



Science-Fiction Fanzine

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The Israeli Society for Science Fiction and Fantasy

כנס פנטסי.קון 2009

האגודה הישראלית למדע בדיוני ולפנטסיה שמחה להכריז על כנס פנטסי.קון 2009, שיעסוק באהבות גדולות מהחיים, ברומנטיקה בין גלקטית וברגעים קטנים של קסם. השנה יערך כנס פנטסי.קון ב-6 באוגוסט, באשכול פיס הסמוך לסינמטק תל אביב. אתר הכנס, המתעדכן מדי יום בתכנים, בפעילויות ובמידע:

<http://fantasy.sf-f.org.il/2009>

המעוניינים להתנדב בכנס מתבקשים למלא טופס התנדבות המופיע באתר הכנס: http://fantasy.sf-f.org.il/2009/?page_id=107 ההתנדבות מוגבלת לגילאי 15 ומעלה.

פרס עינת

נמשכת הגשת הסיפורים לפרס עינת. את הסיפורים יש לשלוח בדוא"ל בלבד, להנהלת התחרות pras.einat@gmail.com המועד האחרון למשלוח סיפורים: יום חמישי, 17 בספטמבר 2009, בשעה 23:00. לפרטים נוספים: http://www.sf-f.org.il/story_1120

קול קורא להגשת אירועים – פסטיבל אייקון 2009

המהדורה 13 של הפסטיבל יצאה לדרך, ואנו שמחים להזמין אתכם לקרוא את הקול הקורא לאירועים בפסטיבל (http://www.icon.org.il/2008/he/2009_general_submissions) נושא הפסטיבל השנה – מטרופוליס: עיר העתיד – נבחר כבר לפני מספר שנים כמחווה לחגיגות מאה השנים לעיר המארכת את הפסטיבל, תל-אביב. הקול הקורא מיועד בעיקר לאירועים עיוניים, אך אנו פתוחים לקבל פניות ולשמע הצעות בנוגע לכל סוג של אירוע.

כאמ"י קיץ 2009

ארגון מנגה אנימה ישראל (אמא"י) גאה להכריז על כאמ"י (כנס אנימה מנגה ישראלי) קיץ 2009. הכנס ייערך ביום חמישי, 20 באוגוסט 2009, באולם סמולארש באוניברסיטת תל אביב. בכנס תוכלו למצוא הקרנות, הרצאות, סדנאות וכדומה. בנוסף, מחזמר המבוסס על הסדרה הפופולארית Death Note בהפקת הקבוצה Acmusical, מתחם קונסולות עם המשחקים החדשים והפופולאריים ביותר, מתחם דוכנים המארח את מיטב חנויות המנגה בארץ וכן תחרות קוספליי יוקרתית. אתר הכנס: <http://www.anime.org.il/cami/2009>

כתמיד, הכנס צריך מתנדבים שיאפשרו את תפעולו השוטף. המתנדבים ממלאים שורה ארוכה של תפקידים וביניהם איש דוכנים בכנס, סדרנים, גופרים ושומרי חדר תיקים. חוץ מהתנדבות ביום הכנס, נשאר מספר מקומות פנויים למתנדבים בצוות עיצוב, האחראי על יצירת והקמת תפאורה. דף המתנדבים עם פרטים מלאים על התנדבות בכנס: <http://www.anime.org.il/cami/2009/pages.php?page=10> ההתנדבות מוגבלת לגילאי 15 ומעלה.

More Society information is available (in Hebrew) at the Society's site: <http://www.sf-f.org.il>

Star Trek TV Show reviewed by Gary Roth

Available on YouTube, I viewed "In Harms Way" (they should have put in an apostrophe between the m and the s!) -- excellent material, with plenty of surprises! The NBC TV program, which apparently came out last year, features Kirk, Spock, Scotty, Uhura characters but played by new actors, each with his/her

own unique style. The scripting is quite professional, and this particular episode boasts a number of timeline crossovers, plus the return of the Doomsday Machine.

The first scene shows Captain Pike and the Enterprise under attack from the Doomsday Machine. Amid flames

onboard the starship, Pike announces to his entire crew to prepare for saucer separation. Within seconds of the separation, we viewers witness a burst of energy reach out through space and destroy whatever was still left of the Enterprise. Obviously this changes history, for any **ST** fan knows that Pike later become badly burned in an attempt to save crew members from a major radiation leak on a training mission on a different ship.

