



The Buzz



A semi-regular newsletter about the *Highlander* universe in its many forms. Contributions are welcome. For the time being *The Buzz* is free to anyone interested in receiving it. If you would like a copy of the next issue, just send a stamped (45c) self-addressed envelope to :
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**Issue 1
Dec 95**

Hello, and welcome to the first issue of *The Buzz*, an infrequent, semi-regular newsletter devoted to *Highlander: The Series* and its related universes. *The Buzz* will be looking mainly at the TV Series, but any bits of interest from the movies, the novels, the animated series and even Highlander fandom itself are open for discussion. The Buzz is not going to have a schedule of publication. Basically, we'll put an issue out whenever we have enough interesting stuff to make it worthwhile.

Contributions on anything HL related are welcome, but not required. We're interested in anything you may want to share, be that why you liked (or hated) an episode or a character, questions about the show, sightings of cast or crew members in other productions... anything at all. Of course, if you only want to read, then that's cool too; nothing that's written is worth a scrap without an audience.

In this issue you will find a brief waffle-on about the first 2 seasons, a review of *The Gathering*, a list of club and net addresses and a readers digest episode listing for seasons 1 & 2. Being extremely mindful that many fans dislike knowing what will happen in a series before they see the episodes, this issue has concerned itself only with episodes from Seasons 1&2 and then only with those episodes which are either available for hire in Australia or have been screened by Channel 7. The episode guide is purposefully non-committal because of this and is meant as a memory jogger and an appetite whetter only. In writing the synopses for the unseen episodes, I have given away none of the important storyarc events. Anyone who would like a detailed episode guide should refer to the HL FAQ listed on the back page. If you don't have net access, but find you just can't live without a full episode listing, give Sonja a call on 07 3282 4220.

The Gathering review by Jan Toohey



The pilot episode of any television series has a lot to accomplish, especially if the series falls within the genre of science fiction or fantasy. Apart from presenting the series basic premise and introducing the cast of continuing characters, the pilot has to establish the parameters of the specific universe or fantasy elements that take the show out of the everyday world we find all too familiar.

With *Highlander*, of course, there was the quite successful [commercially at least] movie trilogy that created the basic mythology on which the existence of the TV series immortals is based. However the series should perhaps be viewed in its own right and it is with this in

mind that I offer this brief opinion of "*The Gathering*".

It is a little difficult to offer an opinion on this episode's effectiveness as an initial introduction to the series, as I had first seen several later episodes. Having heard some negative comments on the pilot this is perhaps just as well. I enjoyed "*The Gathering*" in much the same way I enjoy the wonderful Flashback scenes that appear in almost every episode.

I was delighted to see Duncan and Richies first meeting, [Yes, I'd be offering to call the police too. "Hey dudes, chill!"] having some prior knowledge of how their relationship develops. I found Christopher Lambert's appearance as Connor ["Same clan, different vintage"] MacLeod much more appealing than in any of the movies. I also particularly appreciated the understated approach to recognizing Richie's pre-immortality in the nicely subtle exchange between Duncan and Connor after Slan is defeated on the bridge. Which brings me to my main gripe about

the whole episode. Slan is really a fairly mindless villain of the week with little apparent motivation which, mercifully, is something the show successfully avoids for the most part. Strong, motivated adversaries with varying shades of grey is usually one of Highlander's great strengths. Long may it continue so! Also the attempt to address Tessa's insecurities about aging, while a nice scene in itself, I found a little rushed and superficial to be effective.

Whether prior knowledge of the characters was a significant bonus or not I can't say for sure. I do know that I enjoyed "*The Gathering*" and would recommend it to anyone with an interest in the series.

Highlander: The Series by Sonja van den Ende

It is 1992 and Duncan MacLeod, younger clansman of Connor, has enjoyed 12 years of relative peace with his love, Tessa Noel. Together they run an upmarket antiques store. Tessa is also an internationally recognised sculptor. For most of this time, Duncan has avoided The Game, but now circumstances (not least among them the requisites of being an action series hero) have thrust Duncan out of his semi-retirement.

