

# ***Highlander: The Series Thesaurus***

## The Narrative

### **I. Scope**

The goal of this project is to create a thesaurus (and eventually an index) of the first season of the television show *Highlander: The Series*. Each episode of the show is filled with information that desperately needs an organizational tool. Although many websites exist on the Internet their only goals are episode guides. Unfortunately the series has been long cancelled; however, the release of a new *Highlander* film in the next year will ignite a renewed interest in the show (cancelled in early 1990s). Every year fans get together in *Highlander* conferences to share their love of the show. Therefore a index would be helpful for fanfiction and in preparation of conferences. The main focus of the series are relationships between immortals, themes/emotions of characters (morals and emotions), flashbacks (histories of immortals), The Gathering (fights between immortals), and weapons (swords and axes). As a result the thesaurus will include themes and subjects unique to the show of *Highlander: The Series* season one.

### **II. Term Harvesting**

*Highlander: The Series* relied heavily on its guest stars and historical flashbacks. During the late eighties and early nineties *Highlander: The Series* was a popular TV show. In reruns, I enjoyed the series and watched nearly every episode so I was familiar with the most popular terms from the show such as quickening and the gathering. However, I had not seen an episode since I stopped showing reruns on USA in the mid-nineties. I initially watched around eight episodes to refamiliarize myself with the series. I took notes but for the post part enjoyed the show. In the second viewing I started making lists of words and phrases that were important information about the series that a fan might want to reference. This technique gave me such words as the game, the prize (ultimate knowledge and ultimate power), and the rule of the game. Another excellent resource was the pamphlet that came with the season one that gave a brief synopsis of season one. Unfortunately the DVD set was made before subtitles/captions were standard so I was quite worried about getting correct spellings of names. Thankfully on the last disk of each season are the scripts to each season. This proved to be an invaluable source of information.

### III. The Internet – Repository of Terms

#### A. Fansites

Having found the most obvious and directly related words connected to the series I decided to search the web for blogs, forums, and websites devoted to Highlander: The Series. The series was cancelled in 1994 and therefore many of the sites had not been updated since at least 2001 when SpikeTV stopped showing Highlander: The Series reruns. This did not mean that the sites did not have valuable information. It primarily meant that these old websites did not have any of the current information concerning the Highlander Universe like the new movies. The number of sites were numerous and in the tens of thousands, however, the information was the same throughout many of the sites. Fan sites all start to look the same after awhile and it is clear that they copy off one another. Therefore after looking at a couple of hundred of these sites I settled on a few of the best for information. The best of the fansites was Highlander Sword Shopper Guide ([www.angelic.org/highlander/series/](http://www.angelic.org/highlander/series/)) and Highlander A-Z ([www.highlandera-z.co.uk/](http://www.highlandera-z.co.uk/)), both of which were the best the web had to offer for amateur Highlander fansites. There were many more sites but those two were the most up to date and user friendly.

#### B. Commercial Websites

I then branched out and decided to look at commercial websites for the series such as a sword store on the official Highlander sites (although the fansites proved to be quite a bit better for swords). The site had a goldmine of different weapons used in the show that the average watcher would not know the name of but would be a good source of information the thesaurus and index. I quickly gathered the terms I found into a list under weapons. I also found the official Highlander Forum ([www.highlander-community.com](http://www.highlander-community.com)) which is a tremendous source of information on the series. In fact I asked a few questions and the board was quite excited about the prospect of an index to the first season. Overall I found that the best terms I found were from the official website and actually watching the show and reading the scripts numerous times.

