express their true inner essence and spiritual aura.

A technical editor who reminds me of my old English teacher, Mrs. Farnsworth, has cats jumping across her screen. A workaholic scientist has purple bubbles aimlessly floating across his. What sorts of worlds do these people get lost in?

Besides the psychological comfort they provide, screen savers help keep me out of trouble. If I arrive at someone's office too early, I have something to stare at, which keeps me from riffling through the papers on the desk.

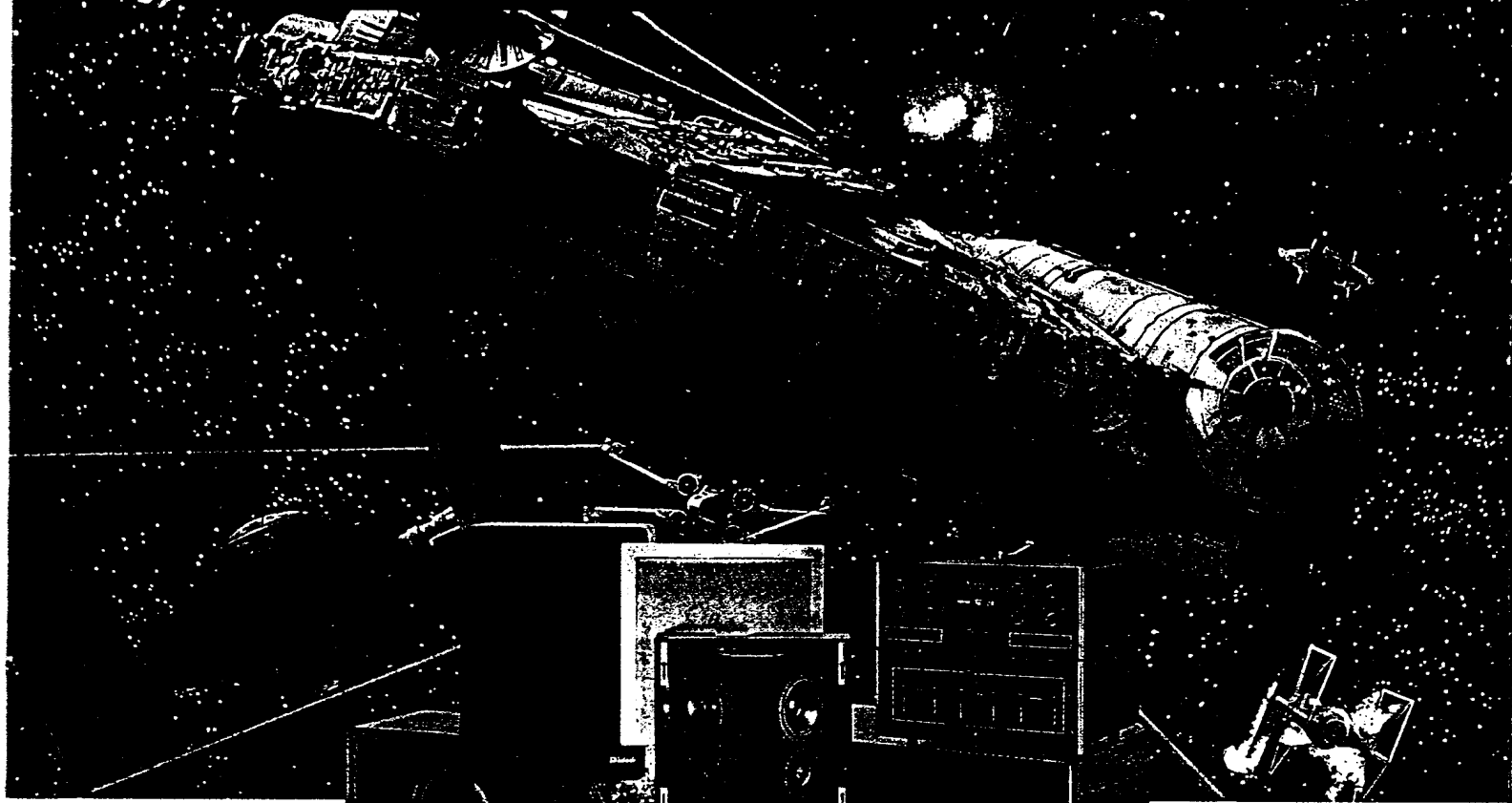
My own screen saver is like a mirror that reflects my hidden desires. If I've been thinking too long about a problem and haven't touched my keyboard, the screen saver shows me where I am—in the stars.

Usually, after a moment or two of imagining my pencil navigating through them, I force myself back to work. □



KENT CHRISTENSEN

Home Theater. For real.



With guns blazing, the Xwing fighters come at you... A direct hit creating a thunderous boom.

Shaking the room, And you.

They fly over your head. You hear them disappear behind you, just as your son, with fresh popcorn in hand, joins you on the family room sofa...

This magnitude of realism is only available from a manufacturer with 40 years of American design and engineering experience building internationally acclaimed audio components. **McIntosh**. Combine the world's *first* single-brand THX®-licensed home theatre system with a big screen TV, HI-FI, VCR and laser disc player. The C39 pre-amp switcher has built in Dolby® Pro-Logic circuitry. It is multi-zone and expandable and will accept a dealer-installed module for home THX® processing. Also pictured is the matching MC7106 900-Watt, six channel THX® amp and a set of **McIntosh** THX® speakers and sub-woofer.

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If you are interested in your own home theatre or a whole-house entertainment system, you owe it to yourself to visit Jerry's and hear **McIntosh**.

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In November of 1994, just in time to stave off Media West withdrawal, comes

ECLECTICON!

Covering the worlds of fanzines and media fandom -- three days of fandom, fun and friends! No guests, no autograph lines, but plenty of good stuff!

When?

November 4-5-6, 1994

Where?

The Ramada Hotel, Newark International Airport, Routes 1&9 South, Newark, NJ

What?

Programming -- a mix of this, that and the other thing, all intended to tickle the fancy of the media fan. You'll find four tracks of panels, covering writing, editing, and publishing, general fandom topics, discussions on specific fandoms, TV shows and movies, and the ever-popular Miscellaneous. Structured panels too mundane for you? Immerse yourself in one of our freewheeling informal discussion groups.