Although it introduced us to Duncan's past and present life, and gave us some great character episodes, like *Band of Brothers* & *The Hunters*, first season concerned itself mostly with being an fantasy adventure series. We got no fewer than two "Die Hard" episodes. The flashbacks, while entertaining, were somewhat haphazard. Duncan's personal history, both in geographical location and character development, was still governed by episodic needs rather than any long-term storyarc.

That all changed with 2nd season. From then on, the Highlander universe and Duncan's personal timeline in particular were set and adhered to. We get a better insight into the immortal subculture and Duncan becomes a well rounded character as the now tightly accurate flashbacks show us his progression from brash young warrior to a quietly self-assured, gentle man - who is also extremely dangerous.

To their credit, the producers (particularly William Panzer who oversees "canon") have beautifully woven 1st season glimpses of Duncan's timeline into the now well established universe. Even throwaway lines made in 1st season concerning his whereabouts and activities are taken into account in 2nd, 3rd, & 4th season flashbacks.

Early in second season, Tessa was senselessly killed during a mugging. Many fans mourned her loss on a number of levels. Firstly, she was an excellent female character in her own right; she was strong without being aggressive, intelligent, caring and well able to cope with her partner's extraordinary lifestyle. It was only after she had left that we got to see, by comparison, how happy Duncan had been during those 12 years. For the rest of 2nd season and much of 3rd, he is a far darker and sterner character. The strength of their relationship is emphasized time and again by the fact that he still mourns for her well into 4th season, a refreshing change from many other shows.

Richie was shot in the incident that killed Tessa, but revived. He is immortal. Richie was originally going to achieve his immortality in the pilot episode (*The Gathering*). However this was rewritten and the only reference that survives is when Connor tells Duncan the boy "will need watching". 1st season is laced with indicators that Duncan always knew Richie was a latent immortal.

A grieving Duncan sells the antique shop and moves into the loft above a martial arts dojo which he has bought from Charlie DeSalvo. Charlie stays on to manage the dojo and Duncan begins teaching Richie the skills he will need to survive as an immortal. And Richie begins to mature into a wiser, and deeper character.

At about the same time, we learn of the existence of The Watchers, a secret organization that has known about immortals for centuries, maybe even millennia. The Watchers know about the Game and the Prize, but they have never interfered in immortal lives. Until now. James Horton has collected a small, secret band within the Watchers who believe that people like Duncan and Darius are an "abomination against nature". We refer to them as the Hunters and they pose a very real threat for, unlike other mortals, Hunters know that immortals exist and know where to look for them. More importantly, they know how to kill an immortal permanently and do not consider themselves governed by the immortal rules that state holy ground is sanctuary and that all challenges must be fought strictly one-on-one.



Early in second season, Duncan meets Joe Dawson who has been watching him and documenting his life for the past 15 years. The idea of this kind of scrutiny is abhorrent to Duncan, but over time he and Joe form a tenuous friendship and

Joe goes on to feature in many of the better episodes of 2nd and 3rd seasons, plus the ten that I have seen of 4th.

Holy Ground and the Quickening.

Opinion differs on exactly what these are. And that can only be a good thing; diversity of opinion makes the show more interesting. I've listed a few explanations as I see them and would welcome discussion on any.

Holy Ground is any place that has been proclaimed sacred by any religion. It would appear that a place doesn't have to belong to a currently practising religion to retain its holy ground status. In *The Gathering*, Connor says that no immortal can fight on Duncan's island - "ever", yet the fact that Duncan owns the island suggests it is not a site relevant to any present day group. A place can, however, cease to be holy ground. In *Avenging Angel*, Duncan kills Cahill in what had been a chapel belonging to the Knights Templar. It is generally held that for him to do that, this chapel must have been deconsecrated when the order fell from grace; our lad is the ultimate stickler for the rules. (Ironically, a shot of Duncan in this chapel features in later opening credits to demonstrate holy ground). Holy ground doesn't seem to proclaim itself in any way. We've seen incidences where immortals (Duncan included) have had to be reminded where they were. Once aware, however, all immortals, however nasty, adhere to the rule. Even Xavier St Cloud who was prepared to break the one-on-one rule refused to attack Duncan in a cemetery.