### IV. Sources and Origins of Terms

Some of the specific sources that I used for gaining terms for the thesaurus included:

- **Pamphlet** from Season One of *Highlander: The Series*

- I found the short pamphlet a good starting place because it was rather short and gave a good synopsis of the entire series. It was a good beginning reintroduction to the series.
- **Season 1 of *Highlander: The Series*:**
  - I found the first season of episodes a wealth of information that gave good terms for searching for other information that might not be explicitly mentioned in the series but still an important part of the season.
- **The Official Highlander Message Board** ([www.highlander-community.com](http://www.highlander-community.com))
- **Fansites** : Numerous fan sites which had episode, flashback, character, and theme guides.
  - *Highlander Sword Guide* ([www.angelic.org/highlander/series](http://www.angelic.org/highlander/series))
  - *Highlander: The Series* ([www.geocities.com/gisele\\_highlander\\_fan/](http://www.geocities.com/gisele_highlander_fan/))
  - *Highlander Universe* ([www.geocities.com/Area51/Comet/3534/index.htm](http://www.geocities.com/Area51/Comet/3534/index.htm))
  - *Highlander A-Z* ([www.highlandera-z.co.uk/a-z.htm](http://www.highlandera-z.co.uk/a-z.htm))
  - *The Homepage for the Oldest Immortal* ([www.methos.org](http://www.methos.org))
- **Highlander: The Watcher's Guide** - This book proved to be an excellent source of vocabulary however it did not have an index at all!

## V. Thesaurus Construction

During thesaurus construction I made the decision to use words that fans of Highlander would be familiar with and use to locate terms. A good example would be history and flashback. The main character has many flashbacks during nearly every episode which gives a glimpse of the character's history and long life. I could have made the choice to use history because that is what the viewer is seeing. However, I decided to use the more popular Flashback term because that is how fans and writers of the series refer to the phenomenon. This follows the NISO standards detailed in NISO 5.3.5 in using warrant to select terms.

When creating the thesaurus I thought of it much like a broad outline. I looked for common themes within all the mediums I had available for term harvesting. I put the most important terms of the show as the Top terms and the rest of the terms fell nicely among the top terms. I found it necessary to include scope notes for quickening, gathering, and game because of the clarity needed for understanding the specificity of the terms. A decision that I did make was to include the themes of the episodes because after the first few episodes of the

series a theme started to jump out to the viewer. Almost like a moral and something that happened in each episode that inspired characters to grow or uphold their values. Therefore I decided on a top term of themes to encompass the feeling of the episodes.

Another large decision early in construction was when I decided to only include information outside of our own reality. Any portion of the series that resembled day to day activities of our society I decided to leave out. Although this series exists in a type of alternate dimension/reality those situation that exist in our own reality would not be needed of fans of the series as much as those foreign ideas and situations. Unless it impacted the growth of the character such as when one of the main characters tries to commit burglary, I decided to omit it. In contrast the scene where the main characters are having dinner would not be an important occurrence in the Highlander Universe.

During construction it became evident that there were type types of information within the thesaurus. On one had I had general information and on the other I had places and flashbacks. Therefore I decided to create two thesauri to aid in organization of terms. Therefore I have a general thesaurus and a subject thesaurus. I could integrate both into a single thesaurus, however, I found them more helpful separated.

## VI. *DataHarmony* vs. Non-technology Aided Thesaurus Construction

I used *DataHarmony* to create the general thesaurus with minor changes once the thesaurus was exported. I found that *DataHarmony* put the scope note at the end of the terms instead of the first. I assume the program is trying to alphabetize everything as it automatically placed all items in alphabetical order. I chose to bold the top term and not bold any non-preferred terms to show the differences. I chose not to put my term in all caps because I find it somewhat distracting and I thought the bold was sufficient in highlighting the term. I also used node labels to include history. I did not include history as a term because it is not necessarily mentioned in the series but is useful when looking at all the information dealing with history. Early on I discovered the uses of a hierarchy to see the terms in their direct relationships to each other (I decided to combine the general and subject thesaurus at the end into a hierarchy). I also included a subject thesaurus of flashbacks and places and chose to complete this task without *DataHarmony* so that I could understand the relationships a bit better. I found the process to be a necessary one and I was able to edit my General Thesaurus with ease.

## VII. Structure

*Highlander: The Series* thesaurus is displayed in alphabetical order in a detailed version and hierarchy version as well as a subject thesaurus. I decided to create both a general thesaurus and a subject thesaurus for clarity of terms. By bringing out the subject terms I was able to view them quite a bit easier than burying them within the general thesaurus.

