



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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Welcome again, everyone! With this issue, we've gone further afield than ever before, with photos and articles contributed by fellow fans in the States and Canada!. Many, many thanks to everyone who has contributed.

HL continues to gather ;^) fans here in the DownUnder. There is a growing network of us, with people as far away as WA and Tasmania, and even in New Zealand. HL fandom thrives and abounds. It's great to see, and a lot of fun to be involved in.

So much fun, in fact that in October, Bernice Cuffe (she of the eagle eye) and I will be travelling to Denver to attend **The Gathering III**, the official HL convention. (Confirmed GoHs to date include AP, SK & JB, whose band will give a blues concert!). We promise to bring back lots of cool stuff, and since we'll be getting back to Brisbane 10 hours (!!!) before the **October 27th meeting**, our latest news is going to be hot, hot, hot!

Snippets

Highlander has fallen prey to the growing trend of distributors 'holding over' episodes. While 22 episodes were filmed for Season 4, only 20 were aired in the US. The remaining 2 will be shown at the start of Season 5. However Season 5 will also consist of 20 episodes, which means that only 18 will be produced in the 96/97 schedule. (See SyndiCon East report)

Adrian Paul will direct the 12th episode of Season 5, which will also be the show's 100th episode.

AP continues to give his all for his job. This time he broke a toe on the set of *Rangers*, his latest movie. It appears that he zipped when the stuntman zagged & the kick they were practising ended with a crunch.

Jim Byrnes won a Juno Award for Best Blues/Gospel Album with his CD *That River*. The title track features in a HBO movie called *Final Cut*. When not working on the series, JB has a busy schedule with his band, performing in and around Vancouver. Plans are in the making for appearances in the US and France.

At a recent convention, Stan Kirsch told fans that he didn't know that Richie was an immortal until Bill Panzer phoned him about it between first & second seasons.

Duncan MacLeod features in the June edition of *Karate International* (currently on sale in Australia). Adrian Paul, meanwhile, features in the latest *Victoria's Secret* bra advertisement. A less recent appearance was in the May 95 issue of *Playgirl*.

Not only did Adrian Paul have meetings with the producers of *Golden Eye* re him playing Bond, he also auditioned for Nick Knight in the original pilot for *Forever Knight*. That role, of course, eventually went to Rick Springfield.

Australian fandom is poorer today with the passing of one of its gentlest members and finest artists, Lynn Hendricks, who last month lost her struggle against cancer.

Many of us will remember Lynn for her warmth and generosity of spirit. We will remember her as a fellow Highlander enthusiast, and as a true Star Trek fan, someone who valued the ideals put forward by Gene Roddenberry. More than anything, I will remember her as someone who, in the 14 years I knew her, never failed to have a ready and welcoming smile for everyone.

The unfairness of Lynn's fate leaves me with a sadness that is tinged with futile anger. Lynn left us too soon, yet I know she will live long in the memories of all of us who knew her.

Sonja

SyndiCon East

SyndiCon East was held in Baltimore in May. Guests included Bill Panzer, Jim Byrnes, Elizabeth Gracen, Stan Kirsch and Peter Wingfield from *Highlander*, as well as Nigel Bennett from *Forever Knight* and writer P.N. Elrod. Adrian Paul was unable to attend due to his shooting schedule for *Rangers*, but spoke to the con attendees via a phone link.

Bill Panzer spoke to fans about why *Highlander* will only have 22 episodes in 4th & 5th seasons. He explained that, ironically, this has come about due to the show's popularity(!). *Highlander* is doing so well in reruns, that repeats are almost as marketable as new episodes. It is therefore a better financial proposition to produce a shorter season. (Ever get the feeling you just can't win?)

Bill Panzer also said that 5th season may not necessarily be the last. If the show continues to do well, especially in Europe, there may be a 6th - if Adrian Paul can be persuaded to stay on.

Jim Byrnes and The Jim Byrnes Band performed for the con attendees in a night of blues and dancing.

A number of Guests participated in a Charity Auction where con attendees bid for the opportunity to join them for breakfast. Nigel Bennett and Jim Byrnes raised a healthy \$500 - \$800 each for the Make A Wish Foundation. But when it came time for Peter Wingfield (the 5000 year old Methos) to be auctioned, the bidding became so fierce that it didn't stop until a staggering \$1500 had been offered. More than 20 fans had spontaneously banded together during the auction to raise this sum, and things had become so frantic in the heat of battle, that when all the collected money was counted, it was found to add up to over \$1800!



Stan Kirsch attended SyndiCon East accompanied by his mum and his new girlfriend, Ali Meyers, a co-star from his latest film, *Home Song*. During his Q&A session, he confirmed that Richie will be in Season 5, and later told of a foodfight on the Paris set which left him & Adrian Paul covered in whipped cream, much to the ire of the costume department.

(Stan Kirsch describes the cream puff that finally ended the fight)

During a Q&A session shared by Peter Wingfield and Elizabeth Gracen (Amanda), the actors were presented with a pair of toy katanas by a con attendee. Elizabeth Gracen immediately tore her katana from its wrapping and attacked Peter Wingfield who, unable to free his sword quickly enough, remembered that the resourceful immortal lives the longest.



(Many thanks to Laura B for these two photos)

(Astute readers will notice that EG has changed her hairstyle)

The Clan MacLeod

by Arawa Kriesch (Clan Donald)

The clan MacLeod is descended from Leod, son of Olave the Black who lived in the 13th century, making the clan rather young. Leod means ugly in Norse.