And if that's not enough, you can while away the weekend in the con suite or video room, enter the hall costume competition, and browse in the art show and dealers' room. Feel like spending money? You can kiss your budget goodbye out of simple avarice at our art auction or humanitarian generosity at the charity auction! Feeling particularly energetic or just plain helpful? Volunteer to work as a gopher!

Memberships:

Attending:	\$30.00 until 5/31/94
	\$35.00 until 11/4/94
Supporting:	\$ 8.00 at all times

Art Show and Auction

Entrants must be supporting or attending members of Eclecticon. Contact Kathy Coy for further information.

Dealers' Room:

Dealers' tables are 6 feet long, and sell for \$35/full, \$20/half. Additional tables cost \$45.00. Interested dealers should send a SASE to Kathy Agel at the convention address below. Space is limited -- reserve your table early! Dealer tables do not include memberships -- memberships must be purchased separately.

Food Bank:

We will be accepting donations for the various food banks in the northern NJ area. Members are encouraged to donate non-perishable food items as well as soap and paper products.

Hotel Information:

Our venue is the Ramada Hotel, Routes 1&9, Newark, NJ. The hotel is located directly across from Newark Airport, and is conveniently close to the NJ Turnpike and other major highways. and is serviced by several shuttles an hour. The hotel boasts a comfortable, laid-back atmosphere, and an attached bar and full-service diner/restaurant, with other various retail amenities located in the area.

Masquerade:

No formal costume contest will be held, but we will be holding a hall costume competition. Details will appear in Progress Report 1.

Orphan Zines:

Zine publishers unable to attend Eclecticon are invited to send zines to the convention to be sold at our Orphan Zine table. For more information, send a SASE to the Orphan Zine Coordinator, Kathy Coy, at:
485 Hawkins Blvd.
Copiague, NY 11726

Programming:

Four tracks of panels are planned: General Fandom, Specific Fandom, Writing-Editing-Publishing, and Miscellaneous. Potential panelists should contact our programming director, Pat Ames. All panel suggestions should also be sent to her at:

24 Gorham Street
Canandaigua, NY 14424-1803

Video Room:

Members interested in watching specific programs or volunteering tapes should contact our Video Coordinator, David Gold, at

16B Village of Stony Run
Maple Shade, NJ 08052

Volunteers:

We're looking for a few good women (and men, droids, workaholics, aliens, and general Type-A personalities). If you're interested in working the con, contact our Chief Gopher, Jeanne Weselinski Gold, at

16B Village of Stony Run
Maple Shade, NJ 08052

REGISTRATION FORM:

Name: _____

Address: _____

City: _____

State: _____ Zip Code: _____

Phone: _____

Fannish interests:

Do you want to be a panelist? _____ Gopher? _____

ECLECTICON, c/o Kathryn Agel, 9 - 11 Ayres Court, Bayonne, NJ 07002-3510
Make all checks payable to Eclecticon

KEEPING UP WITH THE JONESSES

There've been movies, comics and a TV series. Now the Jones boys have their own letterzine! Keeping Up With the Joneses is the place to discuss any and all aspects of the Indiana Jones saga.

From his first interest in archaeology to his relationship with his father; from the turn of the century exploits of the youngest Indy to the college professor cum soldier of fortune of the movies and beyond. Observations, opinions and ideas are sought on the lives and adventures of our favourite archaeologist and his father.

Issues one through four are currently available. Additional contents include:

Issue 1: Denholm Elliot filmography, book review: The Young Indiana Jones Chronicles, Book One: The Mata Hari Affair, news of current projects involving the Indiana Jones actors, a Harrison Ford interview from England, and a regular column of zine listings.

Issue 2: Episode guide to season one of the series Archaeology, news on a recent discovery in the Great Pyramid at Giza, articles on The Young Indiana Jones Chronicles.

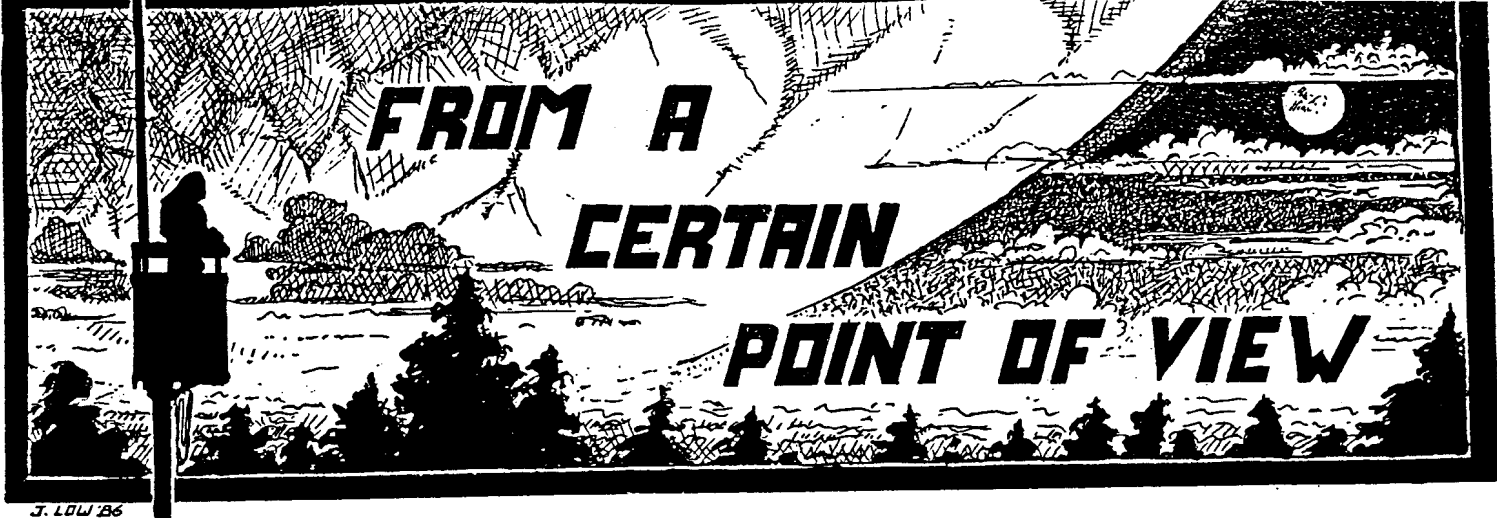
Issue 3: "If You Like Indy, You Might Like..." (an overview of 30's and 40's movies similar in tone or characters to the Indy movies), articles and reviews on Rising Sun and The Fugitive, and preliminary news on the then rumored Indy 4.