After the Holy Ground rule, the second most important law is that all challenges are to be fought on a one-on-one basis - and out of sight of mortals. This would appear to be adhered to for traditional reasons rather than any physical restraint as we've seen immortals break the rule with impunity (Xavier and again by Simon Killien in 4th season). Yet apart from these two, even the supposedly 'evil' chaps take Duncan on in honest combat with bladed weapons.

The Quickening: Some contend this is equivalent to the soul. I've chosen to adopt a version based on a theory put forward by Jeff Schnieter (*published in the HLFAQ*). I prefer to think of the quickening as the little piece of life force that we all borrow from the planet while we live. We have it, trees have it, ants have it. When we die, it returns to the Earth. In immortals it's concentrated to the point where it doesn't dissipate as easily. An immortal can die, but the life force regroups and the immortal revives and heals.

Of course, that's just one idea. If you have another theory, we'd love to hear from you

Miscellaneous Snippets (mostly for Seasons 1&2)

The series is a joint Canadian/French production. This leads to approximately half of each season being set in Paris while the other half is set in an anonymous city in the US. The North American footage is shot in Vancouver, but as Duncan's car sports Washington plates, fans have come to refer to his home town as Seacouver. (Seattle/Vancouver)

The movie & series universes differ in that in the Series, Connor MacLeod did kill the Kurgan (mentioned in dialogue, *The Watchers*) but as there were still many more immortals alive, there was no prize.

Duncan was born in 1592 in the village of Glenfinnan. There was a legend in the village that in Duncan's grandfather's day, a man from the village had died and come back to life. Like Connor, Duncan was driven from his home after his immortality became known.

Bob Anderson, Sword Master for the 1st season, also fulfilled that role on the 1st & 2nd *Highlander* movies, *The Princess Bride* and *The Three Musketeers*. (*from the HLFAQ maintained by Debbie Douglass*)

Alexandra Vandernoot left the series because she disliked having to live away from her family for the months spent in Canada. She also wanted to pursue a career in film. (*from the HLFAQ maintained by Debbie Douglass*)

Werner Stocker, who played Darius, was meant to appear extensively in the episode *The Hunters*. However, Mr Stocker was too ill to complete his contract and the episode had to be rewritten. The footage of Darius in *The Hunters* was from stock filmed for *For Tomorrow We Die*. The end credits of *Unholy Alliance pts 1&2* carry a dedication to Mr Stocker who died of a cerebral tumour. (*from the HLFAQ maintained by Debbie Douglass*)

Adrian Paul and Philip Akin (Charlie) have worked together previously on *War Of The Worlds*. . Werner Stocker appeared in *For Better or For Worse* with GeriantWyn Davies (*Thanks to Helen Small & Jill Craig for these snippets*)

Jim Byrnes, remembered by many for his *Wiseguy* role, is an accomplished blues guitarist and has at an album called "That River" out. Jim Byrnes' playing was incorporated into the character of Joe Dawson when Dawson buys a bar (and calls it "Joes" of all things) and introduces blues music. He has performed songs in a number of episodes.





“Sooner or later, everyone comes to Joe’s.”

Duncan drives a 1965 10th Anniversary Edition Thunderbird Convertible. His sword is a 400 year old dragon-head katana. In *Freefall*, Duncan tells Felicia he was given it by a clansman. However, it is now appears he was lying to her for in 3rd season we learn that he received it from a friend in 18th century Japan.

Richie uses a rapier. A book I read in Bookworld recently (well, wouldn't you stop & look up katanas & rapiers if you found a book on swords?) suggested rapiers were worth more as dress accessories than as serious weapons. Of course, that hasn't stopped our Rich from becoming a force to be reckoned with.

And in case you ever need to bellow “ There Can Be Only One” in the original Klingon, it goes something

like:

rathlaHebj wa' neH [one assumes exclamation marks are redundant]
(From the FAQ)

I know that voice ...

The series has featured a number of singers including:
Joan Jett (Felicia Martins, *Free Fall*);
Roland Gift (Xavier St Cloud, *For Tomorrow We Die*);
Roger Daltrey (Hugh Fitzcairn, *The Hunters*);
Sheena Easton (Annie Devlin, *Eye For An Eye*).

