

ISSUE 42

SUMMER 1995

## *CHILDREN OF THE JEDI* *by Barbara Hambly*

*A Book Review by Z. P. Florian*

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I have been waiting for this one a long time, because I am an avid fan of Hambly, and knowing her abilities and her fondness for SW, I knew she'd be eminently capable of writing a good one, perhaps even within the restrictions imposed on the writers. And knowing Hambly, those restrictions must be mighty powerful, if she couldn't come up with something better than this book.

Now, the book is good. The characterization is far superior to anything I've seen in pro novels. Luke's use of the Force is well written and deeply explored. Leia and Han are a mature, strong couple, both Threepio and Artoo are treated with respect. There is a splendid background tapestry of beings. I've never seen better Jawas. The story rolls smoothly, the secondary characters are formidable, and Hambly even dares to create a "girl for Luke", a girl who is — all right, I won't tell, I won't tell! — well, she is twisted enough to be in a fanzine. She deserves Luke, too.

And, naturally, Hambly delivered her usual crippled, scarred, hobbled, starved, exhausted, male wizard, who ignores his own pain and fights for his goal, no matter what. Yeah, Luke. Luke fans will be delighted to read his thoughts on the Force as well.

I couldn't put the book down.

With all this said, I have to add that the plot is no more than a comic strip and not even a comic strip from the Dark Horse series. The recipe is plain and simple, much as any pro novel's — create some evil enemy, a remnant of Palpatine's rule, and write enough calamities to sustain the story until that evil thing is dismantled.

And this is the crux of the matter. The SW movies had far more than that. The conflict that made us fans was not the question whether the Death Star could be destroyed or Palpatine killed. The conflict was deeper, more complex, the questions more taxing. Could a little farmboy become

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a powerful man, and could he handle the power? Could a mercurial smuggler become a dedicated Rebel? What were the consequences of not telling the whole truth? Could the underdog win? Could a Dark Lord turn from his evil ways? What did it mean to have an evil father? Was it better to obey our teachers or follow our own feelings? How could one turn to the Dark? Why? Was it better to die than turn? What is Dark, what is Light?

Those are the questions the pro novels can't, or are not allowed to, play with. In our fanzines, we can. Whatever

enjoyment I derived — a lot, I must say! — from Hambly's novel, was limited to seeing a very heroic Luke in action. Not that she didn't have the skill to ask deeper questions: I'd love to discuss the fate of any man transferred into a droid's body ... and Hambly was the first to almost convince me that Ben had good reasons to lie to Luke...

And whatever Hambly writes for SW, I'll read, even if I know beforehand what will happen ... just for the pleasure of seeing it happen.

## CHARACTER BIOGRAPHY

Compiled by Judith Yuenger

from the SW Screen Saver by LucasArts

(Two or three of these biographies will be printed in every issue)

NAME: LUKE SKYWALKER  
SEX: MALE  
RACE: HUMAN  
HEIGHT: 1.72 METERS

Luke never knew his real parents. He was raised by Owen and Beru Lars on a moisture farm deep in the wilderness of Tatooine. He was led to believe they were his aunt and uncle who took him in after his parents were killed. He was totally oblivious to the fact that his real father had become the Dark Lord of the Sith and that Owen was doing a favor to his brother, Obi-Wan Kenobi, by taking in the child. Owen tried several times to dissuade Luke from pursuing Kenobi and, in turn, the truth. While keeping Luke from joining the Imperial Academy was said to be for the good of the farm, in actuality he wanted to keep Luke as far from the Empire as possible, even if that meant locking him at home.

Luke was an eager boy, talking large dreams with his friends, Camie, Fixer and Biggs. In fact, it was Biggs who turned Luke onto the Rebellion by jumping ship and joining up. Bright, eager and unusually strong in the center, Luke was a model Rebel just waiting for his chance. And that chance came in the form of two droids jettisoned from the *Tantive IV*. Had Owen not purchased the droids on the Jawa market, the Battle of Yavin may never have occurred and Luke may never have become the hero that he is today.

The droids led him to Obi-Wan who suggested to Luke that perhaps he had a greater destiny, one that must be actively taken. Luke struggled with this until finding Owen and Beru slain by the Empire.

Confident in his abilities, Luke trained to become the finest Jedi he could be, taking every bit of knowledge

Obi-Wan could offer. It has become his single heartfelt goal to restore the New Republic by recreating the Jedi.

NAME: PRINCESS LEIA ORGANA  
SEX: FEMALE  
RACE: HUMAN  
HEIGHT: 1.5 METERS

Swept away from her home at a young age by Obi-Wan Kenobi, Leia Organa has few memories of her natural parents. She was told that they died and that Bail Organa took her in. In truth, Obi-Wan secretly placed her under Bail's care when her father, Anakin Skywalker, became Darth Vader. The Organas were as loving as foster parents could be, and she considered herself to be their own child.

As Bail was Viceroy of Alderaan at the time, Leia received the best education from the best schools. She grew to be a strong political leader and became one of the youngest members of the Imperial Senate. From there, she fought for reforms, usually to no success. Soon she began to work for the Alliance.

It was at her father's insistence that she departed on the mission that began the events leading to the Battle of Yavin. She was to find Obi-Wan Kenobi and, on the way, receive the stolen plans to the Death Star. Both missions were passed on to the astromech droid, R2-D2, when her ship was overtaken by a Star Destroyer.

Leia is a strong-willed woman with her ideas firmly rooted in her ideals. She knows the course of action that should be taken, although she has trouble explaining it. This supports her "do it and they'll see" philosophy. Her primary concern is for the Rebel Alliance, but somewhere deep down, cries a lonely child searching for someone who truly understands her.