At the time of the departure of the romans, the Scots were one of 5 races to inhabit Scotland. They had arrived on the west coast at the beginning of the 6th century, establishing the Kingdom of Dalriada in Argyll. The kingdom was established by Fergus, son of Erc, with his brothers, Lorn and Angus. It is believed that the clan system was born out of the division of the kingdom between the grandsons of Fergus, Lorn and Angus.

The crest badge of the clan MacLeod is a bull's head cut closely behind the ears and facing front on, black horned, between two red flags with black staves. Their motto is 'Hold Fast' and their Gaelic name is Mac Leoid.

There are two MacLeod tartans. One is dark green with wide black (or dark brown) horizontal and vertical stripes with evenly spaced thin red and alternating yellow stripes also both horizontal and vertical. The second is the dress tartan. It is yellow with three wide brown stripes alternating with one thin red stripe both horizontal and vertical

MacLeod lands are on the north west coast and Isles of Skye and Lewis, neighbouring Mac Donald lands.

Did you know? That when Bonnie Prince Charlie lay claim to Scotland in 1745, he raised his standard at Glenfinnan, on the shores of Loch Shiel? Sonja

One Melbourne fan isn't taking our extended Highlander drought lying down. At Gillian Anderson's recent autograph session in that city, this enterprising fan walked up & down the line with a petition to have Highlander brought back to Australian TV - and got 300 signatures! On ya Shaun!

Rite Of Passage by Karen Harris
Review by Peter Briscoe

Duncan tries to help Michelle, the teenage daughter of his friends, Craig & Nancy, for immortality while warning her of the dangers of accepting other immortals at face value.

This quick episode run down could not hope to explain what I believe will make this story one of the jewels in the Highlander crown.

Michelle's rebellious actions are the focus of another confrontation between her and her father in front of Duncan. Driving off angry and upset, she swerves over the edge of a cliff, resulting in her 'death'.

A common comparison between Duncan, Richie and Michelle seems to be the issue of being brought up by people other than their natural parents. Will this be a continuing theme? If so, then where do immortals originate? It can't be from other immortals. Or is it to detach themselves from a blood bond with family who they eventually all have to leave behind? **

Having been aware of Michelle's latent immortality, Duncan retrieves a shocked and disillusioned Michelle from the morgue and informs her of her potential. We are able to journey with Michelle as a new immortal, learning the rules of 'The Game'. The joy of realizing you cannot die, to the sadness of leaving loved ones behind. The romantic notion Michelle first visualizes is in stark contrast to the poignant scene later involving her father, Craig, and Duncan, which she overhears. The deceased cannot comfort grieving loved ones.

Her confusion in choosing between a potential lover, Axel, and a potential lover/father figure, Duncan (in her eyes) brings to light the difficult decisions immortals must face to be able to live with themselves. The luck of those who have 'good' teachers compared with those who may be tricked or trapped by immortals with intentions less than desirable.

Axel is the devil on Michelle's shoulder. Although his youthful, exuberant nature appeals, it is in reality only pandering to his own self-centeredness. As Duncan says to Michelle. Axel is an old man. Axel's love of innocence has kept his character set in the same groove for quite some time. He seems to live out the excitement of discovering things new through the eyes of the innocent, only to tire of them when the excitement fades, and then using their innocence to lure immortals to their deaths, all the while never allowing them to learn to defend themselves.

Duncan however, knowing the danger that Axel poses for Michelle and the ill-fated Sharon (100 years ago) also realises the danger of pushing too hard to keep Michelle away from Axel. The beauty of this episode is how it manages to take a step back and let us feel the good and not so good aspects of being immortal. To stand beside Duncan, Craig & Nancy at Michelle's funeral and look up to see Axel beside a grave gave an esoteric feel to immortals, a sense of the dead and supernatural beings always observing.

I found amusing the sexual tension between Duncan and Michelle. I'm sure he absolutely detests being treated as a sex object (tongue in cheek).

Rite of Passage just proves how far Highlander has come from the first season. The visually obvious, like the stunning scene transitions to and from flashbacks, the different quickenings and the vast improvement with Duncan's flowing sword skill. The general feel of each episode seems to me to be more relaxed and comfortable. All the pieces seem to fit as each episode brings together Duncan's life.

I look forward to seeing if Michelle will return in the future, especially since Amanda has become one of her tutors. Even Axel could be classed as her teacher, since the learning experience isn't always full with pleasant memories.

Just one last point. I wonder what would have happened if while driving around together through town, Duncan and Michelle had had Craig and Nancy pull up next to them at traffic lights.

** This is definitely a continuing theme. No immortal knows his or her true parents. However, not all pre-immortals are aware that they have been 'adopted'. No immortal knows their origin (Highlander II is not part of the series universe!!!) and, if the producers have any sense, we never will know. Sonja

The Immortals: Some Good, Some Evil

(MacLeod is) a man who is not afraid to love, cry, or stand up for the things he believes in. A man who is peaceful by nature, but a warrior at heart.

Adrian Paul. TV Week, Canada.

by Bruce McIntyre

Duncan MacLeod has the legacy of lasting well against all opponents he has faced so far. Truly an excellent swordsman!

Kalas has to be the quintessential bad guy in the series! After his success at almost taking Methos out, he is one to watch out for.

Kenny from the episode *The Lamb* was one immortal who did not muck around! If he was going to take your head off, then that was his intention.

Brian Cullen from the episode *Courage* was one immortal who seemed to have lost his will. It was unfortunate that Duncan had to take him out in the end. When Brian struck Duncan on the neck, I thought that was very close to the end for Mac.

Richie is the protege of Duncan. Should Duncan at some point fall prey to another immortal, Richie would be capable of fighting the good fight.

There can be only one!

