

ConNotations

Volume 11, Issue 3
June/July

The Bi-Monthly Science Fiction, Fantasy & Convention Newszine of the Central Arizona Speculative Fiction Society

24 Frames

Movie News & Reviews
By Lee Whiteside

Lord of the Rings Wows them at Cannes

At the Cannes Film Festival, a special screening was held of footage from the three *Lord of the Rings* movies. According to reports, they saw a few clips from early in *The Fellowship of the Ring* and the full sequence from *The Mines of Moria* as well as some other short clips from the other two movies. Reports from fans and non-fans were very positive.



© UPN

According to **Ian McKellan** on his official web site (www.mckellan.com), he returned to New Zealand recently to record some new dialogue to go with a restructuring of the opening of the first movie. Originally, the movie was to open with a prologue depicting the history of The Ring, showing Isildur and Smeagol's encounters with The Ring before going into Bilbo's party at Hobbiton. Now the movie will open with the party and the history of The Ring

(Cont'd on page 17)

SF Tube Talk

By Lee Whiteside

This year's May sweeps had more than its fair share of surprises for everyone. We had some death, some celebrations and a few nasty cliffhangers. Plus we've got more news on *Enterprise* and the *Babylon 5* TV movie as well as the rest of the new shows announced for fall and mid-season on the networks. **We're Getting Closer to Our Home - We're There!**

Star Trek: Voyager managed to end it's run on a high note, getting the ship home and doing major damage to The Borg in the process. I thought it was a fitting end to the series, leaving the viewers wondering what will happen to everyone now that they are home. The opening segments set in the future managed to not bother with any of those issues and the way things ended up, things didn't end up that way anyways. In any case, they did make it home, and did so such that we could get more *Voyager* adventures in print, if not on TV or in the movies.

Of course, the big *Trek* news is the formal announcement of the new *Star Trek* series "*Enterprise*". Just "*Enterprise*", no "*Star Trek*" in front of it. Apparently Paramount and UPN feel that people who care that its *Star Trek* know it and don't really need it in the title. It also means that people who might avoid it because it had "*Star Trek*" in the title

(Cont'd on Page 10)

ReAnimation

Anime Reviews
By Craig L. Dyer

I have had few hours to look at a few new tapes and DVD's. I have given them a one to five star rating.

**** **Black Heaven 2 -
Legend of Space Truckin'**
**** **Black Heaven 3 -
Legend of All Right Now**
**** **Moldiver**

**** **Black Heaven 2,
Legend of Space Truckin'
Pioneer, DVD (Hyb), 75 mins, 13+**

Six-string affair! Oji's love for his music has been rekindled by his frequent sessions used to activate the ultimate weapon against the invading aliens.

Unfortunately, his late nights and frequent absences worry his boss and infuriate his wife who is convinced Oji is having an affair. Oji is too distracted by his music to perceive the tension, but it can only get worse - scientists have realized that the invading aliens are getting stronger. Can Oji defeat them by himself?

After seeing the first *Black Heaven* in subtitles, I really enjoyed the English version of the second *Black Heaven*. Most guys would relate to Oji's normal life. I was riveted to *Black Heaven 2* all the way through the movie. *Black Heaven* has a

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NEWBOOKRELEASE

Just a note to let you know that my next book, *Once Upon a Winter's Night*, a retold fairy tale, will be in the bookstores July 2001. The original fairy tale, *East of the Sun and West of the Moon*, has been a favorite of mine ever since I first read it! Lo! those many years ago (some fifty-odd years past). The original is eleven pages long and can be found in *The Blue Fairy Book*, one of the Andrew Lang collections of folk and fairy tales (he had a whole spectrum of these collections: *The Crimson Fairy Book*, *The Red Fairy Book*, *The Orange Fairy Book*, and on through yellow, olive, green, blue, lilac, violet, grey, and brown). In *The Blue Fairy Book*, the original story is eleven pages long; my version of the tale is just under 400 pages long (as you can see, I told the entire story).

The mass-market paperback edition of my previous book, *Silver Wolf, Black Falcon*, is due in the bookstores in May or June. If anyone wishes to have the hardcover edition of that tale, buy now, for they will go out of print shortly after.

Oh, yes, by the way, the mass-market

omnibus edition of *The Iron Tower* is in the bookstores now.

Regards,
Dennis L. McKiernan
http://home.att.net/~dlmck
Latest release:
Silver Wolf, Black Falcon; and, *The Iron Tower*, omnibus edition
Forthcoming: *Once Upon a Winter's Night* (July 2001)

BOOKDISCUSSION GROUPS

CASFS Sponsored Groups GLENDALE PUBLIC LIBRARY:

1st Thursday of each month at 5959 W Brown in Glendale at 7PM
June 7: Callahan's Crosstime Saloon by Spider Robinson
July 5: *Playing God* by Sara Zeitel
August 2: *Dune* by Frank Herbert
For more information on the Glendale group contact Sue Martin at 623-939-7815

BARNES & NOBLE METRO CENTER:

4th Thursday of each month at 7PM
June 28: *Cities In Flight* by James Blish
July 26: *The Soprano Sorceress* by L.E. Modesitt, Jr
August 23: *Many Coloured Land* by Julian May
For more information on the Barnes & Noble group contact Stephanie at 602-973-2341

Other Book Groups

T.H.E.M.

Contact HC at ew@asu.edu or Angel Hungerford at angel@casfs.org for more information.

BORDERS OTHER WORLDS BOOK DISCUSSION GROUP

Third Thursday at Borders, 2402 E Camelback at 6PM
June 21: TBA
July 19: TBA
August 16: TBA
For more info contact Eric 602-957-6660 or the-rock1@juno.com

BORDERS FANTASY & SCI-FI BOOK DISCUSSION:

Fourth Wednesday at Borders, 7320 W Bell Rd in Glendale, at 7PM.
June 27: *City Of Bones* by Martha Wells
July 25: TBA
August 22: TBA
For details contact Tanya 623-487-9110

INFORMATION LINE: For up to date information on each month's CASFS and fan sponsored sci-fi related events call (602)973-2341 and select option 7 for a pre-recorded message. There is also a weekly email update. If you wish to receive the email update send your email address to Stephanie at leigh@casfs.org

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Submission Info: Writers and artists are encouraged to submit work for publication. While we cannot pay you for your efforts your work will be seen by over 4,000 fans across the Southwest and the country. You will retain the copyright to your work for future publication. To submit your work or for more information please write to: ConNotations; PO Box 62613, Phoenix, AZ 85082-2613 or contact us via Email at Editors@casfs.org
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CASFS Business Report

Faithful Reader,

You have in your hands the third issue of the now-bimonthly *ConNotations*. It's a lovely thing, is it not? All kinds of marvelous news, articles, reviews, and columns, and another one will appear a scant two months from now!

However.

It can't continue without help.

ConNotations is almost entirely self-supporting, but with postage and printing costs on the rise, the money needed to keep printing rises too. That's where you come in, I hope. Have a business that offers a product or service to our community? Buy an ad. Holding a convention? Buy an ad! Want to help us to keep delivering to you? Volunteer to sell ads in your town! Contact our illustrious editor, Stephanie Bannon, for more info on rates and such.

Our dedicated database manager has been pruning back the mailing list, getting rid of dead addresses and combining families into a single mailing. Mistakes do get made, however, so if you know someone who feels they should be getting *ConNotations* via mail but isn't (including you!), please let us know.

Also, Coke and Pepsi have phased out the portable soda towers that we used to rent for our local conventions. If you know someone who has one for sale or rent, drop us a line.

All right, enough begging for now. April brought us the Phoenix Public Library's annual Book Festival. Lee Whiteside's dedication and hard work caused CASFS to be represented there,

and he even charmed four of our local authors (Diana Gabaldon, Adam Niswander, Michael Stackpole, and John Vornholt) into attending. Thanks to the authors for coming, and a big thank you to Lee for putting it all together yet again.

A lovely volunteer effort was also put forth by Mark Boniece, Craig Dyer, Ray Gish, and Bob and Lori LaPierre to repair our ailing art flats. Thanks, guys.

In other good news, CopperCon 22 announced that they have signed a hotel contract with the Embassy Suites Phoenix North, site of CopperCon 18. They are under new management and they're very excited to have us. Watch for more news on that front.