## SEVEN DEADLY SINS OF FANDOM

Susan M. Garrett

1. *SLOTH* — Those people who don't keep records because they can't be bothered, don't respond to inquiries for months, if ever, those people who never try anything unique and interesting because it's too much work, etc.

2. *DISCOURTESY*— Calling directory assistance to get a number that you were not given permission to use, giving out telephone numbers without asking permission, ignoring complaints or questions from your contributors or editors, not acknowledging the receipt of a contrib copy, doing sloppy or incomplete rush work to get something done instead of giving it the care and attention it needs, etc.

3. *ARROGANCE* — Call this the BNF (Big Name Fan) mentality of feeling that they are well known enough to act the way they want instead of with common courtesy, people who put down other fandoms consistently in favor of their own for no particular reason other than a superiority complex, etc.

4. *STUBBORN IGNORANCE* — People who don't know and don't care to correct their lack of knowledge, such as using original artwork for pasteup, sending submissions that don't conform to submission guidelines, etc.

5. *ENVY* — People with petty minds and a minimum of talent who take others to task for being talented, creative, or generally better than they are, including those who criticize a fan's methods or talents without kindness or sensitivity, etc.

6. *MALICE* — People who are just plain mean, which includes such things as spite reviews, nasty edits, blacklisting, etc.

7. *GREED* — The worst crimes imaginable because they cause the most damage; bootleggers, simultaneous submissions, exorbitant prices for zines out of a love of profit, taking deposits and never putting out a zine, etc.

*And some less deadly — but nevertheless annoying — sins of con attendance...\**

1. *TURN OUT THE LIGHTS, THE PARTY'S OVER* — Attending a party in someone's room and then staying and staying, when it's obvious that the party's over and the host/hostess would like to clean up, rest, get ready for bed, etc., and having to finally be asked to leave.

2. *OVER-ZEALOUS SUBMISSION-ITIS* — Following an editor around the whole con and waving a manuscript under her nose after she's already politely told you that she will be happy to look at your work but after the con when she has more time.

3. *BLABBERMOUTH SYNDROME* — Attending a panel discussion and proceeding to dominate the discussion, loudly and vociferously, refusing to allow anyone else — including the moderator of the panel — to get a word in edgewise until the rest of the people attending are ready to get a rope and form a lynch mob.

4. *THE DEALERS' ROOM TANGO* — Discourtesy to dealers by taking up residence in front of their table and blocking access to merchandise for other customers by talking endlessly (either to the dealer or to other people), using the dealer's table as a lending library and *reading* all the zines but never buying one, or asking the dealer to hold something while you go get your money and then never returning.

5. *LOVE ME, LOVE MY FILTH* — Discourtesy to other people either through lack of personal hygiene (take a bath once in a while, ferghadsake!), or through loudly discussing or displaying x-rated subject matter in public places. There are a lot of children beginning to attend cons now with their fannish folks and 6-year-olds don't really need to overhear the details of slash relationships broadcast in the restaurant during breakfast!

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(reprinted with permission from *The Fantastically Fundamentally Functional Guide to Fandom* by Susan M. Garrett © 1989)

(\*An appended list by Cheree Cargill)

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## 1994 STAR aWARDs

- Best Star Wars Zine:** *Imperium* #4 (Editor: Arwen Rosenbaum)  
**Hon. Men.:** *On a Clear Day You Can See Dagobah* #7 (Editors: Mark & Melea Fisher)  
*Bright Center of the Universe* #4 (Editor: Ming Wathne)
- Best Multi Media Zine:** *Flip of a Coin* #16 (Editors: Paula Truelove and Jenny McAdams)  
**Hon. Men.:** *Shadowstar* #34 (Editor: Mary Jean Holmes)
- Best SW Foreign Zine:** *I've Got a Bad Feeling* (Editors: Catriona Campbell & Louise Turner)  
**Hon. Men.:** *The Ormand Factor* (Editor: Louise Turner)  
*Bounty Hunter* #4 (Editor: James Simmonds)
- Best SW Newsletter:** *Bound by the Force*  
**Hon. Men.:** *Voices of the Force*  
*International Brotherhood of Jedi Knights*
- Best SW Vignette:** "Man to Man" by Carol Hines-Stroede (*A Tremor in the Force* #8)  
**Hon. Men.:** "State Dinner" by Z. P. Florian (*Bright Center of the Universe* #4)  
"Dark Calling" by Cassandra Boyle (*Imperium* #4)  
"What're You Looking At" by Nora Mayers (*Who's Scruffy Lookin'?*)
- Best SW Short Story:** "Alliance Avant Garde" by Susan Zahn (*A Tremor in the Force* #8)  
(Tie) "Groundstaff Blues" by Louise Turner (*Imperium* #4)  
**Hon. Men.:** "Her Ladyship" by Marti Schuller (*A Tremor in the Force* #8)
- Best SW Medium Story:** "Lord Vader's Ordeal" by Marti Schuller (*Imperium* #4)  
**Hon. Men.:** "All the Marbles" by Martie Benedict (*A Tremor in the Force* #8)
- Best SW Long Story:** "Mirrors" by Wanda Lybarger (*Bright Center of the Universe* #4)  
**Hon. Men.:** "Balance of Power" by Veronica Wilson (*A Tremor in the Force* #8)  
"Pursuit of the Nashtah" by Nora Mayers (novel)
- Best SW Poem:** "Contemplating Frost" by Veronica Wilson (*A Tremor in the Force* #8)  
**Hon. Men.:** "Falcon or Master" by Jennifer Moore (*On a Clear Day You Can See Dagobah* #7)  
"Ask Me Again Sometime" by Yvette Ghilan (*Imperium* #4)
- Best SW Filk:** "I Want a Whiskey Voice" by Susan Deborah Smith (*A Tremor in the Force* #8)  
**Hon. Men.:** "Alderaan" by Cheree Cargill (*Alliance and Empire* #2)  
"Han's Asteroid" by Lisa Cowan (*On a Clear Day You Can See Dagobah* #7)
- Best SW Illustrator:** Gerald Crotty  
**Hon. Men.:** Wanda Lybarger  
Z. P. Florian
- Best SW Cover Artist:** Nancy Stasulis (Front Cover of *A Tremor in the Force* #8)  
**Hon. Men.:** Mark Fisher (Front Cover of *On a Clear Day You Can See Dagobah* #7)  
Marla Fair (Front Cover of *Imperium* #4)
- Best SW Miscellaneous:** Tina Bentrup (Cartoons in *A Tremor in the Force* #8)  
**Hon. Men.:** Gerald Crotty (Cartoon in *A Tremor in the Force* #8)  
Z. P. Florian ("Zornomic Advisor" in *Crossfire Zone*, Vol. 2, #2)