Issue 4: "I Say, Does Anybody Here Speak English: Henry Jones Sr. and the British Class System", book review: Indiana Jones and the Sky Pirates, articles on Ford, Connery and Spielberg and updates on the now officially announced Indy 4.

Issues are \$2.50 each or four for \$10.00 (postage included). Back issues one and two are available for \$1.00 each. Please make all checks payable to Jeannie Webster.

Available from:

Jeannie Webster
416 E. 241st Street
Woodlawn, NY 10470



J. LDW '86

Z. P. Florian
6214 Waterway Dr.
Falls Church, VA 22044

Hi to all and I have a bad feeling about this (more later). I'm trying to be short, probably won't.

Yvette Ghilan: I don't think an author is free to distribute his/her stories while the zine that published them is still in print. After all, if we all did this, how would a zine editor ever sell a zine? My work was given and it belongs to the zine. We don't work for money, but for love (love of the fandom and our own art, of course) and we try to do it kinda honorable. Re: having a separate zine for the "smut", so the reader won't have to worry about finding "not pure" material in other zines. Let's have then "pure" zines, too, where Han sticks to smuggling daffodils, doesn't shoot Greedo from under the table, Luke won't fall in love with his own sister, and Leia will never turn traitor to the Empire.

Looking at the zine ads at the end of SE, I can actually see a split in fandom, as some zines expressly state "no slash, no profanity" and others emerge embracing the wild side of the Force. Gentlebeings, I can foresee the future. There is a storm coming. I wish I were wrong in this ... continuing to:

Maggie Nowakowska: As you said, it's amazing how we can all watch the same show and interpret it differently -- but even more amazing that anyone would want to close the door on the interpretations of another fan.

Re: Leia as an aristocrat and senator -- Veronica Wilson does it heaps better than I do. Her upcoming stories are doing justice to Leia.

Barbara Anderson: Oh, I wouldn't think anyone wants to put out a zine with only sex scenes in it, that's boring. But giving sex the same intense attention we usually give to moral agonizing should be worth a try. If the writer wants to remain anonymous,

that's fine. What blackmail? "If you don't give me your Luke doll, I'll tell everyone that you wrote the story about Han's youthful lapse with Boba Fett"?

Catherine Churko: Yes, I hope next year the dolls will be in the cantina and can be photographed. We are going to have a Golledge diorama: Han in the hospital... About the unfinished graffiti, the guy was clubbed to death with the butt end of a rifle right there by the wall.

Brian Harris: You are right about the galactic art business. I remember Vader toying with one of those Fefze larvae thingies -- or was it Tarkin who collected them?

Louise Turner: I've been just as irritated by the Zahn books, never got through the third one. The cloned Luke thing was pitiful. Zine writers at least had the grace to give some personality to a Luke clone ... this was cheap! I agree with you on the touchy subject of virginity, depends on social status and tradition. Han did have a "humanoid wench wriggling on his lap" in the novelization, but then Mos Eisley was not the "most wretched hive of scum and villainy" for nothing ... uh, on the other hand, compared to Washington, DC, it was pretty tame.

Catriona Campbell: No, you're not warped. If the Jedi feels the pain of others, he should feel pleasure as well. Re: the story I wrote for your zine, I guess I managed to prove that this is not something one can always try without consequences.

Fiorenzo: I'd read anything you had written, in advance or otherwise. (Floppy??) Re: darkside, I prefer to think that the Force is One, if normally approached, just as life and death are the same, light can't exist without shadow, etc., and both the Lightsiders and Darksiders are making a mistake separating it, and that's why both approaches fail. Luke refused to fight the Emperor and was nearly killed -- Vader's decision to do murder saved the day! And Vader did it for the sake of his son (an action of the light) but it

was still murder (an action of darkness).

Jacqueline Taero: Hey, yours is the *best* pre-ANH story ever, and it works, too. And you are right, Yoda and Kenobi were obsessed by punishing the traitor, to the point of forgetting about the Emperor.

Veronica Wilson: Thank you for saying that "the Force is life and sex is the ultimate life-confirming act" -- a Zornom couldn't have said it better.

Tim Blaes: Yeah! At the next MWC, let's have a round-robin storytelling. Not writing -- telling. Each bard will get three minutes per turn, continuing the story, and we tape the whole thing. Tapes can be duplicated and sold or given away later. We could stay up all night and have a sensational time. Who's in?

Liz Sharpe: Wanna write that Han story about his clone and Boba Fett and all the booze for my zine? Huh? Please?

So, I tried to be short ... I couldn't even answer everybody I wanted to. Z.P., signing off. Feed a Wookiee, skin an Ewok.

Can't Wait Until MWC

Tammy Olsen
Hesser College
3 Sundial Avenue
Manchester, NH 03103
Attn: 518

What a nice surprise to get the next issue of SE here at school. I am dying for some news. Of any kind. I haven't gotten anything to read in a long time. Fortunately, I got it the day before I went home for Thanksgiving break. So I have to write a quick LoC and get it off.

The State of the Union was nice to read. I haven't watched the video in a while (I have no way to at school) and reading it brought back some nice memories.

Z. P.: Your "Confessions" will hopefully help me a little. I haven't been able to write anything since I got to school. Must be the lack of inspiration.

Almost regular (relationship) indeed. Luke raped her! What a surprise! More to come in AS...#?, right???

Cheree: I hope your husband is able to find another job and you can come to MW next year.

Yeah, I saw Mark's program *Body Bags*. Very different to say the least. I wonder if he used a

double for the bed scene?

Marti: You didn't like *The Guyver*? Why not? Little (calm down, Melanie, not that little) Luke turned into a bug! Mark did a really good acting job in that one, but I do agree that the movie was a little weird.

Yes, the ice princess did show her human side in the Endor scene.

Where is the story you blamed on Debbie being printed? It wouldn't surprise me if it has already been printed and I missed it!

Nora: That was you dressed as Luke? I wondered who that was when I saw you. Great costume.