The second scene shows Spock next to the Guardian of Forever, performing Temporal (time-related) Research. He notes disturbances in the natural flows of time over the last few weeks, and manages to involve the USS Farragut, with Jim Kirk in command, to help him investigate. It turns out that Commodore Decker, the one who flew a shuttlecraft into the 1st Doomsday Machine in a suicidal attempt to halt its attacks, not only survived but found himself in the past as he landed on Earth and spent the rest of his life there with a kind woman. It was strange to see a shuttlecraft in her garage, and to have her play a VCR recording of the deceased Decker. At any rate, this proved that the Doomsday Machine was capable of time travel and of replicating itself (I think!).

The Farragut visits the past with the goal of destroying the Doomsday Machine that Pike is struggling with. The Farragut officers at first balked at the prospect of changing timelines, claiming that perhaps their timeline was the correct one, not Spock's. However, Spock's logic wins out -- watch the episode to find out how! The hope was that two starships could defeat the Doomsday Machine, but first Kirk would have to convince Pike that he was from the future and that he had come to help -- not an easy task! Soon thereafter Kirk's Klingon 1st Officer faces his father on-screen, with the latter commanding a

Klingon ship in an era where Starfleet and the Federation have not yet solved their differences! You can imagine what words the Klingon commander had for his son -- check it out!

The Klingon vessel perishes seconds later -- too bad it didn't accept the offer to join the two Federation ships in fighting the common enemy.

Ultimately, the Farragut is forced to chase the Doomsday Machine without the Enterprise into another time period, since the Enterprise was too damaged to follow. Lo-and-behold, they emerge from the slingshot trajectory with a hailing from Pike, this time on a different ship -- the training mission mentioned above! Even more surprising, as Kirk orders "self-destruct" in a desperate attempt to stop the enemy, a future version of the Enterprise appears, with its own Admiral Kirk and Spock! The Farragut cancels the self-destruct, and together the three Federation vessels succeed in destroying the Doomsday Machine, thus ultimately correcting the timeline properly. However, the Spock from Pike's future, with his admiral's approval, beams over to prevent Pike from getting involved in the above-mentioned radiation leak (even though this would change the future). Pike wins the fight, and suffers the well-known burns, etc.

It's interesting to note that the chief decision-maker / ranking officer at the Temporal Research institute is a woman. An awkward pause occurs when she extends her hand to greet the Klingon first officer of the Farragut, and is given only a blank stare in return!

All-in-all, this new series gives plenty of food-for-thought, and leaves the viewer anxiously anticipating more exciting adventures. It was a welcome change from the amateur **ST** videos that I have recently watched!

Short Book Review by Aharon Sheer

The Tenth Planet: Final Assault by Dean Wesley Smith and Kristine Kathryn Rusch (2000), 247 pages

This is Book Three of *The Tenth Planet* trilogy whose first book was reviewed in *CyberCozen* in October 2008, and second book in April 2009. What I neglected in the first two reviews was to talk about the chapters which take place among the aliens of the Tenth Planet. In the first book the alien attackers, the Malmuria, had a very rigid hierarchical command structure. An alien commander who made a mistake was required to recycle himself. Death was the punishment for making a mistake. This might have been adequate for aliens that had been attacking the Earth once every 2006 years for the last 12 million years, never meeting any significant resistance. The task of harvesting organic life over large areas of Earth, gathering energy that would enable the alien planet to survive another 2006 years as it receded from the warmth of the sun and went back on its elongated orbit around the sun, was standard. Mistakes were unforgivable.

However, on this pass close to the sun, the aliens faced a new problem: technologically advanced Earth people with a space program and advanced weapons. In response, the Elders were awakened. No longer were standard actions satisfactory.

The Elders, unknown millions of Earth years ago, are those that realized that their sun was eventually going to go nova. They were the ones who devised the way to move their planet Malmur away from their sun, heading out into unknown space. Malmur had succeeded in travelling away from its sun, and escaped the explosion of their sun, while its occupants burrowed under ground and went into suspended animation until their planet was at last caught by the gravitational field of our sun, and began its enormously long elliptical journey around it. Alas for them, they have a

methane-based biology, and no planet circling our sun at the right distance is suitable for them to live on. But they do not have the capability to go elsewhere. To survive, they wake up as Malmur approaches our sun, gather organic matter from the Earth by sending fleets of ships to Earth, and energy from the sun, which enables them to survive another 2006 years in suspended animation distant from the sun's warmth.