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# The Sky's the Limit

Laura Virgil

I'm back in school, studying 3D animation at the Art Institute of Dallas, with the goal of getting back into animation and out of the legal field (forever, hopefully). An incredible opportunity presented itself recently in that Lori Blavins, head of the Art Department, and Collette Michaud, both of LucasArts Entertainment presented a program at the Art Institute of Dallas on Friday, May 19, 1995, and interviewed potential candidates to work in the LucasArts Entertainment Division of Lucasfilms.

LucasArts was founded in 1982 as an international division of Lucasfilms. Their main focus has been in the entertainment industries, producing interactive games such as *Rebel Assault* and *Indiana Jones*, based, of course, on George Lucas' *Star Wars* and *Indiana Jones* trilogies, along with others such as *Mortimer*. LucasArts has, according to UCLA graduate Lori Blavins, garnered over 100 industry awards for their efforts and *Rebel Assault* is one of the top five best-selling games, with over 1 million units sold. The company has extremely lucrative markets in Germany and France and is expanding into China next year.

Ms. Michaud (a graduate of the University of North Texas) presented the majority of the program, along with film and video presentations representing the history of LucasArts, their products and future productions and explained that LucasArts is currently #2 in the "edutainment" market.

Set for release in late May/early June is *Full Throttle*, a new interactive action/adventure game concerning a biker who is framed for murder and his ensuing efforts to clear himself. Mark Hamill portrays the voice of the villain, "Adrian Ripburger". Hamill also does the voice of a blue collar artist-type named Todd in the game. In the video, Hamill was shown while recording the voices and he does a most impressive job. The game looks fast-paced and fun!

Ms. Michaud discussed in detail the process to bring a big game, such as *Rebel Assault*, to fruition, from inception to release. *Rebel Assault II* is in the final production stages and, following beta testing, should be released sometime this year.

It was announced that, in conjunction with the new SW trilogy, LucasArts would be releasing new SW games to take advantage of the market and demand for newer and better games, and that LucasArts personnel will be present on the set of the films in order to help better develop the games.

Regarding the original trilogy, it was revealed that ILM is currently "revamping" the films, using the recent

revelations in computer animation technology and is replacing the old model animation with 3D graphics. Once done, the films will be re-released. Part of the reason for this is to get the animators up to speed for working on the next trilogy. The model animation departments at ILM are, in fact, being replaced with computer animation and the new trilogy will make dramatic use of 3D animation. Most of the alien-type characters and creatures will, in the future, be animated as opposed to having actors in cumbersome and unrealistic costumes. In other words, there will be "no more fuzzy suits". The character of Boba Fett, in particular, was mentioned in terms of updating via 3D animation.

After years of trying (apparently having hit numerous roadblocks with Marin County), George Lucas is building a second ranch next to Skywalker Ranch, on Lucas County Road, adding 500 more acres to the original site. This addition to the Lucas empire is expected to be completed by the year 2000.

From the ladies' talks, question and answer session and video presentations, it was clear that LucasArts is perched on the leading edge of technology and is beginning to work more definitively with its sister company, ILM. They are currently actively pursuing 3D animators and present their employees with a constructive, challenging, family-like environment in which to work. Lucasfilms offers its employees continuing education in the field of computer graphics and with the company. LucasArts is located in San Rafael, California, about 30 miles from Skywalker Ranch. The employees are invited to the Ranch to view films, for lunch and various other activities. George Lucas takes an active interest in divisions under the Lucasfilms umbrella, though he is more personally involved in the development and planning of the next trilogy.

According to Michaud and Blavins, if you work for LucasArts and want to develop new characters, you're free to do so and are, in fact, *encouraged* to do so. The games produced by LucasArts are approximately based one-half on Lucas' already established characters and the other half are original creations of the artists working there.

LucasArts sounds like a dream job and a dream environment, especially for an old fan like me! Alas and alack, I'm halfway to completing the computer animation program and do not yet have the technical skills necessary for such employment. Nevertheless, the program was informative and entertaining, and certainly an inspiring experience.

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## THE EDITORIAL PAGE . . .

. . . CHEREE CARGILL

First I'd like to thank everyone who kindly offered their sympathies following my father's death in April. Your thoughts and prayers meant more than you can know. Our dad is sorely missed but we are moving along with our lives, as he would have wanted.