Alright, I agree, everyone in the saga suffered. But because Luke was the focus, it appears that he suffers more than anyone.

Mary Jo: Great zine! *Blue Harvest* really surprised me. It's beautiful.

Yes, Tina did have a Vader shrine in her room at MW.

Haven't met any "Jedi" collectors? Come to MW next year and see me. I waste money on my Jedi all the time.

Yeah, I missed the QVC special with Mark, too. Someday, I'll see it. Are the actors paid for appearing on QVC (like, you mentioned William Shatner)?

Charyl: Nice to see a LoC from ya. How's TT coming? You still counting the days until MW? Not far away now.

What zine price war?

I'll bet great fighters make great lovers!

Write, write, write, Charyl. I can't wait to see TT.

"They came from behind"!! Very sick (but good), Charyl.

Carolyn Cooper: I am so glad to hear that you are going to do another FACPOV. How about getting Scotty Perkins to write the sequel to "Past Shadows, Future Voices"? I really liked that story and wanted to read more.

Michelle: I would kill if someone scared my beloved kitties. I love all five of them to death.

Tina: A theater showing SW down there!! Oh, how I envy you. I would love to see the Trilogy in the theater. It must have been great to see all the people waiting to see ANH.

Enjoy the cards. They are extras that I had.

No, I don't dislike Han. He is just not my favorite character and I see no need to hide that opinion.

Brian: Welcome. It's great to get another male perspective on things.

Do you write stories? You've got a lot of great story ideas.

Jennifer: What a story idea. Hope to see you at MW '94. This time I'll know who you are!

Gerald: *Jurassic Park* was great. They will do a sequel in the form of another SW movie! I hope *Jurassic Park's* popularity has convinced Lucas that he could indeed do another SW movie with those effects and have it be as popular.

Catriona: What an interesting idea. Luke's ID being fake and that's why Owen didn't want Luke to go to the Academy. Have you heard the SW Radio Show? I just listened to it and it has a lot of extra dialogue between Owen and Beru that is interesting. Biggs has a lot of lines in it, too.

Can't wait to see your zine. Z. P. has a story with Luke walking around 99% of the time naked! When is the exact release date for *Bad Feeling*?

Fiorenzo: In your LoC was the first time I had heard of three novels about Luke training new Jedi. There is certainly a lot of new reading material coming out.

I heard from a friend that she saw Lucas on *Entertainment Tonight* saying that Lucasfilm is now working on the new Trilogy. From the horse's mouth, folks. I think he has finally started. I can't wait.

Jacqueline: On the droid topic, I have always wondered why R2 and 3PO were not questioned (in SW) by the stormtroopers as to why they were hiding. Are droids just automatically trusted? That could prove dangerous for either side. They would make good spies.

Veronica: I agree with you. If Marti made Luke impotent we would have to kill her. Can't wait to see you at MW. I hope your studies are going well. Debbie loves your story.

Take care, everyone. Hope to see you all in May '94.



Mary Jo Fox
9805 Fox Rest Lane
Vienna, VA 22181

"SW, nothing but SW, please let these SW ... stay..."

Cheree: I'm really sorry about what has happened, and I hope everything works out for the best. A rest is well-deserved, though, and I hope it won't be long before you're back at the ol' word processor.

Truce at Bakura: I liked this one a lot. First of all, there's Drew Struzan's lovely cover art. The story itself had much more to offer in the romance department than Timothy Zahn's books, though some of you might be crying "Mary Sue." The gross scenes with the Ssi-ruuk were cool and I liked the way Kathy Tyers explores Leia's feelings about her Jedi heritage. There are some really touching scenes, particularly the one where Luke and Leia discuss the possibility of either one having children in the future. I have a friend who has a preview copy of the next SW novel, *Jedi Search*, and he says that one is even better than *Truce...* and he's loaning it to me! Ha ha ha! The rest of you will have to wait.

Blue Harvest and the other zine I'm doing: Thanks to all you guys who waited patiently for Episode One. Yes, there will be an Episode Two, due out in February. Send art, essays, articles, reviews, etc.!!

As if doing one zine and school aren't enough, Yvette Ghilan and I will be producing a one-time only zine devoted to the hippest girl in the galaxy, Her Worshipfulness Princess Leia. We want art, poetry, stories, filks, cartoons, even essays *all* about Leia, from any time frame in the SW universe. We want only the best, most *positive* material you can create: no trashin', no bashin', and no sleaze. This is going to be a lovezine, a celebration of girlpower. The working title of the zine is *Snowfire: A Celebration of Princess Leia*, and we're shooting for a May 1995 release. Submissions are open until November 1, 1994, so get busy! Write to PO Box 215, Vienna, VA 22181 or to Yvette's address if you're interested.

Tales of the Jedi: Beautiful comic series! Tom Veitch is definitely a Jedi saint. I say we ask *him* to write a novel for Bantam.

Veronica: Yes, after all of these years, ROTJ still touches my heart with its "searing beauty."

Maggie: Whew! You had lots to say, but I will comment on how fans can't accept Leia as she is. It sure does seem that way, but Yvette and I hope our humble zine will for once, at least temporarily, change that!

Catherine: Hey, send me that young Leia drawing! Yes, I'll have to keep practicing my Jedi mind tricks. My BH co-editor's a lot better at it than I am. There are some song lyrics that remind me of SW, too. One example that comes to mind is a line from Siouxsie and the Banshees' "Israel" that goes: "Keep your hearts alive/With a song from inside..." that makes me think of the final scene from TESB.

Tina: Cute picture.

Michelle: Someday, someday I'll have to check out *The Princess Tapes*. Thanks.

Louise: You saw Wedge nekked? Oooh! Those crazy Rogue Squadron boys! The SW universe is filled with attractive people. Has anyone ever noticed that everyone, even Chewie, has lovely eyes? Am I the only one who notices these things?

Tim: Sarah Connor, Ellen Ripley and Leia Organa are sci-fi's riot girls ... no support group can stop them.

Cheryl, Debbie, Jennifer and Nora: It was cool finally seeing you guys. If any of you visit Planet Hollywood in DC, you'll have to look carefully for Harrison Ford's handprints. They also have Darth Vader's helmet. In the little room where they sell t-shirts is a big ol' Death Star used in ROTJ. I went up to the glass case and drooled all over it. For some nutty reason, I thought if I looked at it closely enough, I'd see little TIE fighters buzzing around it.