Term	Explanation
BT	Broader terms refers to the most general of terms
NT	Narrower term refers to the term that describes a broader term and further refines broader terms
NP	Non-preferred terms that are related to another term but not the term the author wants you to use
RT	Related term refers to the connection between similar terms.
SN	Scope Note refers to any notes on specific words that are needed for clarity of the term.
USE	Indicates the word the searcher should use to find the required information
USE FOR	Indicated the word or phrase that hte searcher would find linked to the current word or phrase

## VIII. Difficulties and Challenges

One of the most challenging parts of making the thesaurus was actually understanding how to create it. I found thesaurus construction to be extremely confusing. It was not until after a conversation with Prof. Kwasnik that I made the connection to a broad outline. I think the artistic side of creation was a challenge to my rather ordered and organized way of thinking. However, when I did discover how to create the thesaurus the journey was even sweeter because I truly understood the importance and necessity of a

controlled vocabulary. In particular I had many terms to describe a home (house and residence) and a thesaurus streamlines these problems. I found the endless ways to place the terms helpful in understanding relationships.

Another difficulty I found in understand the thesaurus was in deciding what terms were important. I had to be quite diligent in making sure that I did not include proper names and places (beyond my subject thesaurus) that will find a home in the index and not the thesaurus. Although the names of the different immortals would be important in an index a thesaurus is much less specific. It is almost like a organization of ideas. I also omitted words when I did not think they would be beneficial to the end product. Being quite familiar with the fans of the series I was able to easily make the decision on omission of words.

## General Thesaurus

The General Thesarus represents a controlled vocabulary for season one of *Highlander: The Series* in alphabetical detailed display including style sheet mentioned above. Top terms are presented in bold with capitalization. Sub-terms are presented in lowercase unbolded. Any non-preferred terms are unbolded as well. Please view section VII. Structure for more information. The symbols <> detail a node term used to group similar items together (for clarity only).

**Absinthe**

BT drinks

**Antique shops**

BT homes

**Arrogance**

BT negative themes

**Axes**

BT weapons

**Barges**

BT homes

**Beheadings**

RT The Quickening

**Beings**

NT Hunters  
Immortals  
Mortals  
Watchers

**Benevolence**

BT positive themes

**Betrayal**

BT negative themes

**Boarding swords**

BT cutlass swords

**Cars**

BT vehicles  
NT Thunderbird cars

**Claymore swords**

BT swords

NT Glenfinnan  
monarch swords  
royal swords

**Colichemarde swords**

BT rapier swords

**Communication**

NT runes

**Conartists**

BT negative themes

**Cutlass swords**

BT swords  
NT boarding swords

**Dark Quickening**

SN Refers to when an evil immortal's **quickening** overtakes the good in a good immortal. The result being that a good immortal is turned evil.  
BT The Quickening

**Dojos**

BT homes

**Don Quixote swords**

BT rapier swords

**Drinks**

NT absinthe  
wines

**Duende swords**

BT rapier swords

## **Evil**

BT Hunter  
Immortals  
Mortals  
Watchers

## **Excalibur swords**

BT swords

## **Fanaticism**

BT negative themes

## **Fighting**

RT The Quickening

## **Flashbacks**

SN Flashbacks are glimpses into immortals long lives. They are usually filmed in sepia tones to signify that it is a memory of the past.  
BT <history>  
RT time periods

## **Friendship**

BT positive themes

## **The Game**

SN Refers to **the Gathering** (see **The Gathering**) and the need for immortals to battle each other for the ultimate prize of all the knowledge and power in the universe.  
RT The Gathering  
The Ultimate Knowledge  
The Ultimate Power  
The Ultimate Prize  
The Quickening

## **The Gathering**

SN The Gathering is the time when, if an immortal severs the head of another immortal, they will receive all the losers' knowledge and power through a **Quickening** (see **The Quickening**).  
RT The Gathering  
The Ultimate Knowledge