And finally, the city of Springfield, MA, is planning to honor its favorite son, Theodore Geisel (more famously known as Dr. Seuss) with a series of statues. CASFS will be collecting donations at all three of this year's Phoenix conventions to give them a hand with this. Not able to attend a Phoenix con this year? There will be an Arizona fan table at Westercon in Portland and ComicCon International in San Diego as well. Or mail a check, made payable to CASFS, to our post office box. Remember, we are a 501(c)(3), so all donations are tax deductible.

Anything in my (extremely long) missive you're interested in getting more information on? Send an email to angel@casfs.org and I'll make sure the appropriate person gets it.

Until next time,
The Frantic Scribe

GAMERS CORNER

By Bob LaPierre

Wow, three issues in a row! Hello and welcome to Gamer's corner. This issue I am going to review three of Atlas Games' modules and talk briefly about the Sword & Fist as well as the Defenders of the Faith.

To start with I want to preface my comments with the fact that I have played in Greyhawk, Forgotten Realms, Spelljammer, and numerous home-brewed campaigns. So I wasn't too worried about the type of campaign Penumbra was supposed to be. Well I was extremely pleased with two of the three modules I tried. Three Days to Kill and In the Belly of the Beast were two of the best modules I have ever had the pleasure of running. They were well balanced and avoided giving out too much treasure and magic. TDTK is a chance for the party to disrupt a major smuggling operation. The players are encouraged to think and the rewards are worth the risks. ITBOTB is a twisted plot worthy of Shakespeare. The party must choose its allies well and not allow personal prejudices to rule their common sense. Failure to have at least some allies will result in the party being wiped out. If the final battle doesn't use up 50-75%+ of the party's resources then you did it wrong. Now lets go back to the "introductory module" Thieves in the Forest. This module would have been better if it had been for 3-4th level. Granted the single most powerful creature doesn't fight unless severely provoked but the others are quite enough by themselves. I'm sorry but a harpy against 5 1st level characters is almost a certain TPK (Total Party Kill). As a DM I spent more time adjusting encounters that were unbalanced then enjoying the module. I can't recommend it as marketed but use it for higher levels and you will have a great module.

WotC released two supplements for D&D, Sword & Fist and Defenders of the Faith. S&F is a resource for running well rounded fighters and monks. It has several new prestige classes and a few new feats, it also gives some advice on using old feats in new ways. This is very cool, I was already using some of them but showing some of the players a way to think outside the box keeps the game fresh. DotF is primarily for clerics and paladins. I was pleased to see the divine spell casters get their own meta-magic feats. The prestige classes and feats are well focused and incredibly well thought out. The only thing I would do is make sure everybody understands that while these books are focused on these classes most of the books can be used by any class.

Have a wonderful two months and keep gaming.

May all your skill checks be 20s
Bob LaPierre

PRO NOTES

By Daryl F. Mallett

Well, back from cool(er) Flagstaff, Arizona. Summer is already in full swing here, even though it is early May. Gah.

Local fans **Jeff Jennings** and **Nola Yergen** tied the knot at a fabulous Elizabethan-era wedding, which was very nice. Lots of local fen attended, including most of the Dark Ones, the local SCA contingent, and local writers **Adam Niswander**, **Pete Manly** and Yours Truly. Congratulations, Jeff & Nola!

From across the Pond, **Brian W. Aldiss** reports: "You catch me as I am just back from the Argentina International Book Fair. It is a huge event in the centre of Buenos Aires. I did interviews and signings, the usual thing. Also addressed an audience at the British Council, and lunched at the British Embassy. I met many fans around the city. Took a ferry across the River Plate—thirty miles wide at its mouth—to Uruguay. Made great friends in Montevideo, hope to return as a judge at the film festival. My latest novel, *Super State* has been accepted with enthusiasm by Little Brown. Publication early next year. Meanwhile, House of Stratus has published a further batch of my books."

Aaron Allston reports: "My Web site has changed URLs to <http://www.AaronAllston.com>. My next novel, *Sidhe Devil*, the sequel to 1995's *Doc Sidhe*, will be released later this month. *Doc Sidhe* itself is now available as a free download from the Baen Free Library (the link to the Baen Free Library is at <http://www.baen.com/> My upcoming convention and signing schedule is online at <http://www.AaronAllston.com/apprsked.html>. It includes: LepreCon (May 18-20, Scottsdale, AZ) [<http://www.leprecon.org/lep27/index.html>]; signing at Adventures in Crime and Space bookstore (May 25, 6-8 p.m.) [<http://www.crimeandspace.com/>]; Dragon*Con 2001 (August 31-September 3, Atlanta, GA) [<http://www.dragoncon.org/>]; UncommonCon 2001 (November 23-25, Dallas, TX) [<http://www.uncommoncon.com/>].

Dean Andersson tells us: "I'm attending the World Horror Convention in Seattle over Memorial Day Weekend, where I'll be taking part in a pre-convention signing Thursday night (May 24) at The University Bookstore. I'll also be signing at the mass Horror Writers Association signing Sunday afternoon (May 27) at Elliot Bay Books. At the convention, I'll be participating in two HWA Stoker Weekend panels as well as in the convention's programming. I have a story, "Barbed Wire Machete," in the *Personal Demons* anthology from Lone Wolf (edited by **Brian A. Hopkins** and **Garrett Peck**) that's having it's CD debut at the World Horror Convention, and I recently had a short story, "I Know Hel," accepted for the *Maiden*,

Mother, Crone: Three Faces of the Goddess anthology edited by **William P. Simmons** for Abby the Troll Publications, due for release in July."

John Gregory Betancourt "is preparing to move from the New York suburbs of New Jersey to the Philadelphia suburbs of Pennsylvania. (His wife has accepted a position with GMAC Commercial Finance.) They have already bought a house in Doylestown, PA. So now the packing begins..."

Brio Burgess is "anxiously waiting for the galley of *WAIL!* while working towards a Master of Science degree in Secondary Education at College of St. Rose...and also a full daytime job for Albany County..."

M. Christian says: "As far as news goes, the only things I have to share are some of my projects coming out soon: "My *Dirty Words: A Collection of Provocative Erotica...*" and *Rough Stuff: Tales of Gay Men, Sex, and Power*, co-edited with **Simon Sheppard** (both "from Alyson Books), out now. *Guilty Pleasures* (from Black Books), out very, very soon. *The Burning Pen* (from Alyson Books), out in November. *Speaking Parts* collection (from Alyson Books), out in January. *Best S/M Erotica* (from Black Books), out the middle of this year—sometime. I also have stories coming out in *Space & Time*, *Best Mammoth Erotica*, *Set in Stone*, *Faster Pussycat*, and a whole bunch of other books and magazines. Aside from that, life continues. A bit crazed, but it continues."

Adrian Cole reports that "Cosmos, a branch of Wildside, has just published *Storm Over Atlantis*, a new fantasy novel, and Wildside is about to publish *Oblivion Hand*, the first collection of Voidal stories, with two more volumes, *The Long Reach of the Night* and *Sword of Shadows* to follow. Publisher e-Reads will be reprinting the four books in the Omaran Saga later this year, together with the four books in the Star Requiem series. A new novel, *Night of the Heroes*, has just been completed. Short stories: currently out include a new Elfloq story, 'Castle of Glass,' in *Fantasy Annual 4* (Cosmos) and also a new Voidal story, 'Dark Destroyer,' in *Swords Against the Millennium* from Alchemy Press. Another new Elfloq story, 'Demon's Eye View,' will be out soon in another Cosmos anthology. Later in the year, Del Rey is reprinting **Steve Jones'** anthology, *Shadows Over Innsmouth*, which includes a story of mine, 'The Crossing.' I am currently working on an anthology for Wildside, *Young Thongor*, which puts together for the first time all the uncollected Thongor yarns of **Lin Carter** (plus a couple of shorts to round things off from **Robert Price**). Other sword and sorcery anthologies are planned."

Ellen Datlow says: "Attending World Horror in Seattle May 25-28 and doing three signings: University Bookstore, Friday 7-9 p.m.; Pre-Stoker Banquet, Saturday evening; Elliot Bay, Sunday 3-5 p.m. Co-

curating 'The KGB-SCIFI.COM Fantastic Fiction Reading Series' with **Terry Bisson** the third Wednesday of every month. May 16th has **Douglas Clegg** and **Caitlin Kiernan** reading from their work. To get on the mailing list email Terry Bisson at: tbbisson@pop.interport.net."

