



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 2
Feb 96

Hello again, and welcome to our second issue. From the responses we've had, The Buzz has been well received. A big thank you to everyone who told us Issue 1 looked good, or was informative, or enjoyable to read. Your comments were much appreciated. (Even more appreciated was the fact that you very kindly didn't point out some of my more Freudian typos.)

Brisbane's first ever Highlander day happened on 17th December and gathered more fans than we had ever hoped for. Almost 50 of us came along to prove that Highlander is anything but an unknown show! We had a great time, got to meet other HL appreciators, got to know more about the show and even take home the odd bit of merchandise. And while doing all this we raised \$106 for the RSPCA! Congratulations to everyone who won prizes in the charity raffle and to Jennette Colby who won the door prize.

A special thanks is due to Marie Chang in the US for donating the production stills and poster used in the RSPCA raffle. Marie has also donated the prizes we'll be raffling at the 18th February meeting!

Many thanks to everyone who contributed to this issue! Of course, we'd love to hear from even more of you. Anything Highlander related is welcome, even if it's only tenuously related. Any magazine clippings, cast sightings, reviews of episodes or novels etc are welcome

Hold onto that magic! Sonja V

Snippets

The (*as yet unofficial*) word is that **Highlander has been renewed** for a fifth season!

Highlander has been **nominated for Best Drama Series** in the Canadian Gemini Awards. Results will be announced in March. The Geminis are equivalent to the Emmy Awards.

Gregory Widen, who created the Highlander universe is busy working on a script for a **new Highlander movie** which he will direct. Widen isn't new to directing. He was at the helm for *The Prophecy*.

Jim Byrnes (Joe Dawson) will revive his role of Lifeguard in the upcoming **Wiseguy movie**. Former co-stars Ken Wahl and Jonathan Banks will also feature.

Following the success of his directorial debut with the fourth season opener, *Homeland*, **Adrian Paul will direct** the 16th episode of the season, *Methuselah's Gift*.

For those of you who remember MacLeod tripping over a tree stump and thumping down onto his derriere during his fight with Kanwulf in *Homeland* - no, that wasn't in the script. But Adrian Paul is an actor who is used to suffering for his craft; while filming *The Beast Below*, he ended up with 10 stitches in his hand from a parry that went wrong. He took another 4 during *Epitaph For Tommy*.

Why Do We Enjoy Highlander?

Sonja van den Ende

If you were to judge by the treatment Highlander received from the Seven network, you could be forgiven for thinking that it was a bit of a washed out also-ran. But this is far from the truth. The series screens in over 75 countries. It has a following of over 70 million devout viewers, especially in the US & Europe.

So what makes Highlander so special? Is it the international flavour? The action adventure? Do you think the star is (as Jo Pearson of the ABC put it) “..... awesome” ? Is the show just great escapism? Or does it have a deeper message?

Everyone has a different reason for enjoying Highlander. I think its real strength lies in its ability to appeal on many levels at once for all kinds of viewers.

The Paris and Vancouver locations are visually refreshing after a diet of Golden Gate Bridges and LA back streets. The fact that half of each season is filmed in Europe also allows for more British actors which in turn adds to the international flavour and lends credibility to the show, especially in the flashback scenes.

The flashbacks themselves are noteworthy. They are (almost) always accurate in their historical contexts, costuming and social makeups. A very obvious amount of care has been put into Duncan’s development as well. There is a very clear and logical progression in his development as a person, his growth & sophistication, the loss of his Scottish accent, etc.

The idea of immortality is attractive to many. The prospect of experiencing eternal youth & good health while you watch history unfold across the ages must be tempting. There would be time to achieve all your goals and truly make a difference to your society. Personally, I find the idea of outliving your family & time anything but attractive.

Another of its attractions is that its universe is uncomplicated and unclouded by many of the grey uncertainties that we face in the real world. Its baddies are obviously, even reassuringly, ‘BAD’, its heroes are as easily spotted, and so, just for an hour, we can relax our 20th century distrust and wariness and enjoy the age-old struggle of good against evil, confident that our lad is totally, irrefutably one of the Good Guys. There’s an odd sort of comfort in that.