Actors you may recognise:

Geraint Wyn Davies, star of *Forever Knight*, appeared in the 2nd season episode "Turnabout".
Funnily enough, he played an immortal with emotional problems.

Peter Howitt (Kuyler, *For Evil's Sake*) played the original (& best!) Joey in *Bread*. (Thanks to Jill Craig)

Nigel Terry (Piton, *Eye of the Beholder*) will be known to you from *Excalibur*.

Robert Ito (Johnny Leong, *Revenge of the Sword*) appeared in Quincy.

Caleb in *Mountain Men* was played by V's own Marc Singer
"Same actor, different voice coach."

Bruce Young (Carl, *Run For Your Life*) is from ER

Bruce Weitz (Tommy Sullivan, *The Fighter*) was wonderful in *Hill Street Blues*

Peter Firth (Drake, *Warmonger*) travelled through time as the gentle Dominic Hyde and through the Atlantic Ocean aboard the Red October.

Meilani Paul (yes, wife of) (Lisa, *Counterfeit pt1*) was one of the girls in the pepsi ad that featured Ray Charles. (from the HLFAQ)



VIDEO RELEASES and MERCHANDISE

PAL versions of Season 1 are not available in sell-through in Australia, though they are to be found at video libraries on 11 tapes with 2 episode each. PAL tapes of Season 1 are on sale in Britain, however you should be aware that these episodes have been mistreated in the same way Blakes 7 was in its first release. Each tape has 2 episodes edited into 1. They are out of order and no attempt has been made to have them make sense. Why this happens is one of the great mysteries of the 20th century. Why go to all that expense - to do it wrong!!

NTSC versions of seasons 1&2 are on sale in the US. This time the episodes are complete and in the correct order. They are available from Highlander: The Store (see back page) and sell at about \$20US + postage. The tapes deal comes with extra goodies like baseball hats, posters, production stills etc. Season 1 was accompanied by a blooper tape. Season 2 has a collection of flashbacks in chronological order showing Duncan's life and progression as a character.

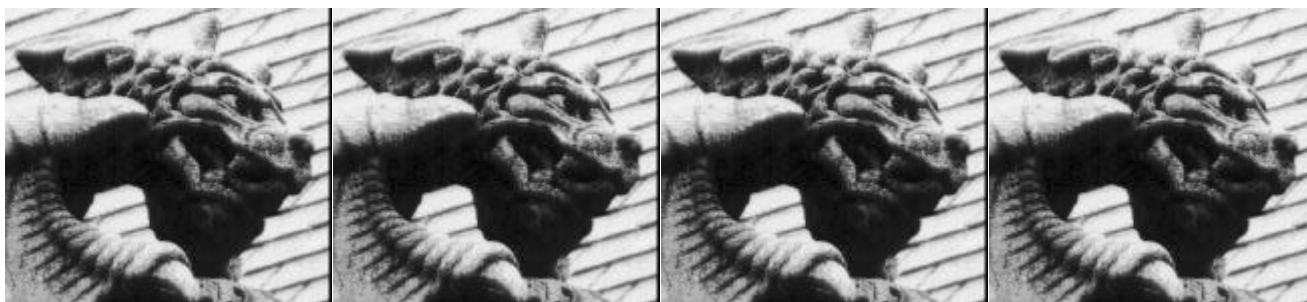
The Store publishes a catalogue which they will forward free of charge and which lists all kinds of goodies. These include stills, posters, badges, t-shirts & jackets, a CD-ROM with a Watcher database (as seen in a 3rd season episode)

Thunder Castle's Swordmaster Game (based on the series) is available in Australia. The Starter Pack is about \$15.

PEACE, Adrian Paul's club, offers stills not available elsewhere, those gorgeous hair-ties Duncan wears, and other stuff.

Element of Fire a novel by Jason Henderson (Aspect TV Tie-In) sells in Australia for about \$10.00 depending on outlet (I got mine through Pulp Fiction in Anzac Square Arcade). It features Duncan and Connor.

A search for merchandising outlets in Australia has proven largely dissatisfying. If anyone knows of any place selling HL gear in this country, The Buzz would be interested in hearing from you.