Alan Dean Foster reports: "I will be serving as GoH at Conduit, Salt Lake City, 18-20 May. *Interlopers*, a dark fantasy, is a May release from Ace. *Reunion*, the latest adventures of Flinx & Pip, is a June release from Del Rey. *Primal Shadows*, a dark thriller set in contemporary Papua New Guinea, is a July release from Forge. The short story "Wait-A-While" will be in the June issue of *Realms of Fantasy*. The short story "Rate of Exchange" will be in the August issue of *The America OnLine Newsletter*. *The Approaching Storm*, the lead-in novel to the next *Star Wars* film, has been turned in to Del Rey. *The I Inside* has been optioned by William McCutchen Productions. Just sold three new books to Del Rey. *Impossible Places*, a new short story collection; *The Big Wet*, a Commonwealth novel, and a to-be-named Flinx & Pip novel. Everyone in Phoenix should check out Pop the Soda Shop on Scottsdale Blvd. Unique, fun, and thirst-quenching."

James E. Gunn says: "I've been conducting another on-line writers workshop—my third, so far, all organized by one or another workshop enthusiast. My summer program (Writers Workshop, Campbell Conference, Intensive English Institute on the Teaching of Science Fiction) starts the last week in June."

Planetary scientist **William K. Hartmann** will be Artist Guest of Honor at BayCon on Memorial Day. A 50-foot mural of his view of the universe was recently unveiled at The Chabot Space and Science Center in Oakland, California. On the writing front, Bill's novel *Mars Underground* did well for a first SF novel in hardcover and paperback from Tor, and this month Bill is finishing a second novel to be published next year by editor **Jim Frenkel** at Tor/Forge. The second novel is more in a historical vein, and is built around two parallel stories about the Southwest—a *noir*ish story set in the modern Southwest and a parallel story about real Spanish characters of the Coronado Era of the 1500s, set in the same landscape.

Pam Keesey just completed issue #3 of *MonsterZine* [<http://www.monsterzine.com>]. Join us as we explore **Frankenstein's** legacy in the 21st century. **Emily Pullins** of BioHorror.com discusses the biohorror genre. **Eric M. Heideman** surveys the influence of **Mary Shelley's** *Frankenstein* in film and literature throughout the 19th and 20th centuries. Pam Keesey chimes in with a discussion of the term "Frankenfood." **M. Christian** continues his multi-part "They Only Wanted to Rule the World: A Celebration

(Cont'd on page 15)

Musical Notes

by Tom Tuerff

Sopwith Camel: "The Miraculous Hump Returns from the Moon" (Warner/Rhino CD 8600)

Some years ago, I wrote an article for ConNotations (this was waaaay back in its magazine-style days) about science-fiction and fantasy in rock. I made a brief but glowing mention to one of my favorite albums of this genre, "The Miraculous Hump Returns From The Moon," by Sopwith Camel.

Well, this relatively unknown 1972 masterpiece (and it truly is an AMAZING record) has been fully remastered and released in a limited quantity, all supervised by the band's drummer, Norman Mayell, and the original engineer, Steve Jarvis. The results are truly stunning.

Some history first. Sopwith Camel started as a five-man band in the Sixties, and they were, in fact, the first San Francisco-based band of the "psychedelic" era to score a hit record, "Hello Hello," in 1966. While things looked good for the band at first, somehow they just couldn't come up with a successful followup to that song, and after one album, they broke up.

Zoom ahead to the early 70s. The band's main songwriters, Pete Kramer and Terry McNeil, received a very large sum from a very large burger chain to use "Hello Hello" in one of their commercials. They took the money, went to Hawaii, and promptly spent most of it on what could best be called "chemical and herbal refreshment." However, in the ensuing months on the island, they put together some impressive songs and decided it was time for the Sopwith Camel to make their comeback.

Reuniting with most of the group (Mayell and bassist Martin Beard), they headed to the studio and recorded an album that is one-half sci-fi/fantasy, one-half California culture '70s-style. (That in itself is an odd form of fantasy.)

The album kicks off with "Fazon," a spacey, dreamy song that speculates on what kind of people will eventually live in cities built underground, in the oceans and in outer space, once the earth is finally rendered uninhabitable. Kramer's seductive soprano sax invites you to relax before the vocals challenge you with their rhetorical questions about the future.

"Dancin' Wizard," probably my favorite song on the CD, basically says wouldn't it be cool to be a wizard, where you could change yourself into anything you wanted and back? Whenever you needed a break, you could turn into a lizard on a rock somewhere if you felt like it. (Hell, I've wanted to do that three times this week.)

When "Miraculous Hump" was recorded, we were still sending Apollo ships to the moon. The band weighs in here with

two songs about that: "Monkeys on the Moon," sort of God's take on the whole situation, and "Astronaut Food," about those goofy little tubes of dried food they used to sell, which I truly believe are now being marketed as Power Bars.

Probably the best thing about this remastered version of the album is you get to hear just what incredible musicians these guys were. The bubble-gummy sound of the first album is almost totally replaced by a more jazz-influenced feel. Martin Beard's bass lines especially pop out of the mix without overwhelming; they are at once melodic, original and supportive.

To order, or to hear samples and find out more about this fantastic album, go to www.sopwithcamel.com. There you'll also find all the lyrics and video clips from 1973 of the band. Pop this in the CD player and let your mind fly.

Jeff and Maya Bohnhoff: Retro Rocket Science (self-produced; 2001)

If there was no such thing as parody, filk would be a much, much different beast indeed.

Thank goodness we don't have that problem. And thank goodness there are people like the Bohnhoffs to show how, if you're gonna go ahead and do a parody, do it right, dammit.

Jeff Bohnhoff is an amazing guitar player. The guy's got more chops than Sam the butcher. And Maya Bohnhoff has a voice that harmonizes well with itself; I never get tired of hearing it.

For the most part, Jeff writes the lyrics and plays all the instruments, Maya sings the songs and boy, are these songs clever.

They're not afraid to tweak some noses, either. More often than not, their songs about sci-fi deal more with the

people you meet at cons rather than picking a subgenre to write about (although there is the almost-required-by-law-to-get-you-into-the-filkers-union Star Trek song). So if you're an easily-offended merchandise dealer, moody filker or goth, you need to cheer up or you'll never get through this CD unscathed.

"Retro Rocket Science" is worth your money for

a lot of reasons, not the least of which is the sometimes near-letter-perfect musical imitations of the songs the Bohnhoffs are spoofing.

"Hotel Dealer Floor," a parody of the Eagles "Hotel California," features a spot-on fadeout guitar solo, along with clever lyrics about not being able to contain oneself on the floor of the dealers' room at a con.

Then there's my absolute favorite, the very first song I ever saw the Bohnhoffs perform, a parody of The Who's "Won't Get Fooled Again," about the ever-changing nature of computer operating systems.

To keep things interesting, not all of these parodies deal purely with science-fiction themes. Two major keepers here are "Hangin' Out at Cheers," based on Steely Dan's "Reelin' in the Years," and "Eldorado," about a very old car that's just barely hanging on (to the tune of "Desperado").

This CD rocks. You know every one of the original songs on here. (Well, okay, there was one I didn't recognize, a song called "Closer to the Plot," and the liner notes don't provide any info about what songs they're spoofing. But then I'm an old fuddy-duddy.) And chances are you'll identify with the subject matter of every song. This is the kind of CD you buy and then kinda drop on when nobody's looking, and watch their faces light up with that odd combination of recognition and "what the f---?"

Next time you're at a convention, pick it up!

Tom Tuerff writes reviews for ConNotations. If you have a CD you want reviewed, drop him a line at nudeadguy@aol.com.

ConClusion

Space Access '01
A Review, by Mike Willmoth

Space Access is a conference for rocket scientists and fans of rockets, space commercialization, etc. The Space Access Society helps to promote these things and to lobby the appropriate decision making bodies in our government. Henry Vanderbilt is the Executive Director of the Space Access Society.