The Ultimate Power  
The Ultimate Prize  
The Quickening

## **Gladiator swords**

BT swords

## **Glenfinnan swords**

BT claymore swords

## **Good**

BT Hunter  
Immortals  
Mortals  
Watchers

## **Gothic Bastard swords**

BT rapier swords

## **Hedonism**

BT negative themes

## **Hero**

BT positive themes

<history>  
NT flashbacks  
places  
time periods

## **Holy Ground**

SN The only place an immortal cannot take the head of another immortal. Space is very useful for conversations between hostile immortals.  
BT places  
RT monasteries

## **Homes**

NT antique shops  
barges  
dojos  
log cabins  
monasteries  
UF houses  
residences

## **Honor**

BT positive themes

## **Houses**

USE homes

## **Hubris**

BT negative themes

## **Hunters**

BT beings

NT evil

good

neutral

## **Immortals**

BT beings

NT evil

good

neutral

## **Indian motorcycles**

BT motorcycles

## **Integrity**

BT positive themes

## **Ivanhoe swords**

BT swords

## **Justice**

BT positive themes

## **Katana swords**

BT swords

NT masashi, dragon-headed swords

## **Killings**

RT The Quickening

## **The Ultimate Knowledge**

SN The knowledge of all immortals that is gained in the last battle.

RT The Gathering

The Ultimate Knowledge

The Ultimate Power

The Ultimate Prize

The Quickening

## **Larcenous**

BT negative themes

## **Log Cabins**

BT homes

## **Love**

BT positive themes

## **Loyalty**

BT positive themes

## **Madness**

BT negative themes

## **Manipulation**

BT negative themes

## **Masashi, Dragon-Headed swords**

BT katana swords

## **Monarch swords**

BT claymore swords

## **Monasteries**

BT homes

RT Holy Ground

## **Mortals**

BT beings

NT evil

good

neutral

## **Motorcycles**

BT vehicles

NT Indian motorcycles

## **Naivete**

BT negative themes

### **Negative themes**

BT themes

NT naiveté

- arrogance
- betrayal
- conartist
- fanaticism
- hedonism
- hubris
- larcenous
- madness
- manipulation
- obsession
- petty
- revenge
- vanity
- vengeance

### **Neutral**

BT Hunter

Immortals

Mortals

Watchers

### **Obsession**

BT negative themes

### **Petty**

BT negative themes

### **Places**

BT <history>

NT Holy Ground

### **Positive themes**

BT themes

NT benevolence

- friendship
- hero
- honor
- integrity
- justice
- love
- loyalty

### **The Ultimate Power**

SN Refers to all the power that all immortals have and is gained in the last fight between the last two immortals. The remaining immortal gains all the power from all immortals that have ever lived.

RT The Gathering

The Ultimate Knowledge

The Ultimate Power

The Ultimate Prize

The Quickening

### **The Ultimate Prize**

SN The ultimate prize is when there is only one immortal left after the last battle between the last two immortals. He/she receives all the power and knowledge of the universe.

RT The Gathering

The Ultimate Knowledge

The Ultimate Power

The Ultimate Prize

The Quickening

### **The Quickening**

SN The Quickening results from the severing of an immortal head. It is a psychic as well as physical exchange. The winning immortal absorbs the knowledge and power of the losing immortal. The Quickening manifests itself as a lightning storm and destroys the area surrounding the killed immortal.