For many viewers, the swordfights play a large part. The series’ star, Adrian Paul, is recognised as one of the very best swordsmen in the industry - and rightly so. There is a kind of old world honesty inherent in fighting an opponent at a face-to-face level, in pitting one’s skill and strength without the impersonal advantages offered by modern weapons. It’s a more romantic type of struggle, especially on a show which purposefully skirts the realities of sword wounds. Others find the the martial arts appealing. Some enjoy the high adventure of MacLeod’s lifestyle.

But if viewed on a solely “action series” level, Highlander falls over fairly quickly. See it as “Duncan meets nasty opponent; Duncan kills nasty opponent” and the frequent criticism that the plots are repetitious becomes valid. However, Highlander’s strength lies in the fact that it not plot driven. If its stories are occasionally similar, that is of secondary consequence to the fact that it offers superb character development and some of the very best story arc continuity of any television series. Highlander excels in character portrayal, particularly with its pivotal role. This ingenuous boy who has grown into, (but never quite out of) the self-assured, caring, gentle yet dangerous man is the most satisfyingly 3 dimensional character on television.

Duncan is the product of a different culture to mine, not a geographical culture as much as a temporal one. One rooted in traditions, slow change, and accountability. I live in a society increasingly governed by expediency, by disorienting change, by the notion that our rights outweigh our obligations. Television reflects our 20th century lives. Often it reflects the poorer qualities of our society and even encourages them.

Many shows repeatedly demonstrate how advantageous greed and cynicism are, particularly for younger people. Highlander, with all its supposed violence, speaks of co-existence with respect, regard for the weak, for acknowledging and accepting responsibility for your actions, for a world where the war against prejudice hasn't been confused with political correctness.

And that, more than any other reason, is why *I* enjoy Highlander.



Sensai,

*Farewells are needfully brief,
As brief as the sorrows -
locked in the jaws of yesterday's -
and tomorrow's dawn*

*I know now,
what you meant then.
I finally understand.
What knowledge I got from you,
I try now to learn.*

*All that you were,
All that Tessa taught me -
can never be forgotten,
if not through me -
then through another
but that's another story, right, Mac?*

*Each moment shared -
now a jewel crystallised,
I take it out now and then -
to wonder about how we were then?
In the blink of an eye our world fell into night.*

But we go on -



*Right, Mac?
To fight against the others,
Against the sinners -
and sometimes even one of the good guys.*

Rain.

*All I can think about is the rain -
and how Tessa would laugh.
What do I think about Mac?
Do I ever wonder?
You know, I never saw you cry -
Why is that, Mac?*



*Everybody dies -
So, no tears right?
Wrong.
I wondered about you tonight.
Where you were?
how did you spend your days?
and I knew I had to right this,
You see, I'm going away tomorrow.
I may even say hello to Tessa.*

*Goodbye Mac
and do me a favour?
Don't wait for me.
For today is yesterday's tomorrow -
And there is truth in the old saying -
For tomorrow we die,
Right Mac?*

Oh, and Mac, thanks.

Linda Dennis

HIGHLANDER SCREENPLAY COMPARISON

By Brian A Haden

ORIGINAL screenplay written by Gregory Widen in Spring, 1982 as a class project while he was a film student at UCLA, compared to the uncut European version of the HIGHLANDER film.

Major differences between Widen's screenplay and the final film:

CHARACTERS NAMES:

[FILM]	[SCREENPLAY]
Connor MacLeod	Conor MacLeod
Russell Nash	Richard Taupin
Brenda J. Wyatt	Brenna Cartright
Juan Sanchez Villa-Lobos Ramirez	Juan Cid Romirnez
The Kurgan	The Knight
Victor Kruger	Carl Smith
Sunda Kastagir	Ling Kahn

Names that stay the same: Detective Moran & Iman Fasil

INTERESTING POINTS ABOUT THE SCREENPLAY:

Takes place in Washington D.C. rather than New York City.

Story begins with MacLeod standing in an alley at night, where he fights and kills Iman Fasil, rather than the wrestling match and the fight with Fasil in the underground parking garage at Madison Square Garden.