This year's conference was held at the Holiday Inn Downtown Scottsdale Thursday April 26 through Saturday April 28. There were about 90 people in attendance with quite a few guest speakers. A number of local science fiction fans were on staff or in the audience. I was Henry's second-in-command and in charge of at-con programming, at-con hotel liaison, etc. Eileen Phillips was running Hospitality and Dave Rood ran Registration. With me in programming were David and Ros Lyn Jeppesen. Eileen's staff included Craig Dyer, Stephanie Bannon and Jean Hillary. Dave used Diane Elliot and Gary Swaty to help check in folks. I also saw Rick Cook, local author, in the audience one night.

After arranging for the overhead projector and screen I arrived on Thursday afternoon to set these up and hung out in Hospitality for awhile. Registration got set up later and began to check in some of the folks milling around. The schedule started at 8pm with Henry Spencer from Canada talking about Space Basics & Recurring Controversies. Jeff Greason presented Space Basics, An Airframer's Perspective and Dave Salt updated the audience with European Reusable Launch Developments. The crowd headed for Hospitality

(Cont'd on page 5)

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ConClusion (cont'd from page 4)

for conversation and consumables.

Friday had folks gathering in Hospitality for some coffee and danish. Dana Andrews started the day's activities with a presentation by Andrews Space & Technology. Michael Wallis from Canada (originally) talked about the Experimental Rocket Propulsion Society with Randall Clague. After the mid-morning break we saw John Carmack and his Amateur Vertical Takeoff Vertical Landing Rocket Testbed Project. Jess Sponsable represented Universal Space Lines next and lunch allowed everyone to recharge. Gary Hudson, formerly of Rotary Rocket (defunct) and now of HMX Inc., talked about the transition. Bob Conger told folks about Microcosm. We then had another break for some more good food and drink. XCOR (many from Rotary Rocket originally) did a live rocket motor firing right there in the room. They even issued earplugs to everyone for protection. They raffled off a chance to fire it yourself with the proceeds going to SAS itself. Last year, after going through the red tape with the fire marshal, they gained approval to do the test firing. Gerald A. Smith presented Antimatter Propulsion followed by a panel on the new FAA AST regulations by Randall Clague, Mitch Clapp, Jeff Greason and Gary Hudson. G. David Nordley talked about low cost launch and tether research after

dinner with Geoffrey Landis discussing future advanced launch technologies. Another panel happened with Mitch Clapp, Doug Jones, Geoffrey Landis and Henry Spencer on Advanced Launch Technologies: After Reusable Rockets, What Next? Hospitality closed the day.

Saturday started much the same with warm drink and tasty food. Leik Myrabo talked about Lightcraft Technologies and beamed power propulsion. Ed Wright gave a presentation on the Experimental Rocket Racing Association. After the break, Mitch Clapp talked about his company, Pioneer Rocketplane. Next came a panel on The Low-Cost Launch Investment Environment with Gary Hudson, Joe Pistrutto, Richard Pournelle and Henry Vanderbilt. After lunch Roger Longstaff of Reaction Engines Ltd talked about the SABRE Engine & Skylon. Jim Ransom spoke on the case for intra-governmental competition. Once the break was over we saw another firing of the XCOR rocket on its stand with Dan DeLong talking about the company afterward. Pat Bahn gave a talk about his company, TGV Rockets. The Low Cost Launch Political Environment panel followed with Henry Vanderbilt, Ben Muniz and others. Following another dinner break John Hare presented Near Space Transport Inc. The traditional wrap up discussion concluded the weekend's topics with the final business transpiring in Hospitality.

There was a lot of talk about our government's involvement (or lack thereof) in the privatization of commercial space launches. Regulations were a hot topic as was the space tourism concept pushed by Dennis Tito and the Russian cosmonauts. It was interesting to hear how things have changed with the various companies, who is still in business and who isn't, who is new and how some of the old ones weren't there. The most interesting event to me was the amateur VTVL project. This fellow spent his own money to fund it, talked about the trials and tribulations of the hardware, computer components, etc. and even had a computer video running showing their first successful test flight. Since many of us in fandom are amateurs in astronomy, model rocketry, etc. I found his accomplishments and dedication fascinating. I also caught part of the antimatter propulsion presentation and thought of Star Trek, although it was primarily aimed at fueling jet engines and not warp cores. I had dinner with Gerald Nordley and Geoffrey Landis at the hotel restaurant. They both write science fiction and it was fun to meet the latter finally; I've been friends with Gerry for some years thanks to Space Access. Mitch Clapp, Filk GoH at a past LepreCon and CopperCon, is always interesting to talk with and listen to.

Overall I got to attend more presenta-

tions this year than in the past. Perhaps because there was less to do, or fewer things went wrong, or that I was just prepared better. I had more in-depth conversations and less attendee contact than in the past, too. Hospitality was always good and some of the talk overheard was informative and humorous. If you have never been to one of these, then you are missing out. Henry offers special rates for local fans, so keep this in mind for next year. We may be at a different site, so visit www.space-access.org for more details or email me at mwillmoth@compuserve.com and I'll find out what I can for you. You can also contact me for speaker bios or if you have any questions or comments.



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Blue Planet Books

VideoPhile

- **** **The Birds**
- **** **From Dusk till Dawn**
- **** **Army Of Darkness**
- * **G2: Mortal Conquest**

Carrying on my continuing fascination with our DVD player I have been picking up lots of old favorites on DVD as well as some new releases. New acquisitions since last issue include *The Birds*, *Army of Darkness*, *Evil Dead I & II*, *From Dusk Till Dawn*, *G2: Mortal Conquest*, *Stargate SG-1: Season One*, *Highlander I, II & III*, and *Dirty Dancing* (we all have our little guilty secrets) Some are reviewed this issue, others will follow in the coming issues.

Alfred Hitchcock's *The Birds* Universal, 120 mins, PG-13 Tippi Hedren, Rod Taylor

The Birds has long been a favorite of mine, but then again I'm a sucker for end-of-the-world type scenarios.

Based on a Daphne DeMaurier short story, *The Birds* tells the story socialite Melanie Daniels (Tippi Hedren) who goes to scenic Bodega Bay to find eligible bachelor Mitch Brenner (Rod Taylor). Once there she not only has to confront such mundane problems as Mitch's possessive mother (Jessica Tandy) but the inexplicable series of attacks by birds, from the seemingly minor seagull that attacks her in a small boat to the ruthless attacks of large flocks that result in death and destruction.

This is classic Hitchcock suspense. Scenes of bucolic serenity such as a child's birthday party, are the set up for the terror that we, the audience, know is just around the corner.

This 1963 film was innovative for its time. The technical side of filming the bird scenes took nearly three years of planning and was responsible for many innovations in sounds and special effects.... remember, 38 years ago the studios couldn't resort to the computer generated effects of today's special effect departments. However, even after 38 years this film holds up much better than many of today's newer films will.

The DVD includes several special features to lure you into replacing your old VHS copy. Right off the bat the quality of the DVD, in both sound and picture, are enough to entice me into replacing my old tape but the extras on the DVD also sounded promising. The back cover lists the following special features:

All About The Birds - This was a interesting behind the scenes look at the movie and the actors as well as how the special effects were handled.

Tippi Hedren's Screen test: Enjoyable look at a fairly complete screen test

The Birds is Coming: An old newsreel (for those of us who remember what those were)

Suspense Story: A Hitchcock appearance at the National Press Club

Deleted Scene, The Original Ending, Story board Sequence: These intrigued me when I saw them listed on the back cover but turned out to be something of a disappointment. These are not actual filmed scenes but are the story board sketches interspersed with the script. For reason that escape me the "pause" function has been made inoperable during these selections which makes it a very frustrating exercise trying to fully follow the text and drawings.

The DVD also includes the standard photo section, cast bios and theatrical trailer.

Overall this was worth what I paid for it and if you've never seen this classic I highly recommend that you run right to the nearest store and pick up a copy.

tone. Additionally, there is a behind the scenes look at the production of the movie as well as the standard cast bios and theatrical trailer.

One caveat, apparently this was released in several "limited editions" that range enormously in price. Unless you are a serious collector the standard version I picked up is great for watching and won't break your credit card.

From Dusk Till Dawn Dimension, 108 mins, R George Clooney, Quentin Tarantino

Vampires seem to be in vogue these days. *From Dusk Till Dawn* delivers a fast paced crime spree story that rapidly turns into a night of horror.