They Also Serve, Who Stand And Watch.

by Sonja van den Ende

For more than a thousand years, a secret network of men and women has recorded the lives of immortals. They have known about The Game. They have understood about The Prize and its potentially disastrous consequences. Yet for millennia, they have stood by silently, always adhering to their strict code of non-interference. The unassuming name that this network have given itself belies the sophistication of an organisation which has not only lasted for an immensely long time, but has managed to do so in almost total secrecy. Their name describes what they do, but makes light of their dedication to what is frequently a difficult and even dangerous activity. They are, simply, The Watchers.

Since their introduction in the 2nd season opener of the same name, The Watchers have become an integral part of the Highlander Universe. But just how much do we know about them?

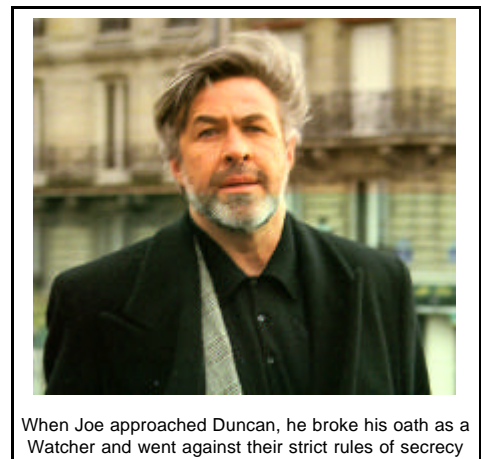
Their origin is as shrouded in mystery as the origin of immortals. However we can be reasonably certain that they have existed for more than two thousand years. Duncan and Joe make reference to Watchers being around for that long, as does Alexander Vemas, head of the European chapter. Methos, who has been secretly living and working as a member of the organisation for the past 10 years, has records written in hieroglyphics, which, while they were written by him rather than by a Watcher, would not be openly on display in his home if it was not accepted that Watchers were around in ancient Egypt.

However when, where or how they began remains to be explained. Some fans (and even the producers) like to speculate that it was in fact Methos who started the organisation. They support their theory by pointing out that Methos has survived for more than 5000 years yet he is clearly not a good fighter. Having access to a network that keeps track of immortals would be an excellent way for him to avoid encounters. And, as he said to Duncan, he has been keeping a diary "almost since writing began" which indicates how early the idea of recording history occurred to him.

As far as we know, Methos is the only immortal to have ever infiltrated the Watcher organisation, though he is not the only immortal to have found out about them. Darius knew of them, and had in his possession one of their record books, the '5th chronicle' which he left for Duncan to find thus alerting Duncan to their existence (*The Hunters*). Kalas discovered their secret independantly, and would have revealed it to serve his own ends.

Duncan, of course, learned much more about the organisation in *The Watchers* when Joe revealed the organisation to him. When Joe did this, he broke a vital and strict code of secrecy.

Whether Joe was justified in doing so remains a topic of debate. Widespread knowledge of the existence of Watchers could have an enormous impact on The Game and endanger the lives of every Watcher. Therefore safeguarding this secret is an enormous responsibility for any Watcher. On more than one occasion we have seen Watchers who were so



When Joe approached Duncan, he broke his oath as a Watcher and went against their strict rules of secrecy

dedicated to their charge they have been prepared to commit murder in order to maintain its secrecy.

The need for secrecy has meant that while the organisation is a world wide network, (in season 4 we get to meet the heads of areas including South Africa and Australia) it operates on an area system. Areas work independently of each other, remaining separate and independent, though information and even personnel are occasionally shared as required.

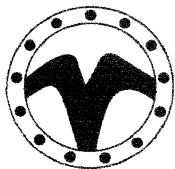
Yet within area groups, we see Watchers banding together. Joe, who heads the North American group, employs another Watcher in his bar. Joe and Horton were related by marriage (Horton was married to Joe's sister). Some of Joe's area members occasionally meet socially, to enjoy a game of cards and to relax by being able to talk about their secret life with others. We have even seen a married Watcher couple.

How a Watcher is assigned to his or her immortal is unclear, however it does appear that Watchers tend to stay with the same assignment for long periods. Ian Bancroft watched Darius for 30 years and when Joe and Duncan met, Joe had been Duncan's watcher for 15 years. Rita (*They Also Serve*) had been assigned to Michael Christian for 20 years.

Watchers appear to follow their assignments around the globe (Andrea Henson followed her assignment from England to the US. *The Colonel*), yet the organization seems to allow individual watchers to choose on this. When the immortal, Trent, left Seacouver, his Watchers were undecided on whether to follow him, or relinquish the assignment (*They Also Serve*). Also, Watchers appear to take on extra assignments. In *Vampire*, we see Joe following an immortal other than Duncan, while in a 4th season episode, we see another Watcher following Duncan.

Watchers fall into at least two categories that we know of, field operatives and researchers (*Methos, Finale*). There are suggestions of a third, administrative section as well, but their activities are unclear. (*Judgment Day*) To date, Joe is the only area head we know well, and while he doubles as a field operative, we do not know if this is representative of what to expect in an area head. For the 12 years leading up to the series, Duncan was out of the game and living a quiet life with Tessa, so it would have been easy for Joe to watch him yet still act as area head.

Like any organisation based on strict secrecy, Watchers occasionally display a certain inter-section paranoia. We have seen field operatives suspicious of researchers, (*Deliverance*) and even field operatives suspicious of each other if one is found to be watching the 'wrong' immortal. (*Methuselah's Gift*).