MacLeod's father (named Ian MacLeod) and mother are in the first flashback, sending him off with the other clansmen to battle the Sutherlands (not the Fraziers). There's mention of a small child with the mother; possibly a sibling of Conor.

Detective Moran is more like Garfield was in the movie. He's an arrogant jerk toward MacLeod in the interrogation room, like Garfield was.

Brenna Cartright's uncle Joe is the District Attorney. She flunked out of law school and is now a historian working at the Smithsonian. Occasionally she assists the police.

Fasil's sword is a Scottish Claymore, rather than a Toledo Salamanca. It's said to be worth \$2.5 million.

MacLeod's clansmen give him the cold shoulder in the tavern, but are not physically violent with him. They begin to chant religious script in Latin. He gets really pissed and storms out of there, then goes to see Mara, the girl whom he was recently engaged to marry. She tells him she doesn't want to see him anymore. Lastly, MacLeod goes to his parents hut, speaks with them and packs a satchel. Then he leaves the village forever.

Five years after MacLeod left the village, he now owns a blacksmith shop in another village. He lives alone (no wife named Heather).

Romirez is the chief surveyor and alchemist to His Majesty of Spain.

Romirez shows a scar and discolorization on his arm to MacLeod. He tells MacLeod that long ago he was crushed by a cart driven by a drunk fool. All thought he would die or be maimed for life, but he healed quickly and, like MacLeod, was also driven away from his people.

Romirez describes the Buzz/Quickening feeling to MacLeod: "Do you ever feel a flow, as if something were pushing against you?"..."Does it change with me in the room?" (Conor replies, telling him that the feeling is less when Romirez is near).

MacLeod refuses to believe Romirez when he explains their immortality, so Romirez thrusts his sword into MacLeod's chest. It takes 3 days for MacLeod to recover and wake up, and now he believes what Romirez says.

Romirez continues explaining the Quickening feeling: "It is always less with my living. Far or near. But if I were to die the push would become stronger than ever before. There is power in this. And as long as you and I live, the Knight can never have it all."

As Romirez trains MacLeod in swordplay, he further explains the Quickening:

"You have a gift. One you must protect. The Fabric of life. The spark that allows the passing of one generation to another"..."All living things pay dues, Conor. They must be respected for that. As they age they contribute to a sum that is the kindling from which all future life comes. To feel it, to know it, is to be in touch with the will of every living thing"...

"It does not feel nearly as frightening as it sounds. But the consequences of such feelings can be very frightening. For it

gives you great strength. The strength of KNOWLEDGE. The ability to stand between the giving of what has always been to what will always be"

"You have not been fully trained. But you will learn, and you will be good, I can feel that. You have aptitude. This is why our friend is so concerned"...

"This power is divided amongst you, me, and others like cuts in a pie. But the cuts are not equal. Some like you and he have more. Much more"...

"I am a small player, but if by helping you I can keep that monster from being the last, then perhaps my life has meant something"...

The battle between the Knight and Romirez takes place in MacLeod's small home. The Knight cuts off Romirez leg and as Romirez attempts to crawl away, the Knight takes his head and Qu ickenings. A few minutes later in the blacksmith barnyard where MacLeod is working, he slumps forward, as if "pushed". He runs to the hut and finds Romirez head on the floor. He begins to cry.

It's revealed in different dialogue throughout that apparently Immortals in Widen's Highlander universe *can* have children.

MacLeod goes to a farmhouse that he owns in Worstick, Pennsylvania. It was a home that he lived in around 1928 as the alias "William Taupin". When he faked his death, he left the deed to his "son" Richard and the home has been taken care of by a man named Mr. North for many years now. When MacLeod returns to the home, the man comments on the amazing resemblance between Taupin and his "father". MacLeod cleans up the place and then heads back into D.C.

MacLeod orders a glass of lager and lime rather than a glenmorangie when he goes to a small pub in D.C.

The African named Sunda Kastagir in the film is an Asian named Ling Kahn in the script. He meets MacLeod in the small pub and after having a few drinks among chit-chat, then they leave. Later, Kahn and MacLeod sit on the steps of a government building at the Washington Mall at night talking about old times. After awhile, they sneak into the Washington Zoo. While walking around and looking at the animals, they begin to seriously discuss the Gathering and the importance of life.