Toys: I'm enjoying collecting the Bend-Ems! I feel 8 years old again. Okay, so they're not the best execution I've seen of the characters, but so what. All I need is Obi-Wan...

Finally, I have a need to address the rampant cynicism I've seen in LoCs and stories. True, there are times when the line between light and dark blurs into gray. Yes, they are fighting a war, which is, as we all know, hell. But for the most part, what we see is what we get in the SW universe. The good guys are good and the bad guys, with the exception of Vader, are totally bad. SW at its very heart is pure and free from cynicism. This isn't to say it's free from complexity. Like most myths and fairy tales, there is a subliminal subtext to the plot. However, SW is *not* about confronting complicated social issues nor is it an existential treatise. We easily accept the fact that we can hear ships exploding in space, yet we cannot believe Han Solo is basically a nice, decent man hiding beneath wisecracks and bravado. Oh, nooo, he has to be a sexually-molested, alcoholic, schizophrenic, crazed, immoral, unreformable crook!

Perhaps some fans cannot accept heroes -- having heroes is for suckers, they suppose with their late-20th

century sensibilities. So, they feel a need to pull the heroes down to their level, or lower, and burden them with talk-show-topic problems.

"But that's more realistic," you might say. Well, to heck with that! If I want "realistic", I can turn on CNN. The reason why people watch the Saga over and over, why little kids who weren't even conceived when ROTJ came out love the movies, why I still admire these fabulous characters after 16 years and, at age 24, is that SW rises above "gritty realism" and shows us a galaxy of hope, and of people we can look up to and learn from. This is what Lucas wanted to create -- a mythos that would be an antidote to the bleak cynicism that pervaded this country in the post-Vietnam/Watergate years.

With that in mind, farewell, and good evening.

High Fives and Hugs

Brian Harris
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November 29, 1993

Seasons greetings and peace to everyone as I write this tonight, following a total lunar eclipse. Mystical, for sure, like totally. Thanks everyone for your kind words and warm welcomes, thank you! High fives and hugs and a toast to you all -- consume mass quantities! Hot apple cider for everyone!

Cheree: Grace under pressure through this current test of resolve. I hope things work out, and soon. Serenity and solutions today, *Tremor* #9 when you're ready.

New SW Fiction As Of This Writing: *The Tales of the Jedi* series rocks! Don't want to hear the criticism of plot/characterization/writing style? Do the unexpected! Luke *who*? The ships, the creatures, the characters, the artwork, the writing ... what a treasure. This is the feeling I experienced when I first saw ANH in 1977 at age 10. Flamin' cool! The Twi'lek Jedi was a masterstroke.

The Truce at Bakura: I think this novel fills a void that many thought was created by Timothy Zahn's handling of "characters and situations created by George Lucas." While I enjoyed Zahn's trilogy immensely, it didn't feel complete. Kathy Tyers' turn at SW solves this nicely, though Lando's absence is conspicuous (though I can't imagine what good he

could have done in this particular story). Still, *Truce* offers what the Zahn novels seemed to miss the beat on -- humor. And those Ssi-ruuk were downright sinister. Overall, a pleasant and refreshing addition to the SW saga.

Nora Mayers: Your comments regarding the fizzling out of the creative spark made me think of the Zahn trilogy. Maybe if he had written *one* SW novel, Lucas' characters wouldn't have seemed so, well, out-of-character. But remember, five years have passed between ROTJ and *Heir*. And to answer your question in SE#37, yes! I'll bring the tea and honey...

Mary Jo: May I plug *Blue Harvest* in these pages? Gangsters, get it, read it, love it!

Maggie Nowakowska: This was going to be another companion piece to your dissertation on the undeniable and beautiful, but often overlooked and lambasted, strength of women. But you do it so much better than I do! I mean, I'm probably qualified to speak in support of and recognition of women, but by no means or measure am I qualified to speak *for* women. When we get to that level, well, hell, I'm just a man. As far as Leia is concerned, George and Carrie can't speak for her in these pages. So, on the man/woman discussion, I give you the new Rush album, *Counterparts*. Get it, listen to it, love it!

Yvette Ghilan: *Admire Princess Leia?* She's my favorite SW character, with so much development potential. Wait'll you see the story I'm writing focusing on Leia.

Michelle Malkin: Oh, I'm not worried; it's refreshing, actually. Before I knew about SW fandom, I'd always imagined it to be a bunch of dweeby guys with hero/power fixations. I've never actually met a woman who loves SW as much as I do, though I used to be involved with a woman who read at least as much science fiction as I do.

Z. P. Florian: You wouldn't hold a grudge forever, would you?

Barbara Anderson: *Dated myself?* Yikes. But thank you, darlin'! I'd be very flattered to receive flowers from a woman! We seem to think along the same lines regarding art in the SW galaxy, but I think you one-upped me with your cloud-sculpting scenario. And I noticed that stormtrooper, too. Mary Jo told me to look for it -- how I missed it, I haven't a clue -- and I nearly burst a vessel from laughing so hard. **CLUNK!** What a scream!

Louise Turner: You've definitely done your homework on the subject of empires. Did you ever see a movie called *Red Dawn*? Quite a change from America the Free to a Communist territory, rather

like an Imperial occupation would probably be like. ((*Ed: I had a stray thought ramble through my head a while back regarding the Empire. I had always thought it was an internal organism that arose and replaced the Old Republic. What if it is an external entity that overpowered and consumed the Old Republic? Consider the differences in technologies: the Empire is highly technical and machine-oriented. The Republic was apparently more "medieval" in nature, relying on the Jedi as "guardians of peace and justice." Suppose that the most the Alliance can ever hope to do is merely throw off the Empire's hold and attempt to return to the style of government that had existed before, something that can't happen because too much has changed. As an analogy, consider the British Empire's rule of India and the resulting chaos that followed India's attainment of home rule in 1948. Back to Brian...*))

Depeche Mode influenced you to create a character? Cool! Being a guitarist, though, I personally find it difficult to write stories by listening to music. Songs tend to inspire me to write better songs, with varying degrees of success. Still, that's an idea. Maybe I should put on *Joe's Garage Act 1* by Frank Zappa and see what I come up with!