My mother has exhibited surprising strength and has recently begun working as "pastry chef" for a small restaurant in her hometown. By that I mean she's making pies like crazy, usually about half a dozen or more every day! She's a prize winning cook and this is right up her alley. While it's hard work, she's really enjoying it and is making a little money too, although having something to do with her days is the primary reason she took this job.

I had a great time seeing everyone at MediaWest this year and particularly enjoyed visiting with all the SE'ers out there. It was really great to finally meet MJ Mink and I hope I didn't bend her ear too much. What started out as attorney jokes quickly got into attorney horror stories! Thanks to Minky and Debbie Kittle for the impromptu pizza party in the Mos Eisley Mall. By the way, next year at the con, definitely check out this wonderful mini-dealer's room! It's chock full with SW stuff! Makes a great meeting place for our gang to gather and chat, too!

The con was pretty quiet for me this year as I didn't have much get up and go following my grueling spring, but it was a joy to be back with my fannish family. I think Marti Schuller and I can both attest how healing your love and good cheer are. I know I felt better just being wrapped up in the Light Side of the Force.

A particular and surprising thrill for me this year was my first ever Fan Q for Best Star Wars Story for "Mercy Mission" in *A Tremor in the Force* #8. I'd never even been nominated before for any writing I'd ever done. *Tremor* has

been nominated several times for Best SW zine but has never won, and SE has won a Fan Q four times for best letterzine. Almost as big a thrill was winning a Star Award honorable mention for "Alderaan" (*Alliance and Empire* #2) in the Best Filk category. While the zines have won, I have always felt that those were joint wins because, if it weren't for all the talented contributors, there wouldn't be any zines! But these two awards were for something I did alone and I can't tell you how thrilled I am to win them, particularly the Fan Q. I never in my wildest dreams expected my little story to even be nominated, let alone win! I haven't stopped grinning since Memorial Day! Thank you, everyone, who voted for me! You've made my year!

Now to let you know of some new features in SE, you will notice the first installment from *The Fantastically Fundamentally Functional Guide to Fandom* by Susan Garrett. This was a wonderful little "how to" and "why to" book published back in 1989 and now out of print. I found it at Revelcon in a used zine box and immediately thought, "This needs to be republished!" I tracked down Susan and she kindly gave her permission to do so. Therefore, for the next dozen or so issues of SE, watch for coming installments on such topics as how to submit material to a zine, how to order zines, what to expect from editors, fannish etiquette, the Fannish Bill of Rights, etc. I think you'll find them interesting and helpful. We start this issue off with "The Seven Deadly Sins of Fandom" and I've appended a list of con sins. This is not to point fingers at anyone because I found myself guilty of some of them! This is intended to help us all respect each others' rights and feelings by being aware of good fannish manners and how things are generally done in fannish circles. Please feel free to comment in your LoCs!

Have a great Labor Day and Autumn!

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Deadline for #43 - September 30, 1995. Submissions received later than seven (7) days after deadline will not be published in the current issue.

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### CONDOLENCES TO...

Marti Schuller on the death of her mother in May. You all will recall that Marti's father passed away in November. Our sincerest sympathies to Marti in this tragic double loss.

### CLUBS

Forces of the Empire  
c/o Pat Grant  
2343 N. Cedar St., Apt. A,  
Holt, MI 48842

### ERRATA

From: Arwen Rosenbaum via AOL

Here's an interesting item from Prodigy. Decide for yourself on its validity...

Board: SCI-FI BB  
Topic: STAR WARS  
Subject: LATEST MOVIE NEWS!

Hello, my name is Bruce Nahin. I represent the Lucasfilm department of Mr. Lucas's movie division. I only handle minor work for Lucasarts. Anyway, since I know that [my brother-in-law, name deleted here] is a huge fan of Star Wars I sometimes pass info on to him, so he has convinced me to tell you guys what I can. George Lucas has finished the production in late October (tentative) and the primary filming should be finished by late March of 1996. Primary means actors without special effects. Lucasfilm has signed a deal with Fox distribution for the right to release the original film in February of 1997. Sometime around the second week I believe. The first new film is slated for release in 1998 and is hopefully going to hit theaters on Memorial Day. They will not be distributed by Fox, but will be by Spielberg's new company, Dreamworks. That is about all I can say for now.

### ON THIS DAY IN HISTORY...

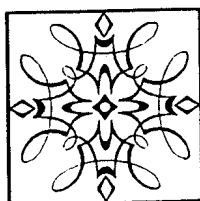
*Southern Enclave* #10, December 1984, 82 pp., reduced double columns.

Articles included "Race Relations in the SW Universe" by Sandra Necchi, a look at the treatment of various non-human races by humans in both the Alliance and Empire; "Luke's Responsibilities" by Sandi Jones, an evaluation of how Luke reacted to various crises in his life; "An Interview with Dale Pollock", transcribed by Linda Deneroff, a radio interview with the author of *Skywalking*; and "Question Authority", a guest editorial by Jeanine Hennig, Mary Urhausen and Samia Martz protesting the treatment they received from Maureen Garrett and the SW Fan Club at Lone Star Con in Austin, Texas, in September 1985. There were also two reviews, one by Maggie Nowakowska of *In a Faraway Galaxy: A Literary Approach to a Film Series*, and one by Sandra Necchi of *TimeWarp* 6/7.