NT dark quickening

RT Beheadings

The Gathering

The Ultimate Knowledge

The Ultimate Power

The Ultimate Prize

The Quickening

### **Rapier swords**

BT swords

NT colichemarde swords

don quixote swords

duende swords

gothic bastard swords

**Residences**

USE homes

**Revenge**

BT negative themes

**Rosewood swords**

BT tachi swords

**Royal swords**

BT claymore swords

**Runes**

BT communication

**Saber swords**

BT swords

**Swords**

BT weapons

NT claymore swords

cutlass swords

excaliber swords

gladiator swords

ivanhoe swords

katana swords

rapier swords

saber swords

tachi swords

**Tachi swords**

BT swords

NT rosewood swords

**Themes**

NT negative themes

positive themes

**Thunderbird cars**

BT cars

**Time Periods**

BT <history>

RT flashbacks

**Vanity**

BT negative themes

**Vehicles**

NT cars

motorcycles

**Vengeance**

BT negative themes

**Watchers**

BT beings

NT evil

good

neutral

**Weapons**

NT axes

swords

**Wines**

BT drinks

## Subject Thesaurus – Flashbacks and Places

The Subject Thesaurus is a specialty thesaurus for flashbacks and places mentioned in the first season of *Highlander: The Series*. In order to see the flashbacks and places I found it necessary to create this thesaurus because the information would have been buried in the larger general thesaurus. Top terms are bolded as with the general thesaurus with capitalization and sub-terms are unbolded and lowercase where applicable.

### **Algiers**

BT France

London-Dover

Waterloo

### **American Civil War**

BT time periods

RT United States

### **Erisky Island**

BT Scotland

### **Bavaria**

BT places

### **Europe**

BT places

### **Berlin**

BT Germany

### **Flashbacks**

NT places

time periods

### **Boston**

BT United States

### **France**

BT places

NT Algiers

Normandy

Paris

Toulouse

### **Cambodia**

BT places

### **China**

BT places

NT Outer Mongolia

### **Georgia, Andersonville**

BT United States

### **Constantinople**

BT places

### **Germany**

BT places

NT Berlin

### **Depression**

BT time periods

RT United States

### **Highlands**

BT Scotland

### **Dublin**

BT Ireland

### **Hundred Years War**

BT time periods

### **England**

BT places

NT London

### **Indian Massacre**

BT time periods

RT United States

**Ireland**

BT places  
NT Dublin

**Isolationism of Japan**

BT time periods

**Italy**

BT places  
NT Ravenna  
Verona

**Japan**

BT places

**London**

BT England

**Madrid**

BT Spain

**Maryland, Annapolis**

BT United States

**Montana, Fort Wolf**

BT United States

**New York, Greenwich Village**

BT United States

**New York, New York City**

BT United States

**Normandy**

BT France

**Outer Mongolia**

BT China

**Pacific Northwest**

BT United States

**Paris**

BT France

**Pennsylvania**

BT United States

**Peru**

BT Places

**Philadelphia**

BT United States

**Places**

BT Flashback  
NT Bavaria  
Cambodia  
China  
Constantinople  
England  
Europe  
France  
Germany  
Ireland  
Italy  
Japan  
Peru  
Scotland  
Soviet Union  
Spain  
Switzerland  
United States

**Prohibition**

BT time periods  
RT United States

**Ravenna**

BT Italy

**San Francisco**

BT United States

**Scotland**

SN Original Home of Duncan MacLeod  
BT places  
NT Erisky Island  
Glenfinnan  
Highlands

### Seacover

SN Fictional place on the West Coast near  
Washington State.  
BT United States

### Soviet Union

BT places  
NT Steppes  
RT Stalinism

### Spain

BT places  
NT Madrid

### Stalinism

BT time periods  
RT Soviet Union

### Steppes

BT Soviet Union

### Switzerland

BT places

### Tennessee

BT United States

### Time Periods

BT Flashbacks  
NT American Civil War  
Cold War  
Depression, the  
Hundred Years War  
Indian Massacre  
Isolationism of Japan  
Prohibition  
Stalinism  
Wild West  
World War I  
World War II

### Toulouse

BT France

### United States

BT places  
NT Boston  
Georgia, Andersonville  
Maryland, Annapolis  
Montana, Ford Wolf  
New York, Greenwich Village  
New York, New York City  
Pacific Northwest  
Pennsylvania  
Philadelphia  
San Francisco  
Seacover  
Tennessee  
Virginia, Chattanooga  
West  
RT American Civil War  
Depression, The  
Indian Massacre  
Prohibition  
Wild West