Gerald Crotty: The Endor battle was rife with dark humor, but it's hardly slapstick. A scorned housewife assaulting her cheating husband with a big kitchen utensil looks hilarious, but have you ever been *hit* with a skillet? Dude, it *hurts!*

Catriona Campbell: I don't think a woman's reason for being a SW fan can seriously be blamed on hormones. A 13-year-old girl, that's a different story. A woman's love for SW is usually a sign of good taste!

Jacqueline Taero: I totally disagree with your perception of Kenobi being a technophobe. What Kenobi was saying is that he had witnessed his former friend becoming cold, unfeeling, like an automaton with singleness of purpose and caught in the grip of a power which Kenobi can no longer fathom being broken. If it helps, I can understand Kenobi's pessimism because I've lost several good friends who dabbled with godsmack out of curiosity and fell through the cracks. If they get out alive, I'd be very surprised.

Marti Schuller: The Luke/Leia conversation on Endor, regardless of how awkward it may seem to some, was a necessary scene in ROTJ. The lighting favors the mood of the subject matter. This is a dark and uncomfortable territory for them both. Hell, it was a hard pill for *me* to swallow, listening to them discuss their heritage.

Veronica Wilson: Jedi breeder? Smacks of *Dune's*

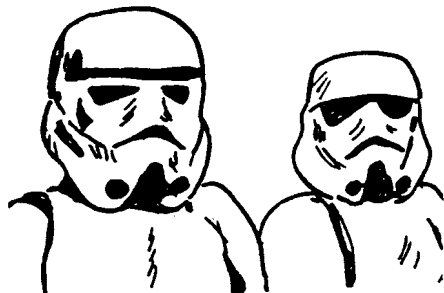
Bene Gesserit sisterhood trying to breed the bloodlines to create the Kwisatz Haderach. Let's say that if a Jedi is a Kwisatz Haderach, then the temptations of the Dark Side of the Force are each Jedi's gom jabbar. Heredity, power and influence play major factors in both the Dune Chronicles and the SW saga.

You mentioned Vader's seemingly casual disregard for the lives of the military men around him in TESB, and the desperation angle is a sound one. Luke has his own frustrations dealing with his legacy, but flubbed up his training a few times and asked his mentors a lot of touchy questions. All Vader wanted was his boy, at any cost. Probably why he enlisted the best bounty hunters in the galaxy to bait Luke with his friends' suffering; he was strangling the Empire's best officers! There's more to it than this, of course, but I'm running out of room here. Tell you what do, though, Veronica. Drop me a line, swing through Texas, we'll rap about it.

Tim Blaes: I think Carrie Fisher certainly could do a great job penning a SW novel. Hell, I'd read it! I think she'd tone it down on the ribaldry; she wouldn't place the SW concept in jeopardy, like some people have been known to do. You notice that Marvel doesn't get too much mention these days, though the series did have its sporadic high points. And I'll say it again, I've dealt with enough women in my adventure-filled 26 years to feel just fine around them. I respect them, it's easy for me to befriend them, and they're great. I'm hardly *intimidated* by them ... but I love it when they bite. Well, for the right reasons, anyway. Ah, geez, why are we talking about this? Somebody could get hurt!

Debbie Kittle: Yeah, another one out on the Rim! That's thinking sideways. It's easy to find the dumb orphans when forced into a vapor op, like a takeoff. What's a good TLA for "Loved your comments in SE#37, but I still don't like snow"? I was pretty sure that Winter had to be the spy, too, but the solution to Delta Source was a crazy surprise. I thought it was cool, even though a bit anti-climactic.

Well, troops, I'm probably overexerting myself at the typewriter, and it is getting late. Have fun, y'all, and we'll do it again next time. Race the Run Adrift!



Nora L. Mayers
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December 16, 1993

Hope everyone had a wonderful Christmas! I must say the recession is teaching an *awful* lot of us that we can still have lots of fun without spending a fortune! Not necessarily a bad thing -- perhaps *this* Life Day was the one when we remembered what it's really all about!

And in that spirit of goodwill, peace on earth, etc., etc., I'd *loooove* to address Yvette Ghilan's question about zine piracy! My dear Yvette! I venture to say that your letter is going to cause some heat in the next SE! But, since you probably expected that (brave soul that you obviously are!) let me put my two credits worth in. First of all, you suggest that it's complimentary when someone pirates a zine. Wellllll, that's a good way to be complimented out of your savings! As you pointed out, we don't make a profit on our zines (or we're not supposed to). However, when someone else pirates a zine *they're* making a profit -- and the zine editor often is unable to recoup their losses. Furthermore, the pirate is making a profit without putting in any effort. I don't know about you, but it takes me a year or more (my latest work took four and a half years -- by the time it gets to MediaWest for its big debut, it'll be five years) to put out a good zine. That means hours upon hours of labor, expense and blood, sweat, and tears. To be "complimented" by having someone else sell my zine so *they* can make a profit doesn't do much for my sense of wellbeing. To address your concern that we're taking from Uncle George anyway, so what right do we have to gripe? Lucas knows we're playing in his sandbox -- he once even had a panel set up to read the zines to ensure that nothing he considered unfavorable got through. And since we're not making a profit on George's work -- although we *are* putting out money to get the zines produced -- I think we're entitled to gripe when someone steals from us.

I'd also like to address one other point you make regarding people who prefer something a little -- different -- from mainline zines. I tend to agree with you (puritan upbringing that I've had, personal beliefs and all that!) But, while I far and away prefer SW as Uncle George gave it to us, I will defend and support anyone's right to read whatever they like without being called to task for it. You certainly have the

right to make your point in SE, since that's what these pages are all about, and it would be a pretty dull world if we all thought alike! However, Yvette, it takes all kinds to make a world. Read what you like, buy what you prefer, but remember that not everyone thinks as you do and fandom is large and diversified. Now, if your point had been put forward as a debate (a *friendly* debate) I might have cheerfully jumped into the fray, voicing my opinion and preference. But I will *not* lump people into one all-encompassing category labeled "Foul" -- I'm not perfect enough yet to offer those kinds of judgments.