Locers were Rose Arnold, Terri Black, Tim Blaes, Barbara Brayton, Chris Callahan, Bev Clark, Carolyn Golledge, Rhonda Henderson, Jeanine Hennig, Sandi Jones, Marlene Karkoska, Mary Keever, Linda Kerry, P. J. LaVasseur, Bev Lorensen, Michelle Malkin, Sandra Necchi, Maggie Nowakowska, Pat Nussman, Carole Regine, Sharon Saye, Sally Smith, Jean L. Stevenson, Sally Syrijala, Barbara Tennison, Lisa Thomas, Lin S. Ward, Jeannie Webster, Matthew Whitney, and Ann Wortham. Artists included Danaline Bryant, Cheree Cargill, Rhonda Henderson, Sandi Jones, and Carol Peters.

Zines advertised as "in port" were *Blue Pencil* (editorial zine), *Chameleon* (portraits by Dianne Smith), *Circle of*

*Light* #1 and #2, *Combining Forces* #3, *Contraband* #2-#3, *Deceptive Journey*, *Eclectic* (art), *Fantasy* #1-#2, *Far Realms* #6-#7, *Field Studies* #1-#2, *Flip of a Coin* #1-#7, *Guardian* #4-#6, *Harrison Ford Fun Book*, *Kessel Run* #1 and #4, *Late Night* #1 (media), *Legends of Light* #2, *Melange* #5 (media), *On a Clear Day You Can See Dagobah* #1, *On the Mark*, *Outland Chronicles* #2, *Perceptions* (Ford), *Rogue's Gallery* (Ford), *Scoundrel*, *Shadow Dance* #1-#2 (media), *Shooting Star* #1, *Sith Yearbook*, *Southern Knights* #1, *Southern Lights* #1.5 (all adult), *Syndicated Images* #1-#4 (Australian media zine), *The Old Republic Reader*, *The Princess Tapes*, *The Princess Tapes: The Prologue*, *The Wookiee Commode* #1-#2, *Universal Translator*, *VHF--The Complete Book of Lyrics* (lyrics to Martie Benedict's films), and *Well of the Souls* #4. Zines listed as "Coming Soon" included: *A Close Circle of Friends*, *A Tremor in the Force* #3, *All That Jazz* (A-Team), *The Baron of Bepin*, *Choice Parts* #1, *Circle of Light* #3, *Dragon's Teeth* (novel by Carol Hines-Stroede), *Eclectic* #2, *Far Realms* #8, *Force Images* (art), *From the Hart* (Hamill), *Guardian* #7, *Just a Coupla Jokers* (Simon & Simon), *Just Deserts* (Rat Patrol), *Late Night* #2-3 (media), *Legends of Light*, *Melange* #6, *Not Just Luke*, *On a Clear Day You Can See Dagobah* #2, *One From the Heart* (Hamill), *1.21 Gigawatts* (Back to the Future), *Perfect Fusion*, Vol. 1, *Perspective* (commentary), *Power of Speech* (commentary), *Prisms* ("encyclopedia of fan universes"), *Revenge of the Sith* (novel by Ellen Randolph), *Shadow Dance* #2, *Shooting Star* #2, *Signs of Wisdom* ("Desert Seed" novel by Carol Mularski), *Southern Knights* #2, *Southern Lights* #2, *Southern Seven* #1 (B7), *The Complete Zeek*, *The Enemies* (Vader), *The Leading Edge* (SF&F), *The Millennium Falcon Casebook*, *The Monocle* (Wizards and Warriors), *The Princess Tapes* #2, *The Wolfhawke Tapestry* (Ladyhawke), *The Wookiee Commode* #3, *Thousand Worlds Collected*, *Vertigo* (media), and *Well of the Souls* #5. Listed in the "Other Worlds" section were: Texas Rebel Alliance and Archaeological Society (Lucasfilm fan club), sf magazines for sale, buttons made to order, celebrity photos for sale, ad for Conzineence (Jeanine Hennig's zine con), several zine sales, people looking to buy used zines, George Lucas Appreciation and Admiration Society, Walk of Fame star for Harrison Ford, and VHF (Martie Benedict's films). There were also eight changes of address listed — a lot of folks moving this time!



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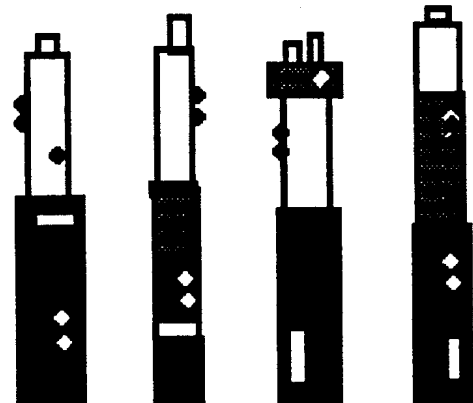
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**STAR aWARDs Ceremony  
MediaWest\*Con 15**

(L. to R):  
Liz Sharpe,  
Carolyn  
Golledge,  
Carol  
Hines-Stroede,  
Arwen  
Rosenbaum



Front:  
Kathy Agel,  
Nora Mayers,  
Sheryl Haven,  
Ming Wathne

Back: Arwen  
Rosenbaum,  
Marti Schuller



(L. to R):  
Nancy  
Stasulis,  
Arwen  
Rosenbaum,  
Marti  
Schuller,  
MJ Mink