THE GUIDE TO LONG LIFE

Having problems with your Highlander addiction? If you're not feeling the very best, here's something that may help. It's Lady Nan's recipe for **Highlander Brain Salve**, reproduced here with her kind permission. This recipe is unashamedly aimed at those readers who have seen up to and including Season 4. BUT if you haven't seen that far (yet) then you are invited to view the following as a teaser. Everything mentioned is from an upcoming episode - even the feathers.

Necessary equipment: TV, VCR, lazyboy, remote control with "repeat" button, a *complete* set of HL tapes, and a stereo. Oh yah, and a telephone so you can have pizza delivered and won't have any interruptions.

And now for the ingredients: a couple of turtleneck shirts, a dozen flashbacks, the robe shot, the butt shot, Jim Byrnes' cd, a pound of feathers, one muscle shirt, several pairs of tight jeans, one HL blooper video, two dozen AP smiles, Dawson's whiskers, six good swordfights, a sparring session with Connor (or two), four shirtless katas, drinks at Joe's, Methos' lazy grin, Richie's pout, two tuxedos, four kilts, and a dozen *good* quickenings.

Of course, the ingredients will have to be adjusted for the needs of the patient. Add spice to taste. Mix well, and administer regular doses until condition improves.

I hope this helps. If this doesn't work, you need to check into the Clinic for the Hopelessly Highlander Addicted for some *serious* therapy. Good luck! *(Many thanks to Lady Nan, HIGHLA-L listmember)*

SEASON 1

1.01 The Gathering

Duncan MacLeod has been out of The Game for 12 happy years spent with his love, Tessa, but now the arrival of Slan Quince and his clansman, Connor MacLeod, ends his peace.

1.02 Family Tree

Richie Ryan, the street-wise kid Duncan has taken into his home, tries to discover who his parents were, prompting Duncan to remember his own family.

1.03 Road Not Taken

Duncan meets Kiem Sun who has been trying to perfect a mind control drug for 3 centuries.

1.04 Innocent Man

Duncan travels into redneck country following a call from his old friend, Lucas Desiree, only to find that a brain damaged homeless man has been accused of Lucas' murder.

1.05 Free Fall

Felicia Martin commits suicide but discovers she can't die. She turns to Richie and Duncan for help, but all is not as it seems.

1.06 Bad Day in Building A

While visiting the courthouse to pay her parking fines, Tessa and Richie get caught up in a hostage situation. Duncan takes drastic measures in order to protect his friends.

1.07 Mountain Men

Tessa is kidnapped by Caleb who has lived in the mountains for many years. Duncan must use skills learned more than a century ago to rescue her.

1.08 Deadly Medicine

Mortally wounded in a hit & run accident, Duncan is taken to Dr Wilder's ER. Wilder is searching for the ultimate in regenerative medicine. So when Duncan disappears from the ER, Dr Wilder realises he's found something special.

1.09 The Sea Witch

Richie finds himself mixed up in a drug deal that has gone wrong. The drug dealer lives on a ship called The Sea Witch II, but Duncan remembers him from long ago on the original Sea Witch.

1.10 Revenge is Sweet

Duncan is baited by Rebecca Lord who believes he murdered her fiance 3 years ago.

1.11 See No Evil

A serial killer is murdering and scalping blonde women, just like in 1921. Back then, the killer was an immortal known to Duncan.

1.12 Eyewitness

Tessa witnesses a murder, but cannot get the police to believe her - until the murderer discovers what she saw

1.13 Band of Brothers

Darius, Duncan's 2000yr old friend and mentor, calls on him to protect peace activist, Victor Paulus. Paulus, another of Darius' pupils, is being targeted by Greyson who was once Darius' friend, but who now hates him. (The series moves to Paris during this episode)

1.14 For Evil's Sake

Kuyler prides himself on being the very best assassin in history. Duncan has seen his work in the past, so when 3 political murders are committed by killers in Whiteface, Duncan recognizes Kuyler's trade mark.

1.15 For Tomorrow We Die

Not all of Darius' pupils work for peace. Xavier St Cloud is a thief who uses gas to kill his mortal victims. Suave and sophisticated, he is able to convince Tessa he is a patron of the arts. But his contribution is lethal.