The Gecko brothers (George Clooney, Quentin Tarantino) go on a cross state crime spree while headed for the Mexican border. Along the way they kill a few Texas Rangers, blow up a gas station, murder one hostage and take a doubting minister and his children hostage... and this is just the set up for what is to come.

Our story takes a more sinister turn once the group manages to cross into Mexico. Once across the border they head for an isolated bar where they plan to meet their Mexican connection in the morning. There's just one small problem, they may not live through the night.

The action is fast paced, the dialogue quick and clever and the ending was delightful. When we saw this film in theaters I knew it would make its way into our video collection, I'm just glad we waited to get the DVD.

The Deluxe Collector's Edition is jammed packed with extras, so much so that it comes on two disks. We have all the standard extras (cast bios, pictures) but there are also music videos (I LOVE this soundtrack) a couple of "making of" features, deleted scenes, out takes and much more. Truly a good addition to anyone's collection.

Army Of Darkness Universal, 81 mins, R Bruce Campbell

Army of Darkness is the third installment in the *Evil Dead* series. Having recently watched this on VHS I was curious to see what the DVD had to offer that the tape didn't, plus this is one of those silly movies that I could watch a dozen times and still enjoy.

Bruce Campbell reprises his role of Ash from *Evil Dead I & II* except that this time he, and his 1973 Oldsmobile, have been transported to England's Dark Ages. Once there he faces suspicious locals as well as monsters, the undead and an army of skeletons.

This film managed what many try for yet fail to achieve, it hits the delicate balance between creepy and funny. Teeming with lots of clever dialogue and inside jokes this is truly one of my favorites.

The DVD promises, and delivers, the original ending. While it was amusing, the ending in the version released is much more in keeping with the film's overall

G2: Mortal Conquest Avalanche, 93 mins, R Daniel Bernhardt, James Hong

The back of this DVD says "In the tradition of *Highlander*" and a *Highlander* rip off is what it appears to be.

Steven (Daniel Bernhardt) is a current day martial artist living above his own studio (sound familiar) but in a former life, 2000 years ago, he fought great battles against Parmenion (James Hong) using the sword of Alexander the Great. Now in the futuristic year of 2003 his ancient enemy resurfaces (either reincarnated like Steven or immortal like in *Highlander*.. I never was quite clear) and the battle begins anew..

To be honest, this wasn't too interesting, the second *Highlander* movie made more sense. I watched through to the end since it was one of the first DVDs we picked up when we bought the player. There are minimal special features on the DVD, just the standard cast bios and theatrical trailer. If you can pick it up for the \$4.99 we paid it's not too bad but I wouldn't pay more for it and probably won't watch it again.

David is 11 years old. He weighs 60 pounds.
He is 4 feet, 6 inches tall. He has brown hair.
His love is real. But he is not.

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Douglas Adams

1952-2001

by Lee Whiteside

Douglas Adams passed away on the morning of Friday, May 11. He died of a massive heart attack while working out at a gym in California. He was 49. Unfortunately, there is nothing funny about that.

I've been a big fan of Douglas Adams' works ever since I discovered the novel of *The Hitchhiker's Guide to the Galaxy* back in 1980. I soon learned of the radio series, the BBC TV adaptation and the subsequent books. A lot of my convention badges have Arthur Dent as my badge name and my Magrathea BBS was a popular destination for science fiction fans for many years. Unfortunately, I never got to meet him in person (The closest I got was a Tucson appearance that he had to cancel out of due to a bad back) but I did exchange email with him a few times. From his works, interviews and other material about him (including Neil Gaiman's *Don't Panic*), I feel I got to know him more than a lot of authors.

His *Hitchhiker's Guide* has appeared in many different forms over the years, but has yet to be made into a movie despite many attempts to do so. He's tried with Ivan Reitman (who didn't understand the concept of "42"), Michael Nesmith, and

most recently working with Jay Roach for Disney where the project has stalled over budget concerns. Many of his friends have publicly encouraged Disney to follow through with it as a fitting tribute to Douglas. I hope they do so.

Douglas was not just the creator of the *Hitchhiker's Guide*, but also the *Dirk Gently* psychic detective novels, the humor book "*The Meaning of Liff*",



several *Doctor Who* stories, and his most recent published work, the CD-ROM game *Starship Titanic* (which was novelized by Terry Jones). He was also active in working to save endangered species (as chronicled in his book "*Last Chance to See*") and was heavily into technology and its capabili-

ties. He was a long time Mac user and has started an online Earth edition of the *Hitchhiker's Guide to the Galaxy* at www.h2g2.com as well as his own official web site at www.douglasadams.com. Both sites have many tributes from fans and friends to read.

Neil Gaiman, the author of *Don't Panic - The Hitchhiker's Guide to the Galaxy Companion*, has been keeping a journal on his official website for his new book, *American Gods*, and posted this about Douglas after hearing of his death:

"He was a very brilliant man. (Not said lightly, I think he really was one of those astonishingly rare people who saw things differently and more clearly and from a different angle.) I don't think he liked the process of writing very much to begin with, and I think he liked it less and less as time went on. Probably, he wasn't meant to be a writer. I'm not sure that he ever figured out what it was that he did want to do; I suspect it's something they don't have a concept for yet, let alone a name — and if he'd been around when this thing was around (*World Designer? Explainer?*) he would have done it brilliantly.

He was immensely kind and generous, with his time and his material, to a young journalist, over 15 years ago; and watching how he, and how Alan Moore (who I met around the same time), treated their fans and other people - graciously, kindly, and generously - taught that young


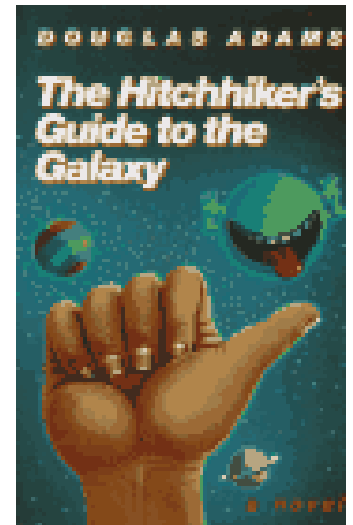
journalist an awful lot about how famous authors ought to behave. And how most of them don't.

& I'll Miss him."

Me too.

His family has requested that donations in his name be made to the *Dian Fossey Gorilla Fund* or *Save The Rhino*. Both are U.K. based charities, but you can make donations online provided by the official Douglas Adams web site.

Note: Gaiman posted on his website that people can quote from his journal entries about Douglas.



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Getting Wrapped Up In “The Mummy Returns”

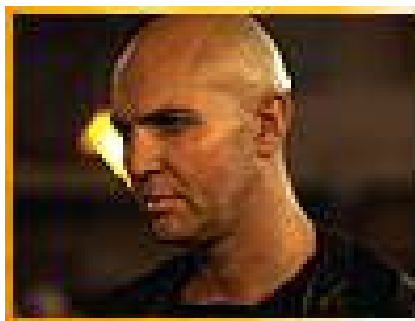
By Shane Shellenbarger

I don't know about you, but it always bugs me when newsreaders “tease” an upcoming segment that I'd like to see. “Coming up, is your drinking water poisoning your dog/making your hair fall out/causing the Earth to shift its axis so that it will plunge into the Sun?” Then they go onto another story and you have to sit and wait and wait and WAIT while they continue to tease you with “Coming up/in the next segment/etc.” I won't do that to you. If you saw “The Mummy” and enjoyed it you'll want to see “The Mummy Returns.” No muss no fuss. For those of you who still need convincing, read on.

The 1999 version of “The Mummy” is set in the Sahara Desert, circa 1925. A remake of the 1932 Universal Pictures film, “The Mummy” takes full advantage of the technological advances in the sixty-seven year divide between the two films, even if the same cannot be said for the writing. Once you accept that the remake is less about suspense and intrigue and more about slam-bang action, you can sit back and enjoy the roller coaster ride. The 2001 production of “The Mummy Returns” is in the same mold as the remake and will bring

to the box office the same audience.