Brenna gets a message on her answering machine from the Knight, requesting to meet with her in a bar that night (the same night Mac and Kahn get together). She waits for him at the bar, but he never shows up. When she leaves the bar she runs into the Knight on the street and he begins chasing her on foot down the street, through an auction house, and into the subway where she finally loses him as she hops on the subway. She goes to MacLeod's apartment for help.

Everything in the apartment is ransacked and the place has been trashed by the Knight. She finds an old photo of MacLeod standing in front of a farmhouse with "Worstick, 1928" written on it. Brenna tracks down the farmhouse with the help of a researcher at the museum. She goes to find MacLeod.

MacLeod has a long flashback of when he was Major Dupont of the French infantry in 18th century Europe. He meets an Immortal named Mulet who is part of a new regiment under his command. During the night, they talk and MacLeod offers to help the young Immortal (as Romirez did for him) but the Immortal is stubborn and refuses his help. They begin to fight. MacLeod draws his cutlass and Mulet swings his battle axe. MacLeod quickly cuts off both of Mulet's arms and takes his head.

MacLeod drags Mulet's corpse into a swamp, hiding the headless body.

Later in the flashback, MacLeod sits in a cathedral at night. The Knight, dressed in uniform like MacLeod, sits behind him. The Knight talks about MacLeod killing Mulet and how he has become ambitious like the Knight. The Knight acts as if he is proud of MacLeod, stating that they are very much alike. When MacLeod thinks that The Knight might try to take his head, the Knight tells him there is nothing to worry about here:

CONOR: "Tradition."

KNIGHT: "It's all we have."

Band of Brothers by Marie Chantal-Droney
review by Karen Wiltshire

Darius, once a feared warlord, has spent the past 1400 years fighting for peace from the safety of holy ground. In that time he has taught many pupils, Duncan MacLeod among them. Darius' most famous disciple is Victor Paulus who is a

globally respected peace activist. Now Paulus' life is threatened by Greyson who was once Darius' friend and second in command, but who now hates him.

From his sanctuary in Paris, Darius calls on Duncan to protect Paulus. But to do this Duncan must confront a danger we haven't seen before, for it wasn't by accident that Darius changed from a marauder and killer to a pacifist. This happened after Darius took the quickening of an ancient immortal who was a holy man. Duncan believes this quickening changed Darius. His fear (whether real or "only legend") is that Greyson is also an ancient and powerful immortal and if something like that could happen to Darius, it could happen to him. In answering Darius' call he faces a possible no-win situation: be defeated by Greyson and lose his life, or defeat him and possibly lose himself.

In a TV Zone interview, Adrian Paul said, "I loved *Band of Brothers* because I thought it was the first show that really clicked as a Highlander for me." I couldn't agree more. *Band of Brothers* is the first in-depth look we get at what it

means to be an immortal. There are no murder mysteries to solve; it just concerns itself with the struggles in immortals' lives. It's also the strongest character episode of the first season. It introduces us to Darius who Duncan believes should be The One and who played a vital part in Duncan's development. It shows up Duncan's vulnerability, Tessa's strength and Richie's fear of abandonment. Even Randi McFarland, the reporter who was constantly running into MacLeod at crime scenes, has a strong part in this episode.



Meeting Darius was a pivotal event in Duncan's life

One of the things I like most about Duncan is that he's not the invincible superhero. He's prone to fears and uncertainties and this episode demonstrates this very strongly. No sooner does he receive Darius' message than he heads for holy ground. On his island he is safe from Greyson for a while and has time to prepare himself. He looks for a breathing space, like any of us might. When he and Tessa make love on his return, it's the only time that we see them in bed without them being happy and full of laughter.

Other than his own fears, there is nothing in the episode to show that Duncan really is in danger of being "swamped" by Greyson's quickening, and Greyson himself has already shown that he's not interested in harming Tessa. Yet when Duncan urges her to leave for Paris, he appears to be removing her from his own reach because he can't be certain that he will survive the quickening. It's probable that he has the same fears for Richie. But I think the main reason that Duncan sends Richie to Paris is Richie's dismay at being left behind. With Duncan and Tessa, Richie has found his first stable home. Until he met them his life had been a long string of failed attempts to fit into a family and already in mid 1st season he is beginning to respond to the guidance and love he gets from them. His concern when Tessa first mentions the curator's job is obvious and by the time he is helping her to pack he looks hurt and lost.