1.16 The Beast Below

Far below the Paris Opera lives Ursa, a giant, inarticulate immortal who loves the highly talented, but conceited Caroline Lamb. Lamb is prepared to abuse Ursa's devotion to her, setting him against Duncan.

1.17 Saving Grace

Duncan's old friend, Grace Chandler, is a caring scientist working for the betterment of humanity. Now she and her mortal lover are being stalked by Sendaro with whom Grace once had a 70 year long relationship.

1.18 The Lady & The Tiger

Acrobats & clowns abound and the fur flies when a free ticket to the circus reunites Duncan with his "bad habit", Amanda.

1.19 Eye Of The Beholder

Richie follows a beautiful young girl into the world of fashion only to find he is pitting his 18 year old skills against a very old and very dangerous rival.

1.20 Avenging Angel

The shock of discovering you are immortal is enough to threaten anyone with madness. But what happens when a new immortal is already insane before his first death?

1.21 Nowhere to Run

A visit to the country turns nasty when Duncan, Tessa and Richie find their host's son has raped the stepdaughter of an immortal who now means to kill him.

1.22 The Hunters

Immortals are disappearing suddenly across Europe. Duncan and Fitzcainn learn that a new and lethal force has entered the immortals scene. A secret organization has been watching immortals for centuries without interfering. But now a rebel group within the Watchers is hunting and killing immortals.

SEASON 2

2.01 The Watchers

Duncan returns to America on the trail of the leader of the Hunters and meets Joe Dawson who has been his Watcher for 15 years.

2.02 Studies in Light

After centuries of living, the once caring Gregor has forgotten how to feel life and tries desperately to experience it through the near deaths of others.

2.03 Turnabout

Thirty years ago Quentin Barnes was executed for murdering Michael Moore's wife. But now Barnes is back and people involved in his execution are dying.

2.04 The Darkness

Pallin Wolf, a member of the Hunters, kidnaps Tessa in order to trap Duncan. With the help of a clairvoyant Duncan rescues Tessa, but as she and Richie return home they are attacked by a drugcrazed mugger.

2.05 Eye For An Eye

Duncan and Richie prevent a political assassination, but in the struggle, Richie indirectly causes the death of one of the terrorists. Annie Devlin swears to kill him in revenge and Richie must learn to protect himself.

2.06 The Zone

The police never enter the Zone, an urban wasteland peopled by society's flotsam. But when Canaan poses as a benefactor to the Zone's inhabitants, Joe fears he may be an immortal.

2.07 Revenge of the Sword

People are dying on the set of Jimmy Sang's latest project and Duncan soon realizes that Jimmy is involved in a very dangerous game.

2.08 The Return of Amanda

Amanda's departure from a life of crime has left her a bit short of cash. Naturally her solution lands Duncan in a bundle of trouble - and the river.

2.09 Run For Your Life

In 1929 Duncan saved Carl from a KKK lynch gang. Back then Carl believed he had time to outlive racial prejudice, but many disillusioned years have passed by.

2.10 Epitaph For Tommy

When Tommy is accidentally killed during a fight between Duncan and an unidentified immortal, Duncan tries to find out more about the boy.

2.11 The Fighter

Tommy Sullivan wants Duncan to help him finance his young new boxing star. Tommy is Duncan's friend from way back, but Duncan has doubts about the deal.

2.12 Under Colour of Authority

Richie fights to protect mortal Laura Daniels from Mako who has been a ruthless law enforcer for almost 800 years. Duncan tries to keep both himself and Richie out of the matter until Richie settles the issue in a way Duncan cannot condone.

2.13 Bless The Child

Sara Lightfoot is on the run, trying to stop Avery Hoskins from taking her baby. Duncan and Charlie come to her rescue and soon find themselves being chased by Hoskins and his men.

2.14 Unholy Alliance pt1

Xavier St Cloud returns to kill Duncan and, in violation of one of the strongest rules of immortal combat, he is using mercenaries against his opponents.

2.15 Unholy Alliance pt2

Duncan follows Xavier to Paris. It is time Xavier paid for his crimes.

2.16 Vampire

150 years ago, a vampire stalked the streets of Paris - or did it?