These days, a Watcher is easily recognised by the circular tattoo on the inside of his or her wrist. This tattoo may be worn on either wrist. How long this identifying mark has been worn in this manner is uncertain, however Watchers seen in 1636 and 1780 wore the symbol not as a tattoo, but on medallions. We know from the chronicle in Darius' possession that the symbol itself has been used for at least 500 years. The fact that a tattoo is used today is a strong indication of the life-time commitment Watchers make when they join.

Without doubt, the greatest blemish on Watcher history was (is?) the existence of the renegade group lead by James Horton. The Hunters, as they are sometimes known after the episode title which introduced them, are one of the greatest threats immortals have ever faced. Their danger lies in that they:

- 1) know about the existence of immortals
- 2) have access to Watcher records in order to find them
- 3) can approach an immortal without giving any warning 'buzz'
- 4) know how to kill an immortal
- 5) fight without rules in a sub-culture that is bound by them

Horton's group believe that immortals are "abominations" and "against nature". They are as dedicated to their 'cause' as any Watcher, but with one vital and deadly difference. Hunters know about the rule governing the sanctity of Holy Ground. They know immortals will not kill there, yet they are prepared to break the rule themselves.

In my mind, this makes them, and Horton in particular, evil. When Horton confronted Duncan in the cemetery in *Unholy Alliance Pt1*, he did so knowing that Duncan would not attack him there. Having himself murdered Darius on Holy Ground, Horton then used Duncan's respect for the Holy Ground law to approach and taunt him, all the while despising Duncan as something unfit to live. Perhaps it is little wonder that Joe tried to kill him.

Over the past 2 seasons, The Watchers have helped to expand the Highlander universe into the detailed place it is now. The organisation itself continues to grow in complexity as more is revealed. It offers a solid background for Duncan's relationship with Joe which in turn, in later episodes, adds some disquiet to their lives as they must come to terms their forbidden friendship.

On The Highlander Set

by Karyn Swanson, Vancouver

This article was originally on the HIGHLA-L internet discussion group and is reprinted here with Karyn's kind permission. Please do not copy this article without her permission (contact me for Karyn's address) About 1 year ago, Karyn got to watch a volleyball match between the cast & crew of HL & XFiles. Sonja

So my Highlander luck continues! I was lucky enough to watch filming for about four hours today!

Twas my day off today, and I received a call from my staff early this afternoon, saying that HL was filming in the mall, a mere ten stores down from mine!!

Grabbed my camera, filled a knapsack with AP's and JB's issues of TV Guide (hey, you never know!) and headed out there.

Coincidentally, fellow HL listie Sherri was in the mall that day, to pick up a copy of 'Timeless' that I'd made for her, and had left at the store for her to pick up whenever she was around. She happens to come in today, and my staff tell her to head for the location pronto. I'm standing there, when she comes up and asks if I'm Karyn, which surprised me for a sec, as we've never met. Seems my staff had told her I'd be there, and had given her a discription of me. I gave her one of AP's TV Guides, and she got it signed later on!! Good timing!

Spoilers follow for the episode *Dramatic License* with guest star Sandra Bernhard.

They were filming in a giant book store called Chapters. Sandra plays a novelist, and one of the scenes they were filming was a book signing. It was set up in the centre of the store with these big racks around her, with copies of her novel 'Blade of the MacLeods' on all the racks. They had really nice fake covers put on hundreds of real books, for a big display..She was sitting at a big wooden desk, with a huge blow up of the novel's cover behind her.

Lots of people stood around watching, and they had a big sign up saying 'sorry for the disruption, Highlander the Series is filming' etc etc. Production assistants were handing out autographed AP photos to those who asked, (and those who didn't! Sherri and I were both seperately just asked if we'd like one.) There was a little area cordoned off for them to sit in during breaks. There was also a chair with Elizabeth Gracen's name on it, but I didn't see her while I was there.

When I arrived, they were filming Sandra, as Carolyn Marsh, kissing a piece of glass, leaving behind a big lipstick mark. I was standing behind the director (Peter Ellis), and had a good view of the monitor as well, so the kiss actually looked like she was kissing the camera lens. They did this a couple of times, having to give the glass a good clean in between shots.

Next, they filmed people in line, getting copies of her book signed. The immortal Terence comes in, they have words, and he ends up carting her away over his shoulder, while the customers applaud.

After a while, Adrian showed up!! He was wearing a black shirt, and khaki linen pants with matching long coat. Hmm, mmm, he was looking fine. His hair was back in a ponytail, and he seemed in a good mood. A few times, if someone screwed up their lines, or some other interruption, he would do that dancing thing that the blooper reel is full of. At one point he grabbed Sandra and started whirling her around.

Anyone who has ever seen Donna and Gillian's 'From Script to Screen' talk at cons, knows about how many times they shoot each scene. It was amazing. First they would block each shot with the stand-ins, then the actors would come in for a couple of rehearsals, followed by several takes. They did a master shot with all the actors, then filmed each scene focusing on each of the actors. This took quite a while, as it involved moving all the cameras, lights, etc. The actors could end up doing each scene a dozen times or more, just to get it from each angle.

When Sandra's scene ended, it was her final shot of filming. The crew clapped boisterously, and she hugged them before leaving (directly for the airport, from what I overheard).

AP had several scenes. One involved a chat with Sandra's character, another with someone who looked to be her agent or somesuch, and then some smaller shots of him entering and exiting the bookstore.

While I was standing there, I looked next to me, and who was next to me but F.Braun McAsh (sp?) the swordmaster! I recognised him from the Gathering in Denver last year, so I said hi and started talking to him. He was as entertaining one-on-one as he was in front of the crowds at the con, and very kindly told me the whole story for this ep (it does indeed sound like a lighthearted episode) including great descriptions of the fight scenes they'd filmed the day before, and of the one they would film the next day. He is a very lively, fun guy, and I was glad that I'd talked to him.