Judith Yuenger  
preparing to  
hand out the  
Star Awards

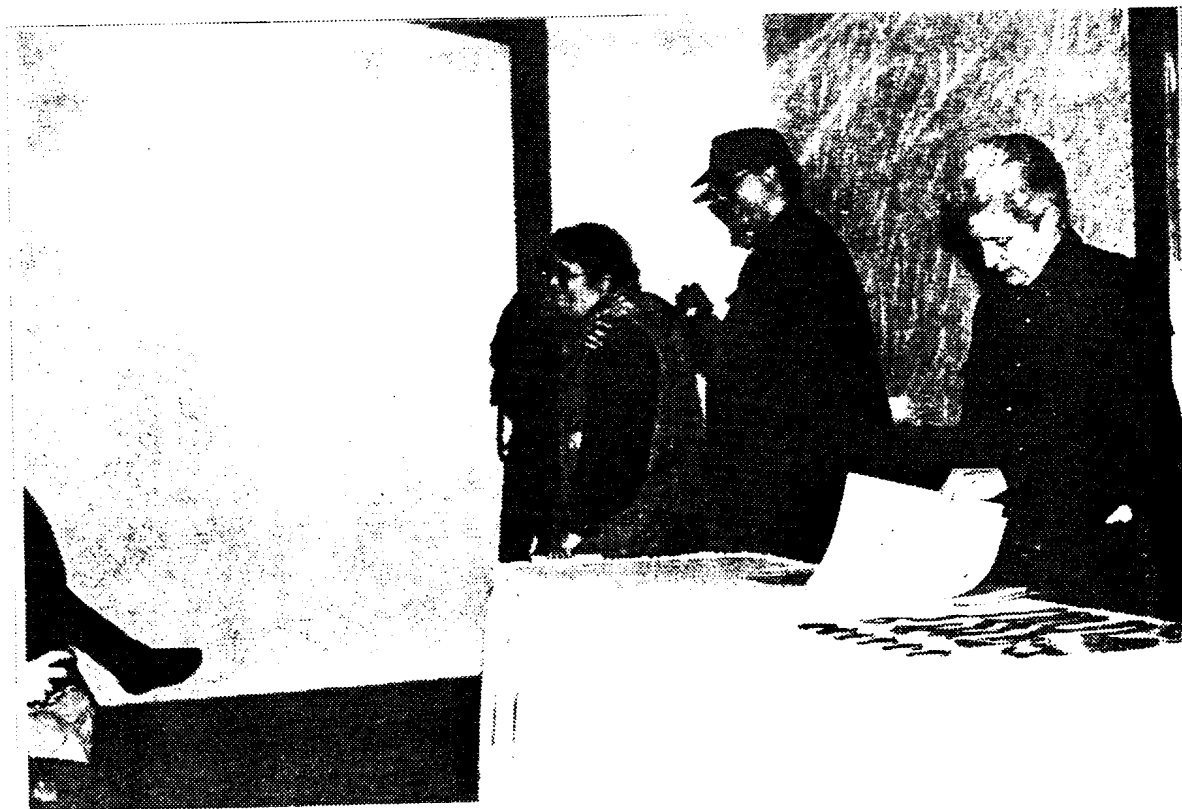
(L. to R):  
Cheryl  
Kaiser,  
Melea Fisher,  
James  
Casselbury,  
Judy Yuenger



(L. to R):  
Carol  
Hines-Stroede,  
Cheryl  
Kaiser,  
James  
Casselbury



(L. to R):  
Nora  
Mayers,  
Cheryl  
Kaiser,  
James  
Casselbury,  
Judy Yuenger



(L. to R):  
Cheryl  
Kaiser,  
Pat Grant,  
James  
Casselbury  
Judy Yuenger

(L to R):  
Nancy  
Stasulis,  
James  
Casselbury,  
Judy Yuenger



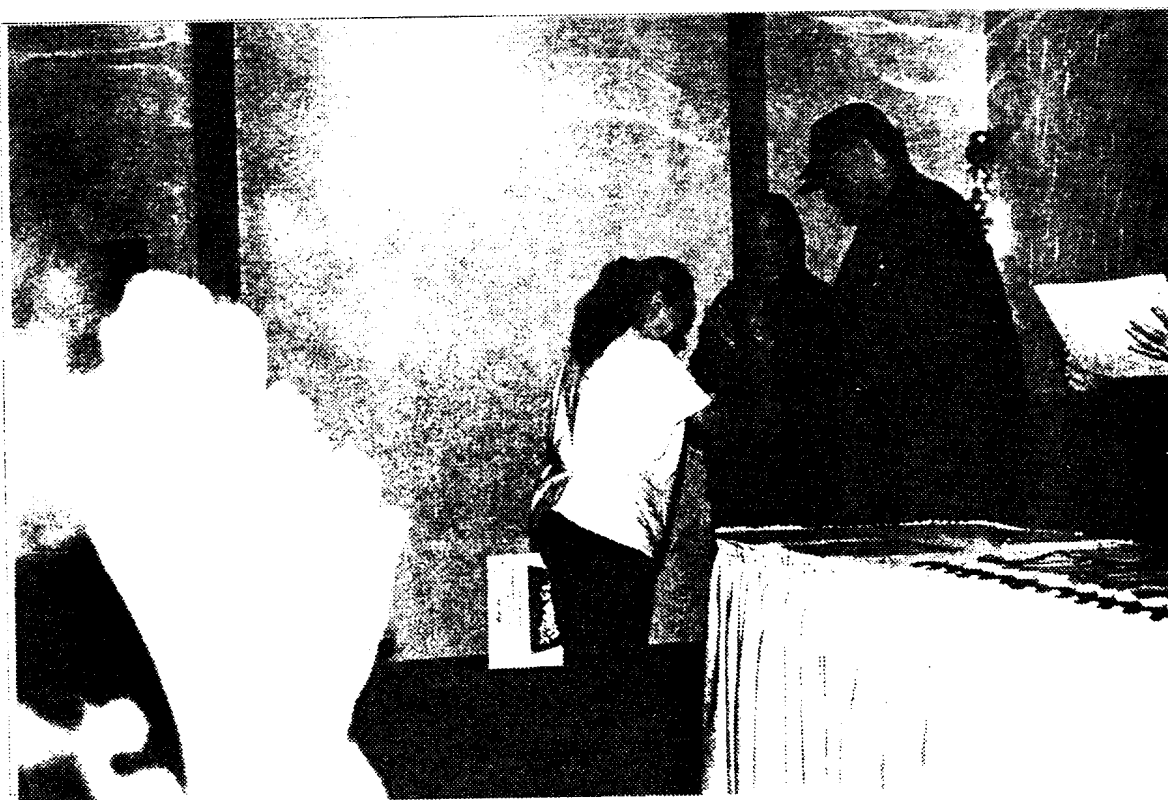
(L to R):  
Veronica  
Wilson,  
Cheryl  
Kaiser,  
James  
Casselbury