In the second book, the Elders – really what seem to be computer simulations of the ancient Elders, able to read the minds of the living aliens – looked to suggest and encourage imaginative and risky solutions to the new dangers. No longer was an alien commander recycled if it made a mistake. Instead, it was expected to learn from its mistakes and do better. The Elders had clever and imaginative suggestions, and encouraged their commanders to think of new ideas themselves.

In the second book, humans had shot down some alien ships, and had been able to study the beings in them. In this book, Book Three, Earth people are also learning:

“‘We’ve learned ... from the doctors working with the bodies recovered from the alien ships we shot down, that the aliens evolved on a stable, warm planet, covered with oceans. They have a methane-rich atmosphere, and a gravity about one tenth lighter than ours....”

“‘It seems they have developed a way to hibernate for all but a year of the two thousand and six years of their planet’s orbit. Then when their planet comes in close to the sun, they revive, harvest supplies from our planet, and go back into cold sleep for another two thousand years.’” [p. 25-26]

Some very smart Earth scientists are able to see patterns in how the aliens attack, to calculate what their actions will be. They look for solutions to defeating the alien attackers. Both sides realize that this is a fight to the death. But where the aliens cannot allow themselves to destroy all life on Earth – that would leave them nothing to harvest next time around – the humans can best win if they can destroy all life on the alien planet. The aliens must allow life to continue on Earth, although if they can kill all humans, which would guarantee their future. In past visits the aliens had avoided killing humans as much as possible, out of kindness. On this pass they no longer have this option.

Humans want to stop the harvests – which will destroy the aliens – or better yet, kill them all. The humans are not limited in their options, while the aliens are.

“The Elders were the ones who had come up with the new plan. They were the ones who had insisted that the fleet consist of eighteen warships and ninety harvesters. Cicoi had argued that more harvesters were needed – no harvest had ever been done with as few as ninety ships – but the Elders had been adamant.

“They had also insisted that the harvesters return one final time. The Malmuria would do a third harvesting pass, where in the past they had only done two.

“All this change made Cicoi’s tentacles flake. Never before, not in all the Passes he’d lived through, had tradition been so thoroughly violated....

“The future of his people hung in the balance. It was up to him to save them. If he did, he would redeem himself.” [p. 31-32]

One of Earth’s scientists has gained some understanding of the aliens:

“What he did know was this: the aliens had a hierarchical society. The command center of their ships was laid out so that one creature rose above the rest. That creature had the best view of the others, and the most information on his console – based primarily on size of the unit.

“He also knew that these creatures were extremely intelligent and that for hundreds of thousands of years their culture was significantly more advanced than that of humans. He suspected that they were startled to have humans attack them in space – as startled as humans would be to learn that ants had developed space travel....

“The aliens had a knowledge of tactics. The fact that they did not harvest the same area each time told him that they understood the value of planning. Several of his biologists theorized from the way the aliens changed their method of attack in the last real battle that they also had an understanding of emotions....

“Humans had not been subdued. Therefore, some of the biologists theorized, the aliens would try harder to put humans in their places and out of the way....

“What was most important to the aliens wasn’t revenge or subduing Earth.

“It was survival.” [p. 106-107]

As the Tenth Planet makes it outgoing pass around the sun, it must harvest again in its short window of closeness to Earth. It’s their last chance for the next 2006 years. So this book tells of the final attack, and the final defense.

The authors follow the Clarion school style of sf writing, emphasizing personal relationships between the various human characters, showing both how unimportant people are affected by what is happening, and how the top level political and military and scientific people are affected. There is minimal emphasis on the science

of what is happening, and few clear explanations of how this whole business could have taken place. In a sense it's more like a fantastic novel than a science fiction novel, with battles between knights and ogres, and showing us life both

among the knights and their followers, and the ogres and their followers.

I enjoyed the series, and recommend it for teenagers who are looking for a good exciting spaceship battle story. But then I'm just a little kid myself.

DRAWING by Miriam Ben-Loulu (August 1992)



For Comments: 13 Pinsker St., Rehovot 76308. Email: asheer@netvision.net.il. Tel: Aharon Sheer 08-947-1225

Editor: Aharon Sheer. Logo by: Miriam Ben-Loulu

For mail delivery of *CyberCozen*, please ask; For airmail outside Israel, \$15. For **free email delivery** write to

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