2.17 Warmonger

Arthur Drake has been the power behind east European politics for years. Eli Jarmel remembers him from 20 years ago in Armenia, when Drakov murdered his family.

2.18 Pharoah's Daughter

2000 years ago, Nefertiri chose to be buried with her queen, Cleopatra. Now she is reunited with Marcus Constantine who was both her lover and her enemy.

2.19 Legacy

Amanda's mentor and lifelong friend is beheaded and Amanda swears revenge. Duncan knows she can't win such a fight, but Amanda refuses to let him fight for her.

2.20 Prodigal Son

Richie is on the run from Martin Hyde whose MO is to harass young and inexperienced immortals until they lead him to their mentor, thus providing Hyde with a more worthy prize.

2.21 Counterfeit pt1

Hunters once again stalk Duncan and Richie, but when Pete Wilder rescues Richie from a Hunter attack, Duncan is suspicious of his motives.

2.22 Counterfeit pt2

Duncan meets Lisa Milon who looks exactly like Tessa. Too good to be true perhaps, but losing Tessa has left Duncan lonely and dangerously venerable.

HIGHLANDER CLUBS and MERCHANDISE

THE GATHERING - The Official Highlander Films And Series Fan Club

PO BOX 123 AURORA CO 80040-0123 USA

President: Krystmas Tarr. The Gathering has also run 2 conventions featuring major cast members.

PEACE - The Adrian Paul Fan Club

President Rebecca Flynn

12439 Magnolia Blvd. #159, North Hollywood, CA 91607.

email address: peaceapfc@aol.com

The following was forwarded by Rebecca Flynn:

In case you don't know much about PEACE, allow me to give you a bit of information. PEACE was begun in May, 1994 by Adrian and myself. Adrian didn't want a typical run of the mill fan club that devoted itself to drooling over his accomplishments, but rather a club that had a meaning and purpose behind it. Hence, PEACE. Not only can you read about Adrian's appearances, his behind the scenes antics on the set of "Highlander," and see never before seen photos, but members are encouraged to share their ideas and experiences of obtaining peace in their lives. To join, simply send your name, address, occupation, birthdate and age (optional) along with a check or money order (no cash, please, and in U.S. funds only) for \$15 for U.S. residents, \$18 for Canadians, and \$23 for all overseas to PEACE-The Adrian Paul Fan Club.

HIGHLANDER: THE STORE

100 Fusion Way, Country Club Hills IL 60478 USA

Phone 801 371 6968 Fax 801 371 6969.

Mailorder merchandise company. Distributes an extensive catalogue. Markets HL tapes.

INTERNET SITES

Rysher Entertainment has a web site with a Highlander link. Here you'll find news about current episodes, plus some (minimal) info on cast etc. <http://www.rysher.com>

The Highlander FAQ is available at various Web & FTP sites. (FAQ is an acronym for Frequently Asked Questions - in this case about Highlander) . The Highlander FAQ is a wonderful source of info on the show. It includes extensive information about the movies and the TV series and includes a detailed episode guide , a timeline of Duncan's life, and much, much more. *Highly recommended, but be warned: Spoilers abound!*

WWW -> <http://mithral.iit.edu:8080/highlander>

FTP -> <ftp://ftp.highlander.org/pub/highlander>

<http://mithral.iit.edu:8080/highlander> is where you'll find *The Official Highlander WWW, FTP & HLFIC-L Archive Site*, a must-visit location for Highlander fans. Along with the FAQ, you'll find doors to fan stories; text from online chats with actors, pictures, clips, timelines, a roleplaying game and more.

HIGHLA-L a high-volume, flame-free discussion group for Highlander fans. Covers the movies, series, novels and any related topics. One of the friendliest groups on the net! For info on subscribing, contact Debbie Douglass at douglass@chaplin.ndhm.gtegsc.com

We hope you've enjoyed Issue 1 of The Buzz. If you would like to receive issue 2, just send us a self addressed, stamped envelope. If you would like any further information before then, feel free to phone Sonja on (07) 3282 4220 or find me at vandens@dpi.qld.gov.au

The Buzz is a non-profit venture designed to celebrate the Highlander universe.