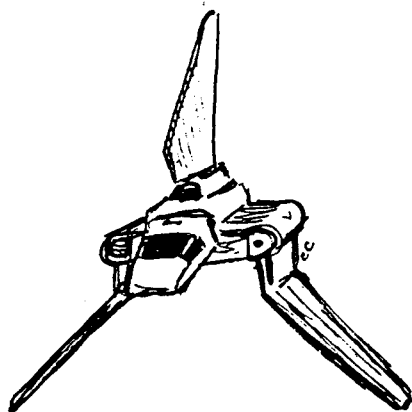
HO-KAY!! What other ways can I get into trouble? Hmmm, let's see. Oh, boy!

Jacqueline Taero: Oh poet extraordinaire! I do but disagree! I really don't believe that the so-called Church of Ford/Cathedral of Luke or that the ROTJ v. TESB debates are necessarily unfriendly things! Of course, having been in the fandom only five or six years I'm sure I missed the grit and mudslinging that I hear occurred. But, to my way of thinking, these are just opinions that are fun to dash about -- and I enjoy getting another point of view, even though I may disagree and will voice another opinion. As I mentioned to Yvette, voicing an opposite opinion isn't the crime -- it's the way it's done, I think.

Fiorenzo Delle Rupi: You've got to stop doing this to me. "As Yoda said, I'll be short"??? ARRRRGGGGHHH!!! I think you ought to use this line in a zine story! *Somewhere* it must fit in!!

Z.P. Florian: Z.P, I'm still reeling over the breathtaking illos you rendered for my story. WOW!! Also, your writing tips were right on and helpful. Howzabout conducting a panel at next year's MW*C?

Sorry to cut this short this time 'round, folks, but Christmas pressures beckon! May everyone have the best New Year they've ever had. Blessings to all.



Yvette Ghilan
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Israel

December 19, 1993

Hello everybody! This is about issue #37 of SE: it's great! I, too, have noticed that the quality of the letters is improving. I now find so many subjects, thoughtfully treated that I can't wait to put in my half-shekel's worth, and am sure "Ed" won't have the room for all I want to say...

First of all, if there were prizes for the best LoC or parts thereof, my vote for #37 would easily be a tie for two caricatures: (1) the priceless drawing by Tina Bentrup on page 51 (Luke the Wimp, Leia the Bitch, and Han the Idiot) that had me laughing so hard I almost dropped the zine, and (2) the delightful one-paragraph micro-story about Han and Boba on page 76 by Liz Sharpe. Liz, you're a genius!

Now for more serious matters:

Tina Bentrup and Catrina Campbell: Obi-Wan Kenobi is a Jedi. An Adept, who can perceive and enter a larger world; who can access the Force and use it and teach it. His vision is broad and spans generations: he knows that Luke is the New Hope for saving the Galaxy, the key to a future without Palpatine and Darth Vader. His personality is complex and vast and strange to us. His considerations include the whole Galaxy, not just his immediate friends and family; the past and the future, not just the present; History, not just the consequences of his own actions.

Obi-Wan Kenobi had escaped the purge of the Jedi, 20 years before. He understands Destiny, he knows: he is to watch over the New Hope until grown up, then to plant the seed that will turn him to the Force; to point him in the right direction. Obi-Wan has been living with a great burden: his error in judgment was what created Vader. He was not strong enough to restrain Anakin when training him in the Force -- as Yoda would have been -- and Anakin turned to the Dark Side. Now, he has the opportunity to redeem himself by turning Luke to the Force and, later, by dying for him.

Luke's destiny is to be a Jedi: to that end he should admire his Jedi father and want to emulate him; Luke's destiny is to save the Galaxy: to that end, he should hate the Empire and destroy Vader. Ben Kenobi tells Luke what is necessary to make it so; that he is the son of a Jedi, excellent and beloved; and that Darth Vader betrayed and murdered his father. Both

statements are true; the "certain point of view" is very factual: Anakin is quite gone once the Emperor has seduced him and converted him and taken away his memory. Yet Obi-Wan also tells Luke other things, background-material things, about his uncle and his father. These are not true at all, but will fill the gap in his story, as it's quite impossible to tell Luke at this juncture, "You are Darth Vader's son." Yes, Obi-Wan Kenobi lies. But wouldn't we have lied, too, in a situation where, for instance, we had known about Hitler in time and found someone to kill him? Wouldn't we have told that someone anything and everything to accomplish our purpose? And we are only Earth people, without access to History.

About Ben Kenobi, the man, we know little. Only that while being a Jedi, a Knight of Defense, he became a general in the War. That he valued friendship above all else, and loved his pupil, his friend, dearly (perhaps Anakin was a substitute for a son he never had or who died?). We poignantly try to imagine the pain he must have felt at the way he lost him and can understand that while watching from afar over Luke to grow up, he has turned all his hopes and love on him. In spite of this love, he knows what he must do to save the Galaxy: Luke is the Last Hope, the Only Hope; an Instrument to be made into a weapon. Obi-Wan Kenobi, himself an Instrument, does it. In his life as in his death, he is always a Jedi first and a man second.

Catriona Campbell again: Dear Miss Goody Two Shoes, Han Solo is *not* a criminal! My point was that, with a criminal government, such as a dictatorship, smuggling is not necessarily a crime. Smuggling, by definition, is not paying the authorities when transporting merchandise. If the authorities are the Mob, I don't see the crime. About your offer to send you material: Thanks, I may take you up on it when I've finished some of what I'm doing at the moment if it fits your zine; my output is mostly short stories and poems, with the occasional article.

Gerald Crotty: So David Lynch almost directed ROTJ? Thank the Force he destroyed *Dune* instead! Did you read his comments (in *Starlog* or *Cinefantastique*, I forget which) that he dislikes science fiction? That's how *Dune* looks: as if made by someone who hates it. All those great special effects and good actors, and it came out so forgettable... I totally agree about *Jurassic Park*. This one's an unforgettable experience! On another subject: has anyone yet marketed a home VCR that copies PAL videocassettes into NTSC and vice-versa and doesn't cost thousands of dollars?