The episode's villain, Greyson, is one of the best "evil" immortals of the series. (I use the inverted commas because I don't believe he qualifies as truly evil) He's sophisticated and subtle and comes across as someone to be reckoned with, both as an arms dealer and as an immortal. It's a shame that he was killed in this episode as he would have made a wonderful recurring foe. Sadly, it seems unlikely that he'll even appear in flashbacks as his conversations with Duncan indicate that they had never met before.

Band of Brothers is still one of the best Highlander episodes. It offers a great story, vital background information, and perfect character interaction.



Duncan considers an offer to be the new Chesty Bond

SEASON 3

3.01 The Samurai

For 200 years there has been a legend in Midori's family that if ever they needed help, they could come to the MacLeods. Now she turns to Duncan, never dreaming that he is the very man who originated the vow.

3.02 Line of Fire

Richie meets an old girlfriend who tells him he is the father of her son. Even though he knows immortals cannot have children, Richie is determined to take them as his family.

3.03 The Revolutionary

Paul Karros, who once rode with Spartacus, leads the revolution in a small Balkan state and urges Duncan to join him.

3.04 The Cross of St Antoine

100 years ago, John Durgan was an illiterate trapper. Now he is a respected art collector. This change began after Durgan stole the beautiful Cross of St Antoine, an artifact which Duncan swore to one day return to the church.

3.05 Rite of Passage

When a car crash causes Michelle's first death, Duncan undertakes her education - not an easy task with such a headstrong girl.

3.06 Courage

Duncan's friend Brian Cullen was the best swordsman in all of Europe. But after centuries of challenges he has lost his nerve.

3.07 The Lamb

An immortal's life is dangerous even for an adult. Kenny suffered his first death at ten. Can a ten year old boy survive in a world where his size wins him no quarter?

3.08 Obsession

David Keogh plans to marry Jill Pelentay but Jill finds she cannot cope with David's immortality

3.09 Shadows

Persistent visions of his own death at the hands of a hooded figure drive Duncan to the edge of insanity.

3.10 Blackmail

Bruno Whyllie serendipitously videos Duncan beheading an opponent and sees his chance to gain from this. But Bruno doesn't want money from Duncan.

3.11 Vendetta

Good friends can always be relied on, so petty hood, Benny Carbassa, avoids a set of concrete shoes by suggesting that his would-be murderers drown Duncan instead.

3.12 They Also Serve

Watchers are supposed to remain detached from their

assigned immortals, but that's not always so easy. Both Joe Dawson and Rita Luce have become too involved.

3.13 Blind Faith

When John Kirin comes back to life in front of his congregation, he is seen as a messenger from God. Many flock to him, but Duncan remembers a very different man who was more akin to a messenger of evil.

3.14 Song of the Executioner

Kalas lived as a monk for 3 centuries until Duncan caused his expulsion. For this, and other perceived wrongs, Kalas has never forgiven him.

3.15 Star Crossed

Duncan visits Paris where he is reunited with Fitzcainr who has finally fallen in love.

3.16 Methos

Born before 3000BC, Methos is the oldest living immortal. But he is only a myth. Or is he? If he did exist, his quickening would be of immeasurable strength.

3.17 Take Back the Night

Revenge and justice are one for a Celtic warrior, but when Ceirdwyn sets out to do more than avenge her husband's death, Duncan tries to show her she is wrong.

3.18 Testimony

Kristov is prepared to abuse others to further his ends, especially Tasha who loves him. Once again, Duncan finds he is threatened through those he cares about.

3.19 Mortal Sins

Father Bernard has kept two secrets all his life. One is that he once witnessed Duncan return from the dead. The other is much more dreadful. Now his second secret has returned to haunt him.

3.20 Reasonable Doubt

If we are raised by a villain, can we be held responsible for being one? Duncan must help the niece of a good friend, but there is more at play than even she realizes.