AP continued filming for a couple of hours after Sandra left, with a stand-in giving her lines for his reactions.

I managed to snap about a dozen photos, but I was really trying to do it unobtrusively. (Hard to do when you're the only one with a camera, and it has a flash) Guess I'll see tomorrow how they turn out.

I stayed right till the end of filming for the day, and was fortunate enough to be given one of the dummy book covers as they were packing them up.

It was great fun, and I can't wait to see the episode when it airs, probably in November.

Bill Panzer at Dragon*Con

by Sean Rhae, USA

This article was originally posted on the HIGHLA-L internet discussion group and is reprinted here with Sean's kind permission. Anyone who is online should check out HIGHLA-L. It is a vibrant and friendly group of Highlander fans. Contact me for details. Sonja

Mr. Panzer's appearance at Dragon*Con was apparently sponsored by "Hollywood Online" to celebrate ten years of Highlander. Mr. Panzer (who was given a nice plaque to commemorate the occasion) said that he and the others involved with Highlander knew that they couldn't do it all without the fans and raised a glass to toast us all. Several of the questions and paraphrased answers are as follows:

Q) We saw that Xavier St. Cloud was using a prosthetic hand after his real hand was lost in a duel with Duncan...would this ever have grown back?

A) The Immortals can heal nearly any wound inflicted upon them; however, they will not regrow body parts that have been removed from them...thus, the hand would have never regrown even though the wound itself was completely healed.

Q) Which do you like better: the theatrical or director's cut versions of Highlander II?

A) "What theatrical version?" asks Mr. Panzer. He states that they truly made a mistake in ever taking that particular approach and realize now that certain aspects of Highlander should just not be dissected.

Q) What do the Immortals do with the bodies they leave behind?

A) This is another issue which Mr. Panzer feels would bog down the show, so they have never addressed. It is assumed that the Immortals have enough experience dealing with these sorts of things or perhaps the Watchers do the cleanup.

Q) Will the origin of the Watchers ever be shown?

A) It has been speculated that perhaps Methos was the founder of the Watchers. Or perhaps it was simply a matter of a curious person following an Immortal and encountering another curious person following another Immortal around when those Immortals meet. The two of them suddenly say to each other..."hey...we may be onto something here" and the rest is history. The true origin, however, has not truly been decided.

Q) Are there plans for an official Highlander RPG?

A) Mr. Panzer states that they are exploring all sorts of ideas and that the response seems to be good with the current RPG (many of us think that, perhaps, he is talking about the card game)...so a followup might be well worth looking into.

Q) How did Adrian Paul get selected?

A) There were a rather exhaustive series of interviews and auditions and it all came down to two guys. Adrian was one of them, and after the producers reviewed the two on tape and discussed the matter, there was a unanimous decision that Adrian was the best for the part. It was only *after* their selection that Adrian told them he could do martial arts, which worked out rather well. As a matter of fact, Adrian is rather careful to insure that in Duncan's flashbacks that the martial arts he uses are accurate for the time period.

Q) Are there any plans to do a spinoff show with another Immortal or perhaps the Watchers?

A) There are no plans for this sort of thing at present. There have been some ideas kicked around about some sort of anthology of short stories about different Immortals. Mr. Panzer also mentions that he thinks (and he says this without a hint of insincerity) that a Highlander musical would be a good idea (which elicits more than a few groans). They are also thinking about the possibility of marketing action figures (to which my friend Brett responds "Will they come with detachable heads?").

Q) Can we expect to see any more stars on the show soon?

A) The ongoing idea of having rock stars on the show has become difficult, given their erratic schedules, but Roger Daltrey is slated to return as Fitzcairn in a flashback in the fifth season. There was also mention of bringing Xavier and Carl Robinson back in flashbacks (I think in season 5). There are no current plans to see Christopher Lambert back on the show, but the producers would love to have him. The problem is that Lambert was paid the highest that any person has ever been paid for a television spot when he starred on the premiere episode of the series. Discussion also came up about Clancy Brown, who apparently got so into his character that he was dangerous to be around right before a scene. He could apparently be seen listening to heavy metal on a walk man before the kidnapping scene. Whatever the case, Mr. Panzer stated that he would love to see Clancy on the show in a flashback, but nothing has been planned.

Q) What is the status of season 5?

A) The next season has been given the go ahead... there is always a question of ratings. The decision to delay the second half of Judgement Day was purely economic...the folks at Gamont have seen that reruns have just as large an audience as the initial showing. All the old cast is still sticking with the show...the only reason that Ms. Vanderhoot left the show is due to the problems with switching from Paris to Vancouver. The actor that played Darius (I cannot remember his name at present) actually died, so they really had no option but to kill his character.

Q) Can all Immortals sense pre-immortals equally?

A) Immortals' senses are like normal senses...some Immortals are better at it than others.

HIGHLANDER 2: THE QUICKENING

1/2 star

By Roger Ebert, Chicago Sun-Times (Date of publication: 11/01/1991)

This movie has to be seen to be believed. On the other hand, maybe that's too high a price to pay. "Highlander 2: The Quickening" is the most hilariously incomprehensible movie I've seen in many a long day - a movie almost awesome in its badness. Wherever science fiction fans gather, in decades and generations to come, this film will be remembered in hushed tones as one of the immortal low points of the genre.