Jacqueline Taero: Droids are a fascinating topic! Have you noticed how different the conception of robots is in the SW galaxy and in our own? Isaac Asimov, who in the 1940's practically invented the way we conceive of robots, also invented the poignant "Pinocchio" idea: that a robot would be sentient but without a "soul"; that he would sense but feel neither emotions nor pain. Data, of *ST:TNG*, still follows that classic pattern, that of R. Daneel Olivaw. But, oh, how different are the droids of SW! Not only are they called "droids" (for "android", meaning man-like) and not "robots" ("laborers"), but they are a great deal more than just a casing with sensors and a computer inside. They have personalities and emotions, they suffer physical pain, they complain, they have bad habits. They have a "soul." While not all of them may have as much of a personality as Threepio and Artoo, who've kept the same memories without erasure for a long time (Lucas said that they were -- would be -- present as "chroniclers" from Episode I to Episode IX -- time to develop many quirks), droids in that galaxy not only sense but feel, and emote. Maybe we will find out when we finally build our own real droids (not what the industry calls "robots" at the moment) that if a machine is made sufficiently complex to become sentient, both pain and emotion will ensue. That it will have a "soul." ((Ed: *Then again, that might not be a good thing. Consider SkyNet in the Terminator movies and Colossus: The Forbin Project!*))

An interesting fact in that pluralistic galaxy, where sentients come in a million shapes and all rub elbows, is that there is prejudice, bigotry, against droids. We see it expressed not by the good people, such as Obi-Wan, Luke, Leia or the technicians in the Alliance; but by the simpler folk: the cantina bartender and -- Han Solo. (And Lando Calrissian, too.) We don't see any bigotry in that galaxy ever directed against any biological beings, but against the unfortunate metal sentients, manufactured to serve the flesh beings.

All your questions are valid and probably everything is possible in different circumstances (droids as spies sounds very probable). They open up a lot of possibilities for stories...

Speaking of Asimov, I can't find that LoC again that said that with his death, the Foundation series was now incomplete, or some such. (Please forgive me, whoever it was!) Just want to say that Asimov *did* complete the Foundation series. He ended it just before his death in April 1992 with *Forward the Foundation*, a large paperback I just bought. It's copyrighted 1993, printed by Doubleday in Great

Britain and presumably the States, too. Asimov's dedicatory reads: "To all my loyal readers." May the Force be with him in his next life.

To all of you who reacted angrily "what, no clocks?": I said there were no *timepieces* in evidence, never that there was *no timekeeping*, which there certainly must be: they probably have Galactic time, and planetary time, and local time, and ship's time, and Imperial time, and who knows what else. And Han once mentions time (the only mention in the Saga) when he tells the officer of the strike team on Endor, "We'll meet at the shield generator at 0300." Yet no one ever looks at their wrist, their belt, or their computer.

I find this absence of visible timepieces very intriguing. What I think it indicates is an internal timekeeping system, a program, probably micro-surgically implanted in the molecules of the sentient's brain, running on the nerves' electricity; something similar in concept to the "clocks" we have in our computers, but so miniaturized they fit inside a brain cell. This kind of thing should be quite simple to make and to install for such an ancient technological civilization. And imagine the convenience! I wish I had such an implant, right now (Sunday, December 19, 1993 on my paper wall calendar, 4:17 p.m. on my plastic wall clock ... clumsy, primitive things!).

Here I must say that, while I know that some of you gentlefolk take your authority from all kinds of sources (including Brian Daley), I take it solely from what I see and hear in the three movies. All the waste of paper and tapes surrounding them are just interpretations of the truth we see, and no more valid than our own fanfic (which some seem to accept as "canon", too -- that's what ultimately comes of *that!*).

So, when I say "no paper in the Saga", I mean what I see in the movies, what we all see: no paper, no mylar, no foil, no parchment, no papyrus or linen. Oh, I'm sure that in that immense Galaxy there are worlds and countries on those worlds, where they're still using the equivalent of typewriters, goosequills, wax tablets or clay tablets! And peoples, such as the Ewoks, who are still completely illiterate (*if* they are, we have no evidence either way, it's just that their society *looks* illiterate). But I meant the *civilized* galaxy, the thousands, millions, of systems that have had technology for at least several thousand years; that have had the comlink, hyperdrive, anti-gravity, cloaking devices, force-fields, life-detectors, and sentient computers, cybers and droids, for generations. Speaking of generations, it's quite interesting that the "competition" over there on TV (ST First and Next)

should also have tumbled to this fact of life: a star-traveling civilization, with all the technology it implies, has no use for newspapers, magazines, printouts, file cards, notepaper, posters, tickets, notebooks, reference or other books. You, the computer-net accessors, know that already we are dispensing with a great many of these and our own post-lettering age has only just dawned! Check it out, in the 24th and 25th centuries of the Milky Way Galaxy (ours), they use no paper either, according to the Star Trekkers. Of course, in reality, it'll go much faster, as always. One day in the 21st Century, some of us (the younger) will already read only electronic "newspapers", make notes only in our computers and write letters only by modem. If we'll own books or paintings, it'll be only as Kirk and Picard do: as antiques, for their beauty and value. And our SW posters will be made not of paper or mylar but of light: holograms. (Except for those original "Revenge of the Jedi" posters, costing \$10,000). And that's in *our* galaxy, in our one-planet system that's had technology for scarcely a hundred and fifty years...

About art: I, too, think that there must be thousands of art forms and millions of artistic techniques in the SW galaxy. We see precious little of it in the Saga, except for architecture and interior decoration on Cloud City (which is breathtaking); the grandiose and frightening Imperial throne room and landing bays on the second Death Star; and the elegant design of Imperial shuttles. The reason must be that we are shown a galaxy at war: the people are in uniform on battlefields and we never see any home environments except on Tatooine and Dagobah -- scarcely representative of a Galactic culture! I keep trying to imagine what dwellings and public gathering places may have looked like on really advanced worlds, like Alderaan and the Imperial Capital...

Why is everyone knocking the Ewoks? What's the matter with them? That they are (whisper it) *cute*? Just as not everything that's ugly and dirty is artistic, so not all that's good-looking or sweet is corny. For some people, it is "politically correct" to retch when faced by love; or fall all over themselves in admiration of excremental "art"; we don't have to all follow suit. And primitive guerrillas will defeat great technological powers every time, especially on forest and jungle terrain. Have we forgotten how both France and the US lost the war in Vietnam?

What some of you say about how cozy it must be to live under a dictatorship deserves an answer, too; but I'll leave that for next time -- and don't you dare stop publishing SE, Cheree, you hear?