3.21 Finale pt1

An arch enemy returns to disturb Duncan's peace. But at the same time a quieter, yet even more dangerous threat lurks at the edge of the Watcher organization.

3.22 Finale pt2

Duncan's world is threatened in a manner that he has never faced before as his old enemy seeks to possess the threat from the Watcher group.

(This ep contains the Eiffel Tower scene featured on ET)

SEASON 4

4.01 Homeland

After centuries away, Duncan returns to Glenfinnan

Scimitar by Ashley McConnell
Review by Tony Hu

After my disappointment with the first Highlander novel, Element of Fire, I was a bit wary of trying again. But Scimitar is streets (okay, sword lengths) ahead of its predecessor. Unlike Element of Fire, which I finally put down after laboriously slogging through 40 pages, Scimitar had me hooked from the beginning.

Joe Dawson finds a parcel addressed to MacLeod in his bar. When he delivers it, they find that it contains a beautiful, old scimitar that MacLeod recognizes. Joe watches as Duncan handles the sword fondly and wonders what memories it is awakening for his friend.

At that point Joe disappears because the rest of the story is told in two long flashbacks. The first is set during the 1653 flashback in Finale pt1, when Duncan met Xavier St Cloud for the first time and explains the background circumstances behind Duncan's friendship with Hamsa el Kahir (the scimitar's original owner). The second part of the book is set in 1916 while Duncan is on a mission for Lawrence of Arabia.

Ashley McConnell has obviously done his Highlander research for this book. His characters are true to the series and his continuity is on the mark. When I first learned that he had Duncan in the Middle East in 1916, I was expecting a continuity flaw because in two episodes (1st & 4th seasons), we've seen Duncan working as an ambulance bearer in France during 1916. Ashley takes this into account and ties the two locations in very nicely. Similarly, he gives a very credible explanation for just why Duncan and Hamsa are travelling through the desert in the Finale flashback.

My only gripe is that I felt the ending was a bit hurried, but overall I enjoyed Scimitar very much and I would recommend it to any Highlander fan.

Adrian Paul

Adrian Paul Hewitt was born in London on 29th May 1959. His father is British while his mother is Italian. On leaving school, he worked for a time as a bank clerk as well as trying many of the traditional "young actor survival jobs" like waiter and barman. Although he was already participating in plays at school, his chief focus was sport. This led to his playing semi-professional soccer.

Later he became a model and dancer and spent 6 years in Europe choreographing before his dancing took him to Los Angeles.

Before long he had won a year long role as a dancer in *The Colbys* followed by a role in the movie *Last Rites*, a *Murder She Wrote* episode in which he was again able to show his dancing talents, and a *Beauty & The Beast* episode, *Ashes to Ashes* where again his knack for accents (this time a Russian) came in handy. He then joined the cast of *War of the Worlds* where, as the brooding John Kincaide, he was faced with the unenviable task of replacing one of the show's most popular characters, Colonel Ironhorse. By the time the series was cancelled he had gained as much popularity in his own right.

In 1991 Adrian Paul joined the cast of *Dark Shadows* as Jeremiah playing alongside Ben Cross who was to become a long term friend.

Other roles include a lead part in *The Owl*, a pilot episode which failed to make it into a series (as a night-roaming dark warrior who can't sleep) and a somewhat goofy photographer in *The Cover Girl Murders*, made during the 1993 Highlander summer hiatus.

He has studied a number of martial arts, including Hung Gar and Choy-Li-Fut. In recent years he has received high praise for his skill as a swordsman. Bob Anderson, one of Hollywood's most respected swordmasters and his instructor, described Paul as the most talented physical actor he had encountered.

When not working long hours in Vancouver or Paris, Adrian Paul lives in Los Angeles with his wife, Meilani, and their four Rottweilers.



Word Square

Find the Highlander terms hidden in the square. They can be written horizontally, vertically, diagonally, frontwards or backwards.