(L to R):  
Jennifer  
Moore,  
Cheryl  
Kaiser,  
James  
Casselbury



(L to R):  
Z. P. Florian,  
Cheryl  
Kaiser,  
James  
Casselbury



(L to R):  
Marti  
Schuller.  
James  
Casselbury



(L to R):  
Sue Zahn,  
Cheryl  
Kaiser,  
James  
Casselbury

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A LOOK AT THE SW DOLL DISPLAY  
BY THE DEAD BOTHANS

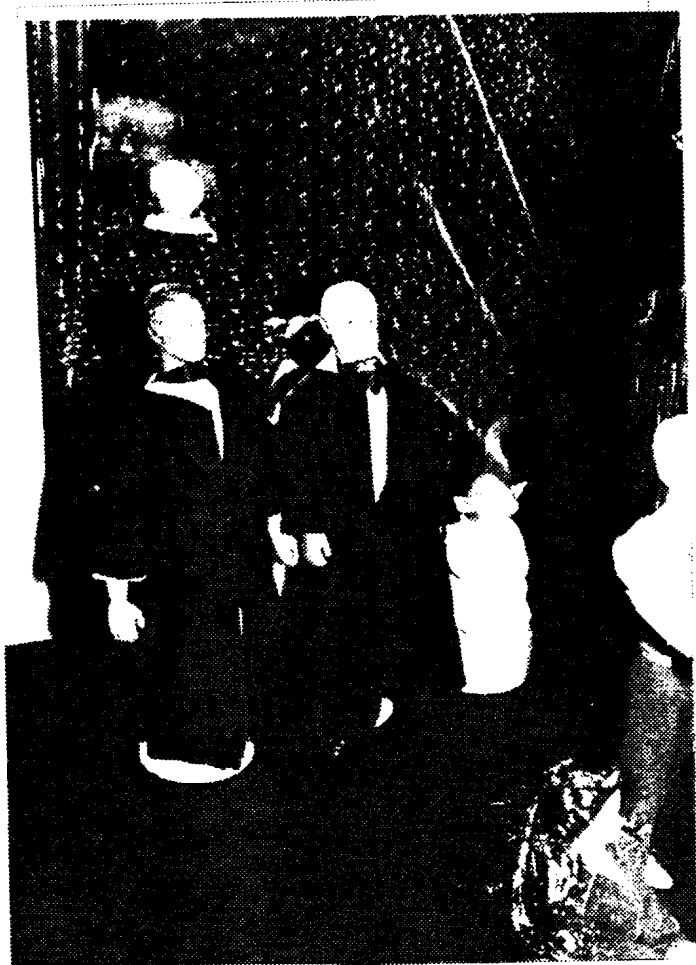


Han and Leia's Wedding on Endor



The Wedding Night! What IS Han doing with that teddy bear??? Also, note the Ewok peering in the window and the basket of condoms by the bedside!





The Three Jedi -- Anakin Skywalker, Ben Kenobi and Yoda

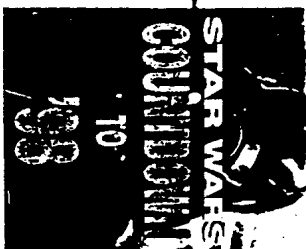


Ben Kenobi presides over the birth of Luke and Leia

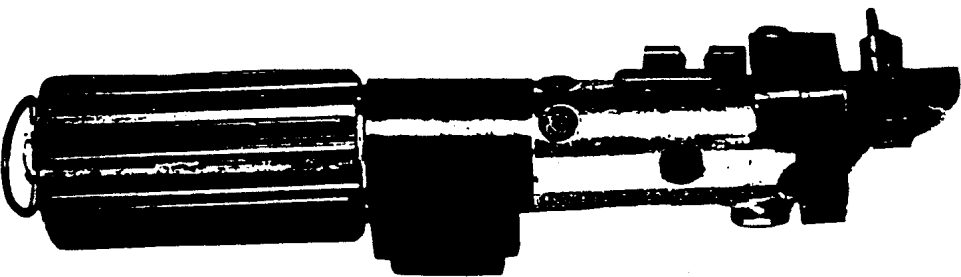


The Rebel briefing before the attack on Endor. How many faces do you recognize?

# THE GREAT LIGHT SABER WAR



*If Luke Skywalker built his own light saber, why can't you?*



**TRIAL LIGHTS:** The original light saber prop, currently being duplicated by modellers from craftsmen.

SCI-FI UNIVERSE

**L**uke Skywalker and Darth Vader laid down the law with light sabers and, after *Star Wars* premiered in 1977, every kid had to have one. Companies across the world met this demand by flooding toy stores with cheap, sometimes shoddy, replicas of the swords referred to as everything from laser swords to light sticks.