The film opens with a lengthy exposition in which Dwayne “The Rock” Johnson makes his film debut as The Scorpion King, circa 3,000 B.C. After leading his army in a seven year battle, defeated and left to die in the desert, the Scorpion King is the last survivor and on the verge of death when he pledges his soul to the god, Anubis, in exchange for victory over his enemy. Once the Scorpion King has achieved that victory, Anubis dissolves



© Universal

the army of jackal-headed warriors into the sands of the desert and takes what he was promised from the Scorpion King. Flash forward to 1933, eight years after “The Mummy”, we find the hero, Rick O'Connell (Brendan Fraser) has married Evelyn Carnarvon (Rachel Weisz) and they are rising their son Alex (Freddie Boath), who displays his mothers thirst for knowledge

and his fathers bone-headed disregard for danger. Still tagging along for the fame and fortune is Jonathan (John Hannah), nincompoop brother of Evelyn, who will do almost anything for fame, fortune, and floosies, as long as it doesn't involve any real work. Following a fierce battle with the minions of the mummy, Eve is kidnapped and the enchanted wrist cuff of the Scorpion King has attached itself to Alex. Rick, Jonathan, and Alex are told by Egyptian man-of-mystery, Ardeth Bay (Oded Fehr), that the mummy, Imhotep (Arnold Vosloo), has been rediscovered and is currently being resurrected at the British Museum. With guns blazing, Rick and Ardeth Bey rescue Eve, escape from the museum, and race away from pursuing warriors, only to have Alex captured. This triggers a series of events involving mummified pygmies, dirigibles, golden pyramids, and something out of the B-52's song, “Rock Lobster.”

The film is fast, furious, and fun despite plot holes you could sail the Titanic through. If you are looking for entertainment and a diversion, “The Mummy Returns” is worth your attention. I wonder how long we'll have to wait for “The Mummy Strikes Back.”

<http://www.themummy.com/>
<http://www.moviefone.com/>

ReAnimation (Cont'd from page 1)

good plot. A lot of action, so you never get bored. Extremely interesting characterization, so much so that they seem real.

Quick, stick in the third DVD of Black Heaven. CLD

Contains:

Episode 5: These Are the Days

Episode 6: Walk Away

Episode 7: In Need

DVD Features: Scene Access, Non-credit Opening and Ending, and Art Gallery.

Spoken Languages: English, Japanese, English subtitles. List: \$29.98

****** Black Heaven 3
Legend of All Right Now
Pioneer, DVD (Hyb), 75 mins, 13+**

The band is back! Oji recruits the former members of Black Heaven into helping him to defeat the aliens!

Unfortunately, even though they are busy saving the galaxy, they can't tell their wives and bosses why they need to disappear at random times. The alien girls try to help, but ultimately, they cause more trouble than ever. Will finding their original keyboard player help them or hurt them? Black Heaven just keeps on coming with some of the best lines and new music.

(Cont'd on page 9)



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We also are looking for fans and/or professionals interested in supporting the bid by being an active member of the bid committee.

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or

Mike Willmoth at (480) 945-6890 - Email: mwillmoth@compuserve.com



ReAnimation (Cont'd from page 1)

Black Heaven 3 is the same quality as the previous two. Great plot and interesting characters. I have really been enjoying this series. I hear that the fourth Black Heaven is just out. I'm off to the store to get the get it. CLD

Contains:

Episode 8: All Right Now Episode 9: Get Off Of My Cloud Episode 10: Ten Years Ago

DVD Features: Scene Access, Non-Credit Opening & Ending, Line Art, and a TV A Spoken Languages: English, Japanese, English subtitles. List: \$29.98

**** Moldiver

Pioneer, DVD Hybrid, 200 mins, 13+

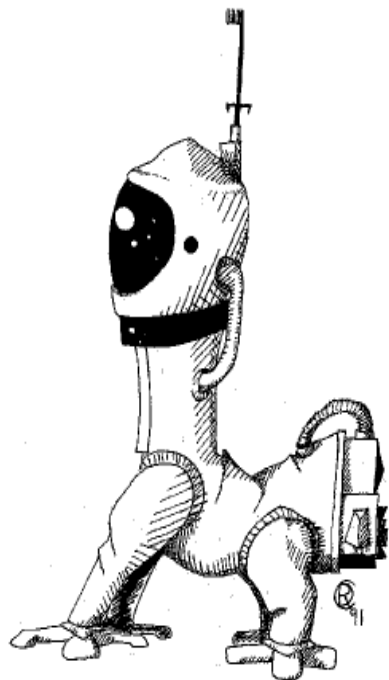
The complete six episode series.

Love, Shopping, and Saving the World! Hiroshi Ozora meant to create a superpowered Suit to combat crime and make himself a media darling, but after his sister Mirai modify his plans by changing the suit to a cute girl in a sailor costume.

Now Mirai must defeat the nefarious and strange Dr. Machinegal and his army of female robots before she can get back to shopping and trying to win the heart of the handsome astronaut, Mr. Misaki! This one is a keeper, just a whole lot of fun to watch. Some of the situation comedy, like what happens when the superpower suit shuts down is a classic. For the most part this is a lot of laughs and action packed. CLD

DVD Features: Scene Access, Non-Credit Opening & Ending, Cover Gallery, Design Gallery, Secret of Moldiver.

Spoken Languages: English, Japanese, English subtitles.



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Eric Garcia Sings! A Visit with the Author of Anonymous Rex and Casual Rex at The Poisoned Pen By Lee Whiteside

In late March, author Eric Garcia made a stop on his book tour at Scottsdale's The Poisoned Pen book store. Garcia has published two novels, Anonymous Rex and Casual Rex, about his dino-in-human-disguise private eye Vincent Rubio and was there to talk about those novels and what else he has in the works.

To start off with, to help out those in the audience who hadn't read his first book, he brought out his guitar and played



© Lee Whiteside

a fun song that told the story of Anonymous Rex. He later played another song about interspecies sex (i.e. human and dino) that he says will be included on the Casual Rex book on tape. He announced that the third book, Hot and Sweaty Rex, would be out next year. He read off a list of possible future titles and then solicited suggestions from the audience, awarding new ones with toy dinosaurs.

He's not sure what he'll do next in the way of novels, but the titles will likely come in handy for the Anonymous Rex television series he is developing for the SciFi Channel, likely to debut early next year. When the first book was released, there was a lot of interest from movie studios to make it into a movie starring a big name star (Robin Williams, George Clooney, etc.). However, nothing ever came of those possible deals, especially one studio head who seriously asked him if it had to be about dinosaurs? Eric didn't press him to find out what would be disguised as humans and made his way out of the office as soon as he could. As the movie bids were dying down, one of the SciFi Channel executives saw an article about the book in People, got a copy of the book and actually read it! When SciFi started inquiring about a possible TV series, Eric fought to have creative control and be involved with the series as a

producer. He's already worked out about two seasons worth of story ideas and should start filming soon provided the various possible industry strikes don't derail it.

Garcia also told of how the first novel came to be and how he ended up selling it. He's been working in Hollywood in various production capacities and tries to write so many pages per day. One day, he and his wife were getting ready for a trip to Las Vegas and he was going to blow off his daily writing stint. His wife made him sit down and write before they left and the first chapter of Anonymous Rex was created out of the blue. He didn't go back to it until several months later but ended up writing the whole novel, mainly as a writing exercise. When it was finished, it sat for almost two years with only his family and a few friends having read it. All of them encouraged him to try to sell it and

he finally took the time to figure out who might be interested in it. He looked at some of his current books to find out who published them, and then looked up who the agents were for those authors. He sent off outlines to several of them, but only included a sample chapter with one of them. That was the agent who asked to see the whole thing and was able to hook him up with his publisher. It was only afterwards he learned that he was very lucky to have gotten published that way.

It was an enjoyable evening and if he comes around on his next book tour, make sure you catch him. He said he would be a guest at the upcoming ConFurence convention and might be doing other SF conventions if he has the time.

REPETITIVE
STRESS
INJURY

DROP THE
GAMEPAD

AND

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MOVIES!