The story opens in the year 1999, and then we get the title card "25 Years Later," followed not long after by the title card "The Planet Zeist, 500 Years Ago." Uh, are those Earth years or Zeist years? Apparently Zeist, which has a sun so close it takes up a quarter of the visible sky, revolves around that orb so slowly that a Zeist year is exactly the same as an earth year, which accounts for the fact that one of the Immortals sent to earth 500 years ago found himself in medieval Scotland, also 500 years ago.

Now about the Immortals. They led a rebellion on Zeist, and were banished to Earth, under a sentence of eternal life. They cannot die. In a sense. Actually, they can, but it depends. Or, as one of the characters explains it more helpfully, "You will live forever here, until you return to Zeist, where you can die, or, under certain circumstances, you can die here, but not on Zeist."

The immortals are played by Sean Connery and Christopher Lambert, and they have both been on Earth 500 (Earth) years, and will be here a lot longer, looks like. Meanwhile, in the year 1999, the disappearing ozone layer is causing global panic on Earth. The ozone has finally been destroyed by billions of deodorized armpits, and people are dying like flies, until a corporation headed by Lambert devises a shield to save the planet. This shield, known as the Shield, involves using all of the energy on the planet, concentrated into a laser beam which is shot up to a satellite, whereupon the Earth is saved from excess solar radiation, but there's a catch: It will always be night, and the temperature and humidity will both hover around 99.

Flash forward 25 years, as the older Lambert goes to an opera, wearing a tuxedo, which people still wear despite the heat wave and the 99 percent humidity. Life in big cities has grown dangerous and criminal, although people are still alive and should not complain, considering that you would think that the total blackout on Earth might have curtailed food production, since nothing could grow.

For that matter, why isn't everything covered with a carpet of fungus? And for that matter, why is the humidity 99 percent after all, the lack of sunlight should have (a) ended the process of cloud formation, so that, without rain, all of the water would end up in the oceans and the land would be a desert, and (b) without warmth from the sun, a new Ice Age should have begun?

Never mind. Earth is in the grip of an evil cartel which manages the Shield, until a brave underground scientist (Virginia

Madsen) hacks into the computers of the Shield's owners and discovers, as she breathlessly reports: "The solar radiation above the Shield is normal!!!" She explains that the ozone layer has "repaired itself."

Meanwhile, Sean Connery, still a creature of the medieval Scotland where he first arrived from Zeist, appears in the 21st century wearing a kilt and talking in a thick brogue, and gets himself suited up in modern dress before there are several sword fights. Also some byplay involving bad guys on the planet Zeist. If there is a planet somewhere whose civilization is based on the worst movies of all time, "Highlander 2: The Quickening" deserves a sacred place among their most treasured artifacts.

FILM NOTE: "Quickening" is a process by which two people touch each other and are surrounded by special effects making it look as if one of them is standing in a puddle and the other had just stuck his finger into a light socket.

(Sorry about the tiny type face. I had half a page to fill and 2 minutes to do it in. Sonja)

After Tessa

by Tina Pace, USA

Once again, this article was originally posted on HIGHLA-L, and is reprinted with Tina's kind permission



I've often wondered if Tessa's tragic death might have really helped HL on to becoming as popular as it is today.

I have often thought that Alexandra Vandernoot's decision to leave the show was one of the best things that could have happened to Highlander. Now before you Tessa fans come after me, let me say that I loved Tessa, I miss Tessa, and I think Alexandra Vandernoot is a goddess. But when she left, she created a host of dramatic possibilities that would not have existed if Duncan was still happily involved in a loving, monogamous, long-term relationship. To wit:

1. The loss of Duncan's Significant Other early in the 2nd season, combined with the loss of a mentor (Darius) at the end of the 1st season, gave the writers a void in which new significant characters could be inserted. Some of them worked (Joe, Methos). Some did not (Charlie). Some we will debate forever (Anne, Maurice). But that's what life is like -- you meet new people, make new friends, and you never know if they are going to pass through your life quickly or become important, long-term relationships. This uncertainty creates a dramatic tension that makes Highlander different from many other shows. We know that the major characters can enter and exit the Highlander universe at virtually any time.



The other interesting aspect of this situation is that the writers didn't just replace Tessa with another love interest, they gave us many complex relationships to watch: Joe, the buddy who earns Duncan's begrudging respect; Maurice, the comic sidekick; Anne, the independent woman who chafes at Duncan's independence; Methos, the "mentor" who learns as much as he teaches; Charlie, well, Charlie.

2. The role as Duncan's SO, was inherently limiting to both AV and the show. Within the first five eps of the show we saw two k'immies** whose modus operandi was to kill or threaten all the mortals an opponent loved before challenging him/her to a fight (Slan in *The Gathering*, Felicia in *Free Fall*). Then we saw Tessa kidnapped or held hostage by someone who just happened to be immortal (*Bad Day in Building A*, *Mountain Men*). I'm afraid this trend of Tessa-in-jeopardy would have continued until we were bored to death with it. What happened when Anne and Duncan became an item and a k'immie got wind of it? Kenny tried to take Anne out by running her down. Same problem, though handled better by the now more experienced writers.



3. Tessa's death left Duncan free to date. <grin> Well, first to mourn and then to date. Yes, Duncan became more of the brooding character after Tessa's death, but I enjoyed watching his character evolve and be affected by the events in his life -- both good and bad. I, for one, really enjoyed watching the courtship between Duncan and Anne. I thought the good-bye scene between Duncan and Renee at the end of *'Unholy Alliance Part II'* was a toe-tingler (and I didn't even like her). I'm actually not crazy about Duncan's relapse into the "bad habit" that is Amanda (:::ducking Amanda fans:::) but I'm glad she's been around for more episodes.