### Verona

BT Italy

### Virginia, Chattanooga

BT United States

### Waterloo

BT England

### West

BT United States

### Wild West

BT time periods  
RT United States

### World War I

BT time periods

### World War II

BT time periods

## Hierarchy of *Highland: The Series*

- I. Beheadings
    - A. Gathering, the
  - II. Beings
    - A. Hunters
      - 1. evil
    - B. Immortals
      - 1. evil
      - 2. good
      - 3. neutral
    - C. Mortals
      - 1. evil
      - 2. good
      - 3. neutral
    - D. Watchers
      - 1. evil
      - 2. good
      - 3. neutral
  - III. Communication
    - A. runes
  - IV. Drinks
    - A. absinthe
    - B. wines
  - V. Fighting
    - A. Gathering, the
  - VI. Flashbacks
    - A. places
      - 1. Bavaria
      - 2. Cambodia
      - 3. China
        - a. Outer Mongolia
      - 4. Constantinople
      - 5. England
        - a. London
        - b. London-Dover Road
        - c. Waterloo
      - 6. Europe
      - 7. France
        - a. Algiers
        - b. Normandy
        - c. Paris
        - d. Tolouse
      - 8. Germany
        - a. Berlin
  - 9. Ireland
    - a. Dublin
  - 10. Italy
    - a. Ravenna
    - b. Verona
  - 11. Japan
  - 12. Peru
  - 13. Scotland
    - a. Erisky Island
    - b. Glenfinnan swords
    - c. Highlands
  - 14. Soviet Union
    - a. Steppes
  - 15. Spain
    - a. Madrid
  - 16. Switzerland
  - 17. United States
    - a. Maryland, Annapolis
    - b. Montana, Fort Wolf
    - c. New York, Greenwich Village
    - d. New York, New York City
    - e. Pacific Northwest
    - f. Pennsylvania
    - g. Philadelphia
    - h. San Francisco
    - i. Seacover
    - j. Tennessee
    - k. Virginia, Chattanooga
    - l. West
- B. Time periods
  - 1. American Civil War
  - 2. Cold War
  - 3. Depression, The
  - 4. Hundred Years War
  - 5. Indian Massacre
  - 6. Isolationism in Japan
  - 7. Prohibition
  - 8. Stalinism
  - 9. Wild West
  - 10. World War I
  - 11. World War II
- VII. Game, The

- VIII. Gathering, The
  - A. beheadings
  - B. killing
- IX. Homes
  - A. antique shops
  - B. barges
  - C. dojos
  - D. log cabins
  - E. monasteries
- X. Killings
- XI. Knowledge, The Ultimate
- XII. Power, The Ultimate
- XIII. Prize, The Ultimate
- XIV. Quickening, The
  - A. dark quickening
- XV. Themes
  - A. negative themes
    - 1. arrogance
    - 2. betrayal
    - 3. conartist
    - 4. fanaticism
    - 5. hedonism
    - 6. hubris
    - 7. larcenous
    - 8. madness
    - 9. manipulation
    - 10. naiveté
    - 11. obsession
    - 12. petty
    - 13. revenge
    - 14. vanity
    - 15. vengeance
  - B. positive themes
    - 1. benevolence
    - 2. friendship
    - 3. hero
    - 4. honor
    - 5. integrity
    - 6. justice
    - 7. love
    - 8. loyalty
- XVI. Vehicles
  - A. cars
    - 1. Thunderbird cars
  - B. motorcycles

- 1. Indian motorcycles
- XVII. Weapons
  - A. axes
  - B. swords
    - 1. claymore swords
      - a. Glenfinnan swords
    - b. monarch swords
    - c. royal swords
  - 2. cutlass swords
    - a. boarding swords
  - 3. excaliber swords
  - 4. gladiator swords
  - 5. ivanhoe swords
  - 6. katana swords
    - a. masashi, dragon-headed swords
  - 7. rapier swords
    - a. colichemarde swords
    - b. don quixote swords
    - c. duende swords
    - d. gothic bastard swords
  - 8. saber swords
  - 9. tachi swords
    - a. rosewood sword