W	O	P	N	O	T	R	E	K	S
N	A	C	M	O	U	L	D	A	H
K	A	T	A	E	R	E	H	T	O
Q	R	I	C	H	I	E	R	A	L
E	S	N	T	H	E	A	D	N	Y
D	N	Y	M	R	O	O	T	A	D
D	J	O	E	M	E	N	A	R	N
G	D	U	E	W	T	N	O	I	O
F	O	R	E	V	E	R	C	C	O
O	J	T	E	A	S	L	B	H	R
R	O	N	L	Y	S	M	E	E	G
Z	T	I	F	D	A	M	E	E	T

Watch Your Head
Forever
Katana
Richie
Tessa
Dojo
Kata
There Can Be Only One
Joe
DDG
Trench Coat
Notre Dame
Fitz
Mould Form Tea
Holy Ground

Nitpickers Corner

Everybody loves to nitpick their favourite show. It's a time-honoured pastime in any genre and the rules are constant; we're allowed to do it, but heaven help any non-fans who dare! **Bernice Cuffe** has sent in a few gaffs that she's spotted in the 1st season. We'd love to hear about more from anyone who finds any.

Bad Day In Building A As the little girl is leaving her father, her doll keeps appearing and disappearing

Revenge is Sweet During the flashback, more than 100 years before the word was invented, Duncan tells the wounded coachman that he'll be "okay".

Family Tree Duncan throws a knife at Clinch who is holding a gun. Suddenly there is no gun, & no sound of it falling.

Freefall While teaching Felicia how to hold the sword, Duncan tells her to "Put your hand on the blade" for added strength (!)

Not a gaff, but an observation: In *The Watchers*, Joe tells Duncan there was a Watcher close by when he killed Caleb. In *Mountain Men*, the sheriff compliments Duncan on the way he has tracked Caleb by saying "For more than 100 years, no one has known how to what you did." Did the sheriff know this because, as a Watcher, he knew about Carl the Hermit? Also, when the Caleb's adopted son claims that he had seen Duncan die, the sheriff hurriedly steps in to change the subject.

Merchandising, Clubs, Sites

Peter Wingfield Fan Club

President: Linda Wyatt

PO Box 4472 Ithaca NY 14852-4472 USA

The Peter Wingfield Fan Club started in October 95. They are not an official club, but they do operate with Peter's knowledge and permission. The club has been primarily an on online club, just because that was the easiest way to get started. They now have two options: an online membership, for free, with the newsletter e-mailed to you, or a paid membership which includes a printed copy of the newsletter. Paid membership is \$18/yr in the US, \$25/yr overseas. Make the cheque out to the fan club.

Christopher Lambert Fan Club.

According to their homepage, they are an official club, sanctioned by Christopher Lambert.

Write to Marty Gardner PO Box 277 Carmel, Maine 04419-0072 USA

Jim Byrnes has his own web site. You can find him at: <http://www.musicwest.com/pump/Livewire/Byrnes/index.html> (I've had problems accessing this page, but try it anyway)

or look for him on the Wiseguy homepage at: <http://www.bdt.com/home/moo>

Roger Bellon who composes the incidental music for Highlander: The Series has released the soundtrack. CDs are US \$13.98, cassettes are US\$9.98 (+approx US\$5 postage).

You can order your copy (or just find out about Roger's other credits) at:

<HTTP://204.74.102.50/~bellchant/> or <HTTP://www2.fornext.com/~bellchant/>

You can also order by writing to:

Bellchant Records

C/- Bellchant Music Inc

PO Box 46-2030

Los Angeles CA90046-2030

USA

Ever wondered if Duncan's kilt is kosher? Check out lots of interesting stuff about traditional Scottish garb at: <http://www.taisbean.com/celticnet/kilthistory.html>

The "Official" Highlander homepage has moved to: <http://www.itribe.net/highlander/>

Another site worth checking out for Highlander stuff is: <http://www2.msstate.edu/~bcp1/highlander.html>

Scimitar

by Ashley McConnell

Warner Books ISBN0-446-60284-1

The latest Highlander novel is now available (though you may have to order it in) Price is \$10.95. The story features Duncan, Joe, & Hamsa el Kahir. Most of it is told in flashback.

Replica dragon-head katanas are available from Swordmasters who are licensed dealers for Marto, the company which supplies the swords used on Highlander. The katanas sell for a cool US\$250.

If you're standing, the address is: PO Box 124, Garner NC27529, USA

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