** k'immie : evil immortal. This term is frequently used in internet discussions when referring to one of the bad guys. It came about because so many (these days almost all) of the villains have names which begin with a 'k' or a hard 'c'. Sonja

Drawn to Highlander

by Peter Briscoe

I was first drawn to Highlander (the original) because of the mixture of swordwork, immortality, history and beautiful scenery. The storyline hooked me. The boundary lines were drawn with the first movie and I was disappointed with the sequel. When the series came out in late '93, at first skeptical I eventually came to appreciate it more than the movies. Whereas the third movie was a welcome return to the original format, it was perhaps a little too much like the first. The series fills in the boundaries the first movie made and probably exceeds them as well.

My favourite episodes of the first series were *Band of Brothers* and *Saving Grace*. The villain in *BoB*, Greyson, was more believable than 'your typical evil character' (although I liked Kurgan) Most people have faults and weaknesses. Pure, evil people are as rare as the saintly. Delving into the possibility of becoming evil if you take the Quickening of a stronger evil immortal is only one of the reasons I think the series outshines the movies. The situations and territories we can explore

are endless and too numerous to mention. I could be too harsh with the 2nd & 3rd movies, given that each series season consists of 22 episodes and have more time to bring each character to life, but from what I hear of the later season's episodes, I am eager to see more of Duncan MacLeod's life and adventures.

A few things I hope the series covers include a couple of episodes done in past tense, characters such as Fitzcarrin brought back, and the immortals' capabilities brought out. The connection between Connor, Ramirez and the deer on the beach in HL1 is food for thought. Highlander seems to be continuing to gain momentum. Let's hope it keeps rolling.

The Effects of Immortality

By Linda Dennis

Through generations, Immortality has been sought almost religiously. An ideal, a hope for many, it has been lusted after though its true consequences have never truly been discussed. Perhaps, because it is merely a mirage in this constant battle we face against death. Yet, at the same moment, it has been a provocative notion for those both interested and those not.

For many, of those that are interested, the world of the Highlander has been a focus for those thoughts. Highlander provides heroes and villains who are just like us only they are Immortal, their creation an effect of nature.

Bought about by an individual's first death the state of Immortality can come as a shock to some. Through Highlander we grow to understand both the responsibilities and the delights of being different though the same as everyone else on the street. Though the viewer is seldom permitted into the character's actual mind we are allowed a firm grasp of their state, and the way that makes them feel and think, their joy, and their pain, states that can be felt by both the individual Immortal and those that love them, and are not.



Mortality is a fragile state at best, through Immortality we learn how fragile that state really is and how much some of them, Duncan for example, are very much aware of that. We learn as he does, through the eyes of both lovers and friends.

Through the eyes of the Highlander we learn that Immortality is something of a metaphysical condition. A condition bought about the Nature that we have yet to master, it is, at its basest level, a physical and mental state the Immortals in question have literally no control over.

With Richie, his Immortality co-incided with another's death, when Tessa was shot down by his side and he was shot Richie had to come to terms with both his Immortality and the notion that he had survived while Tessa had gone.



In *The Darkness*, Richie gained his immortality, but Duncan lost the woman he had loved more than any other



Loss is an overwhelming factor of any individual's life, it attacks us when we least expect it, yet, for an Immortal, the loss of loved ones is considerably harder to take, for they have forever to think on those that they've lost, those that they have seen progress from young to old, in front of their eyes while they have stayed the same.

Those Immortals who survive centuries are happy to die. No Immortal can survive living with a mortal they love by simply convincing themselves that that mortal will survive after they die, the burden of that, psychologically, if nothing else, would, generally, be too great.

Another effect of being Immortal is that they must live with the fact that they are basically human, they can die just like us. Another point is that no Immortal is inhuman although some are inhumane. As they are human they must live with the notion that they too can love and that, although they will never die unless another Immortal takes their head, and then their essence is simply transferred to that Immortal, they all die, if not forever. A notion that brings about madness for some who cannot handle the burden of that knowledge.

And it is a burden to some.

Jim Byrnes

(The following has been taken, with gratitude, from the BoshWorld page <http://www.bosh.com/management/jimbyrnes.html>
Check it out for some great pics)

James Thomas Kevin Byrnes was born on September 22nd, 1948, in St. Louis, Missouri - that's blues country. He grew up on the city's north side. One of the neighborhood bars had Ike and Tina Turner as the house band. As a teenager going to music clubs, he and his buddy were often the only white people in the place. "We never had any problems. We were too naive, too innocent, and had too much respect for the music and culture - they knew it: they could tell."

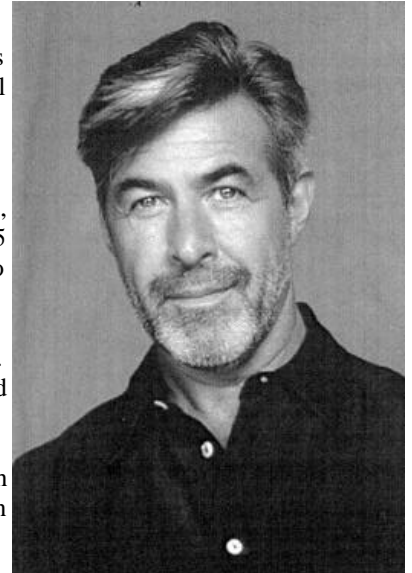
Starting piano at age five, by age thirteen Jim was singing and playing blues guitar.

Byrnes moved to Vancouver in the mid-70's after years of drifting, working odd jobs and playing music. In 1981 he put together a band that became a staple of the local music scene. In 1986 they played 300 nights.