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ADDRESSED
STAMPED
ENVELOPE FOR
A CHANCE TO
WIN AN
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SF Tube Talk (cont'd from page 1)

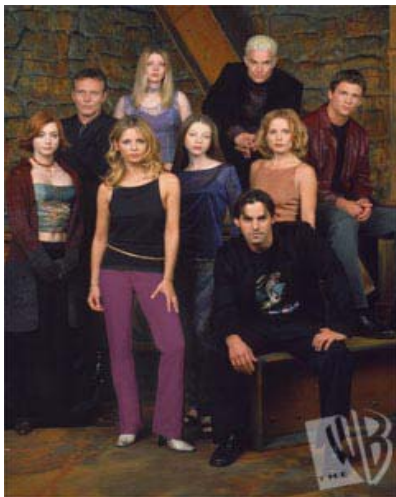
might give it a chance.

More than likely, the biggest plus for a larger number of viewers is the casting of **Scott Bakula** in the lead role. The series is set roughly 100 years before the time of the original series (it varies between 100 and 150 years depending on the report) and will deal with the events that lead to the formation of the Federation, beginning with the disastrous first contact with The Klingons in the series opening movie, which started filming in mid-May. The series will air on Wednesday nights in the first hour of prime time on UPN starting this Fall. It may start as early as August since UPN has announced they plan to get a jump on the other networks with an early debut of *"Enterprise"* as well as some other high profile series we'll talk about in a few more paragraphs.

The cast of the new Trek series has been announced as: **Scott Bakula** (*Quantum Leap*) as Captain Jonathon Archer; **Jolene Blalock** (*Jason and the Argonauts*) as the Vulcan T'Pol (wisely changed from the original casting notices as T'Pau); **John Billingsley** (*The Others*) as Doctor Phlox (an alien of unknown species); **Linda Park** as Ensign Hoshi Sato; **Anthony "A.T." Montgomery** (*Popular*) as Lt. Joe Mayweather; **Dominic Keating** (*The Immortal*) as Commander Malcolm Reed, and **Connor Trinneer** (*One Life to Live*) as Engineer Charlie 'Spike' Tucker. The Vulcans will be helping to lead the humans into the rest of the Galaxy as set up in *"First Contact"*. There will be much speculation about whether a prequel series is a good idea (PAX is doing a *Bonanza* prequel, go figure), but we'll get our first chance to judge it on our TV screens this fall. As the UPN promo line reads "The Final Frontier has a new beginning".

Oh My God! They Killed Buffy! You Bastards! (She'll get better...)

A few weeks before the end of the season and the fall schedule announce-



© The WB

ments, word came down that UPN had outbid The WB for *Buffy the Vampire Slayer*, and will be airing the show starting

this fall. I assume that UPN has some inkling that Buffy will somehow be revived otherwise they just committed a large sum of money to a series that has killed off it's title character. They buried Fox Mulder, crucified Xena and Gabrielle, John Sheridan jumped to his death at Z'ha'dum, I think they'll manage to bring Buffy back to life. What we do know is that the rest of the Scooby Gang and associates appear to be all alive, if somewhat damaged and will continue into next season. UPN will keep the show in the Tuesday night timeslot it's been in for the last several years, debuting it possibly in August with a two-hour opener. According to producers **Joss Whedon** and **Marti Noxon**, the next season will deal with the characters growing up and having to deal with adulthood more (as well as vampires and demons and whatever else **Whedon** and company devise). **Whedon** has confirmed that Giles will be a recurring character next season,



© The WB

partly because **Anthony Stewart Head** has been wanting to move back to England. He may be kept busy there, however, if **Whedon** and The BBC come to terms on a Buffy spinoff miniseries featuring Giles. **Whedon** and company are also working on an animated Buffy series to air on Fox kids next year that will be set during their high school days.

As part of the contract with UPN, if The WB decided to drop *Angel*, UPN would have picked it up for two seasons as they have with *Buffy*. The WB has decided to hang onto *Angel* (for now) and will be moving it to Monday nights after *7th Heaven* (a match NOT made in heaven). I'd look for *Angel* to be involved with reviving Buffy, even though the shows are now on different networks. Also look for "Fred" to join the *Angel* crew next season as a regular. In their bid to become the "nearly all SciFi network", UPN also picked up *Roswell* after it was not renewed by The WB. Over the summer, The WB is moving *Angel* to it's new time slot and moving *Buffy* to Wednesday nights at 9 pm ET/PT and will be running theatrical movies on Tuesday nights. *Roswell* will not get any repeats at all.

Elsewhere on the broadcast dial, we finally got some sort of closure on *The X-Files* to end the eighth season, with Scully

finally delivering her fully human (?) baby with Krycek being taken out once and for all. FOX has renewed *The X-Files* for a ninth season and **Robert Patrick** (Doggett), **Gillian Anderson** (Scully), **Mitch Pileggi** (Skinner) and **Annabeth Gish** (Reyes) will all be back. **David Duchovny** will likely not be back all, although there's always the possibility of cameo appearances. *The Lone Gunmen*, however, were not so lucky. FOX did not pick up the show, mainly due to it's lackluster ratings which didn't improve much when they added guest stars from *The X-Files* in the last couple of episodes. They'll likely still turn up on *The X-Files* occasionally to help out their friends.

In other FOX news, they did renew *Dark Angel* but they will be moving the series to Fridays at 8 pm ET/PT, assuming that it might do better there without any competition from *Angel*. They have also finally set a time slot for *The Tick* this fall at 8:30 pm ET/PT, following episodes of *The Family Guy*. Right, let's debut this new show in the time slot after this animated series that has failed to draw an audience in two other attempts. I'm hoping we'll at least see the eight episodes produced. FOX's other delayed mid-season series, *Night Visions*, will likely turn up this summer, although no formal announcement has been made about it.

As already mentioned, The WB has kept *Angel* and also renewed *Charmed*, although *Charmed* will return minus **Shannen Doherty**, who is leaving the show. Rumors are that a previously unknown Halliwell sister will be discovered and they'll regain their "Power of Three". The WB did not pick up the *"Pern"* series being developed by **Ron Moore**. It was shut down when **Moore** and The WB could not come to an agreement on how the show would be after The WB ordered a "dialogue polish" on the pilot script which resulted in the characters coming across quite differently than **Moore** had envisioned. They have picked up *Smallville* and will air it on Tuesday nights at 9 pm ET/PT. The series is about Clark Kent in his teens when he is coming into his superpowers and finds strange things happening in Smallville due in part to the affects of the Kryptonite meteor shower that accompanied his ship's arrival when he was an infant. This summer, the WB will be airing their delayed mid-season series *"Dead Last"*, which is about a struggling rock band who is able to talk to the dead when they discover an amulet with strange powers.

Back to UPN, with the acquisition of *Buffy* and *Roswell* and the new Trek series, they didn't have too many slots to fill. In a surprise move, they renewed *"Special Unit 2"* for a second season based on it's slightly better performance than *"7 Days"* in it's six episode run (currently being repeated on Tuesday nights). SU 2 will air in the time slot after *"Enterprise"* to start off the season.

Likely to take that time slot later in the season will be the TV adaptation of *"The Dead Zone"*, based on the **Stephen King** novel and starring **Anthony Michael Hall** as Johnny Smith, "a young man who awakens from a coma to discover that he has the power to see the past and foretell the future". **Nicole de Boer** (Ezri Dax) plays Smith's fiancée, Sarah Bracknel and **Michael Moriarty** as the Rev. Gene Purdy.

As expected, neither NBC or ABC have any genre shows on their fall schedule, although ABC does have their *Dinotopia* mini-series scheduled for next spring. CBS will be offering up *"Wolf Lake"* on Wednesday's at 10 pm ET/PT, It's about strange goings on with Wolves in the Pacific Northwest and stars **Lou Diamond Phillips**, **Graham Greene**, **Tim Matheson**, and **Stacy Edwards** and is produced by **John Leekley** (*"Kindred: The Embraced"*) and **Bernie Lechowick**.

In broadcast syndication, we've still got three more episodes of *Xena* left (they got pushed back due to extra production time). First up is *Soul Possession*, which works as a sequel to the *"Deja Vu All Over Again"* episode with the present day reincarnations of Xena, Gabrielle, and Joxer discovering a lost scroll that details how Gabrielle survived the Lava pit in *Sacrifice Part II*. As for the two-part series finale, *"A Friend in Need"*, there still hasn't been many details leaked about it. It will take Xena and Gabrielle to Japan, it will feature battles with a large number of Samurai warriors and will hopefully serve as a fitting end to the series. In talking about the episode to **Ian Spelling**, **Lucy Lawless** says that "Xena comes Full Circle. She was somebody who was afraid to love and trust another single human soul, and now she is somebody who's comfortable in her own skin, who has a family. I always thought the day Xena achieved redemption would be the end of the show, and make of that what you will. The finale is enormously ambitious - it's our most expensive episode. I'd also say it's the most defiant episode we've done. I love what the ending means to Xena and to Gabrielle, particularly to Gabrielle."