As a result, Lucasfilm soon developed a reputation as one of the toughest licensors in the world by enlisting the help of U.S. Customs Service to stop the import of unlicensed swords. By 1978 the flood had subsided into a trickle that continues today.

That trickle is made up of lone craftsmen making beautiful recreation of light sabers. Some of these craftsmen sell the swords through catalogs and at science fiction conventions. Their prices range from \$200 to \$600 although the raw material for the swords can cost as little as \$25, in fact.

That George Lucas used to build his light saber in any antique camera store. The hilt of the sword is a flash attachment to a Graflex camera, popular in the 1940s.

Model maker Chris Pappas bought his first Graflex attachment for \$50 and it took him a month to make his first light saber for fun. Now he makes them for profits, selling them for \$395 a piece. This year he is making his knowledge available for anyone with \$19.99 by selling his blueprints for light sabers.

He says that distributing the blueprints is only his way to spread enjoyment through the fan community. "There are plenty of people who couldn't afford light sabers but who really want them, so I've made this

available to them," he says.

Pappas insists that his sideline is anything but a big business. Even though Graflex flash attachments cost a fraction of the sword, he says the sword's price reflects the amount of time and effort he puts into making his light sabers.

"I built my last Saturday, just to find two Graflex tubes," says Pappas. The long search for increasingly rare Graflex parts is only part of the process. Pappas says that sword makers have to spend long hours cleaning 40 years of grime from the parts.

They have to take even more time crafting the other parts of the sword out of resin.

Although some fans complain about the gap between Graflex prices and the cost of the swords, others say that any price is right—just as long as sword continues.

"A lot of fans have a single thing on their minds—buying collectibles," says Laurie Carpenter, who owns Galactic Trading Post in Beverly Hills (which does not sell the unlicensed swords). "If they see something they really want, the price doesn't matter."

Prices are only one issue in the world of light sabers, copyright infringement is another. Lucasfilm has a patent and a trademark on the light saber. One of the duties of the company's licensing department is to enforce that patent.

"We've been very supportive of fans and we have not cracked down on fan activity, but when people cross the line and make profits from our properties, that's when we come down on them," says Howard Roffman, vice president of Licensing at Lucasfilm.

This warning does not faze some sword makers. One Orange County,

California craftsman

has been selling light sabers since 1977 and has received two cease and desist orders from Lucasfilm.

He received one in the late '70s and another in 1994. He has ignored both orders. "They're just scare tactics," he says. "They'll never go against someone as small as me."

The craftsman did not want his name used for the article. He says that he steers clear of copyright infringement through a loophole claiming that by naming a light saber something else, in his case an "S. Wars light saber," or by slightly altering the his product from the original, he is making a different

**"We've been very supportive of fans and we have not cracked down on fan activity, but when people cross the line and make profits from our properties, that's when we come down on them."**

**—Howard Roffman, vice-president of Licensing at Lucasfilm.**

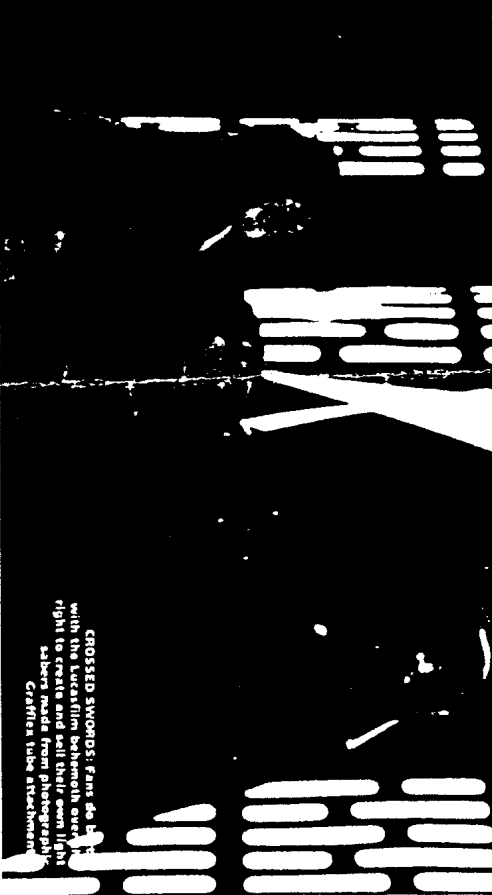
product. Craftsman Chris Pappas says he doesn't try to pass his swords off as originals, nor does he package them with any *Star Wars* pictures.

Roffman, however, says that such craftsmen violate the law—even if they change the name or slightly change the shape of the sword. The law can be very particular in the area of trademark infringement, claims Bruce Horner, a lawyer for the

Licensing Industry Merchandisers Association.

"First you must look at all the property rights and figure which ones are exclusive to the property," he states. "Then the owner of the property can take legal action. If some aspects of the property are in public domain then you have issues outstanding that it's free for anyone to use."

Despite legal arguments, independent sword makers may become as antiquated as moonshiners soon. Roffman says that since *Star Wars* merchandising is increasing in popularity again, there are new plans to license light sabers once again in the near future.



**CROSSED SWORDS:** Fans do the same with the Lucasfilm trademark over the right to create and sell their own light sabers made from photographs of Graflex tube attachments.

Star Wars and light saber are trademarks and are copyright of Lucasfilm Ltd.

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