Jim Byrnes' fame as an actor has grown immeasurably from his too numerous to mention TV roles. With highlights including Lifeguard in the CBS series *Wiseguy*, and now world-wide success as co-star in *Highlander-The TV Show*. The '94-'95 season of *Highlander* was seen in over 163 North American markets alone. He is also hosted *Hooked on Blues* on CBC National TV.

Jim has proven that a serious car accident in 1972 has done anything but hinder him. Despite two swipes with death and some pretty hard knocks, Byrnes has still managed to rack up an enviable string of credits, both on and off the screen.

Jim's first love however, is the blues. His evocative, smoky vocals are found in a truth that doesn't come overnight. During the '80's, the Jim Byrnes Band released *Burnin* on Polydor, followed in 1987 with *I've Turned My Days Into Nights* on Stony Plain.



September 1995 marked the much anticipated release of *That River*. Jim began writing some of the songs in Paris, while filming *Highlander*, and the album is the culmination of a year's work of writing and collecting songs. Says Byrnes of *That River*, "It's a reflection of my respect for the blues, for R & B, for soul, and for jazz all rolled into one."

From TVZONE Special Issue 19:

Jim Byrnes spoke of why the fans like his character of Joe Dawson: "I think a lot of people who are fans of the series love its mythology. As a Watcher, I'm a surrogate for them because I have all this knowledge of mythology and the Immortals and I think some people can relate to me on that level. A lot of people watching the show feel that they have a knowledge of the Immortals and the mythology, so it's like I am the 'Everyman' sort of character of the show because obviously I can die, I'm mortal and I will pass on, and the knowledge I have will be passed on to somebody in my group. I think there is a fascination with this knowledge and I think people can relate to my character."

"The great fun of being an actor is that when they say 'Roll' you're not yourself, you're somebody else. I love that, it's the greatest thing in the world to step outside of your own skin and take on another persona. "

Filmography (from the BoshWorld page)

Note that Jim is not only an actor; his writing and producing credits are noted as well.

Serving in Silence: The Colonel Margarethe Cammermeyer Story (1995) (TV movie) (actor)
Whale Music (1994, Canada) (actor)
Harmony Cats (1993) (actor)
"Highlander" (1992 - present) (actor)
Dirty Work (1992) (TV movie) (actor)
Last Hour, The (1991) aka Concrete War (writer)
Omen IV: The Awakening (1991) (TV movie) (actor)
Christmas on Division Street (1991) (TV movie) (actor)
In the Best Interest of the Child (1990) (TV movie) (actor)
"Wiseguy" (1987-1990) (actor)
Shadow Riders, The (1982) (TV movie) aka Louis L'Amour's The Shadow Riders (writer)
Macahans, The (1976) (TV movie) (writer, producer)
Bounty Man, The (1972) (TV movie) (writer)

Merchandising, Clubs, Sites

The Highlander Store has finally released its **Uncut CD-ROM** which includes uncut scenes from *The Vampire* as well as sounds and effects for quickenings, and some music. The idea is that (if you have all the right hardware) you can create your own Highlander scenes.

Highlander's 10th anniversary is marked in the US by the **re-release of *Highlander1*** in letterbox format. VHS and laserdisk editions will include: the European version, original theatrical trailers and commentary by the film's producers, director and cast members.

Thunder Castle Games are reprinting the first edition on the HL cards. This is to correct errors in text and to improve on the rather poor print quality of the original release.

Clan: The Renegade Highlander Appreciation Society.

c/- Grant Kempster, 111A Waterdell, Leighton Buzzard, Bedfordshire LU7 8PL, United Kingdom.

The Buzz has entered into a swap agreement with TRHAS. Their newsletter, Highlander Heart is available for anyone who would like to read it. The first issue received is a 10th Anniversary Retrospective. It's very well presented and a very interesting read. Thanks to Peter Briscoe for putting me in contact with TRHAS.

Highlander Zines

Many thanks to Sandra McDonald in the US for this list.

Immortal Tales 1 (211 pages)

Immortal Tales 2 (207 pages)

order from Bill Hupe, Footrot Flats, 916 Lamb Road, Mason MI 48854, USA

Rules of the Game 1 (164 pages)

Rules of the Game 2 (203 pages)

Of Dreams & Schemes Press, Catherine Schlein, 6755 Union Street, Arvada CO 80004, USA

Stroke of the Sword 1 (227 pages)

Stroke of the Sword 2 (220 pages)

e-mail LKnights@aol.com, available through Bill Hupe, I think, at the above address

Off With His Head (80 pages)(lot of crossovers)

Neon RainBow Press, 1705 14th Street #412, Boulder CO 80302, USA

Highland Fling 1, 2 & 3

Soltice Press, c/o Peggy Spalding, 607 W. Jefferson St, Waxahachie, TX 75165, USA

****Note:** page length is no indication of quality - Susan has included it so that you see the huge amount of fiction involved. All of them are double sided, many have art work, and several have outstanding color covers.** According to Sandra, Bill Hupe is a fanzine god who stocks, sells, and generally can find any published zine.

Desperately Seeking Sheena

Sonja V hereby offers her Granny, both her Number 1 Cats, and her collection of chocolate katanas to anyone able to provide her with a copy of Sheena Easton's video clip, "*Days Like This*" which features Adrian Paul dancing as an 'ex-boyfriend'

I'm also looking for *Masque of the Red Death* which has him playing a nasty.

The next **Highlander Day** will be **Sunday 27 October** See you there!

We hope you've enjoyed this Issue of *The Buzz*. If you would like to receive the next issue, or get backcopies, just send in a self addressed, stamped envelope. If you would like any further information, feel free to phone me (Sonja V) on (07) 3282 4220 or find me at: sonjav@powerup.com.au

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