Elsewhere in syndication, *Andromeda* ended it's first season with a really nasty cliffhanger, the kind you can do when you know you've got another season coming. Rumors are that one of the crew will not survive, though. The state that everything was left at, it could be any of them.

Cable heats up with Chronicle, Robocop, Witchblade, Mists of Avalon and More!

Now that the broadcast season is over, the cable networks start to heat up, counter-programming against the repeats on the broadcast networks. SciFi will be resuming new episodes of their current series in mid-June and will have more new stuff in July. As usual, we don't have much advance info on *Farscape* other than there will be new episodes starting June 15th, where the crew will deal with

(Cont'd on page 11)

SF Tube Talk (cont'd from page 10)

their extra Crichton and seek out medicine for Tallyn. Be aware that an extra new episode will air on Saturday, July 14th, as part of their relaunch of Saturday Prime. As we saw in the episode "The Camp", the *Invisible Man's* Agency has a new agent, Alex Monroe played by **Brandy Ledford**. Alex will not be in every episode, partly since some of them had already been written before the character was added. For *The Invisible Man*, upcoming episodes include *Johnny Apocalypse*, where Darien and Hobbes find themselves faced with a 12-year-old boy who just happens to be the most destructive biological weapon ever developed; "Going Postal" where Hobbes mysteriously violent breakdown while under cover as a U.S. postal worker is viewed in different styles through the eyes of Hobbes (film Noir), Darien (Dirty Harry) and Alex (reality cop show); in "Brother's Keeper", memory RNA makes it possible for Kevin Fawkes to return to life one final time, in the body of his brother, Darien.

SciFi has essentially given up on both *Black Scorpion* and *The Secret Adventures of Jules Verne*, having moved them to really late night Saturday time slots after trying them out for three weeks in earlier time slots on Saturday. *Verne* will be turning up in syndication this fall, so there's still a slight chance that a second season will be made. SciFi will be repeating the *Dune* mini-series on June 12-14, with all six hours on Sunday, June 17th.

Starting in July, SciFi will relaunch Saturday Prime, returning *First Wave* to the schedule, followed by *The Chronicle* and *The Outer Limits*. Replacing *The Outer Limits* on Friday nights will be the fourth season of *Lexx*, which will deal

with the *Lexx* crew arriving on Earth in the present day. **Nigel Bennett** will return with a recurring role as a government official of some sort and one episode will feature *Red Dwarf* stars **Craig Charles** and **Hattie Hayridge** as prison guards. Debuting on Saturday, July 14th, will be "The Chronicle" (formerly called "News From the Edge"). **Chad Willett** plays Tucker Burns, a prize-winning journalist who's on a losing streak. He ends up working at The World Chronicle tabloid newspaper and learns that the stories they report on are not made up, but are true! **Reno Wilson** plays Wes Freewald, the tabloid's staff photographer, **Jon Polito** plays Donald Stern, the crusty editor-in-chief and **Rena Sofer** plays Grace Hall, the feisty ace reporter who was abducted by aliens as a teenager

Also turning up on SciFi sometime this summer is the Canadian produced *Robocop: Prime Directives* four-part miniseries. It follows on ten years after the events in the original movie (ignoring the other movies and previous TV series) Robocop (**Page Fletcher**) is starting to feel his age and is beginning to be obsolete. Murphy's grown son, James, is now an OCP executive and is brought into a secret group of executives known as The Trust, who want to take over OCP and when Robocop and John Cable start to get close to exposing them, Robocop is reprogrammed to kill Cable. After Cable is killed, he is revived as RoboCable with the latest technology and Robocop becomes a fugitive. **Geraint Wyn Davies** guest stars in the last two movies as Dr. David KayDick, a genius who plans to unleash a doomsday weapon upon Delta City and

the entire world. He takes control of RoboCable and Robocop must defeat him in order to save the world.

SciFi isn't the only place to watch new stuff this summer. TNT will be having the limited run (11 episode) series of *Witchblade* on Tuesday nights at 9 pm ET/PT. As with last year's TV movie, it stars **Yanci Butler** as New York detective Sara Pezzini, who has been chosen by The Witchblade as its latest bearer in its long running crusade for Justice. **David Chokachi** is Sara's new partner, Jake McCarty, **Anthony Cistaro** is the billionaire Kenneth Irons, and **Eric Etebari** as Iron's subordinate Ian Nottingham.



© TNT

Will Yun Lee will also appear as Sara's former partner (who was killed in the pilot movie).

The series will deal with Sara's quest to learn more about The Witchblade and its powers and how it is affecting her. In the opening episode, "Parallax", Sara is questioned about the events in the pilot by the police review board and Joe Siri, Sara's long-time mentor on the force and friend of her father, announces his

retirement and his replacement, Joe Dante, gives Sara a very negative vibe. In the early episodes, Sara deals with an ex-special forces soldier out to kill Kenneth Irons, a mysterious murder of a fashion model with a link to the Witchblade, a set of identical brothers with a connection to the myth of the Witchblade, a priest (**Roger Daltrey**) who was murdered to keep a World War II deal between the Vatican and the Nazis a secret (and yes, The Witchblade was involved). Sara also gets involved with an Irish rock singer named Conchobar (**Kim De Lury**) who's music is linked to ritual murders, mutilations and druidic sacrifices. He later is kidnapped by an anti-terrorist group who wants revenge on his brother for past IRA actions.

In July, TNT will air the four-hour miniseries of "The Mists of Avalon", based on the **Marion Zimmer Bradley** novel. Part 1 will air on Sunday, July 15th at 8 pm, 10 pm and midnight ET/PT with Part 2 on Monday, July 16th at the same times. The movie stars **Anjelica Huston** as Viviane, **Julianna Margulies** as Morgaine, and **Joan Allen** is Morgause. Also starring is **Caroline Goodall** as Igraine, **Samantha Mathis** as Gwenhwyfar, **Edward Atterton** as Arthur and **Michael Vartan** as Lancelot. The movie re-works the Arthurian legend by telling the story through the eyes of the women who wielded the power behind King Arthur's throne. It "follows the women of Avalon from their childhoods through the ultimate fulfillment of their destinies in the battle between Christianity and Paganism that threatens to bring down the kingdom."



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Hexacon 11

Arizona's Largest Gaming Convention

Presents Jay Tummelson of Rio Grande Games

July 27-29, 2001

Jay Tummelson

HexaCon is pleased to present as it's special guest the creative genius behind **Rio Grande Games, Jay Tummelson**. He has brought numerous European games to the USA. He is also responsible for Mayfaire games acquisition of Settlers of Cataan. A few of the games he has imported or at least translated are :Torres (Spiel Des Jahres winner) Game of the year, Tikal (Spiel Des



Jahres winner) Game of the year, Elfenland (Spiel Des Jahres winner) Game of the year, El Grande (Spiel Des Jahres winner) Game of the year, Princes of Florence, Web of Power, Alladins Dragons, Java, Ra, Taj Mahal, Attila, Gipf, Zertz, Tamsk, Carcassone, and many, many more.

Please join us on Thursday evening for a special visit with Jay. All weekend see and play demos of his games.

Thursday Night Special Event

On Thursday evening we are pleased to host a special event for our pre-registered members only. Jay will host something, possibly a new game.

We will also have a special RPGA Event as well prizes, surprises, limited Consuite and Anime.

Role Playing Games

* **Marathon White Wolf game** — Bring any manner of World of Darkness character and play for as long as you like, leave for an hour and come back, it is all good!!

* **RPGA Living City** event

* **RPGA Living Greyhawk** events including a premiere of a Nyronid Regional written by our own Robert Barber.

* **Character provided D&D** games to test your role-playing mettle.

HexaCon 11 will host a massive amount of D&D gaming this year!

The RPGA (Role Playing Gamers Association) is sponsoring 9

scenarios for you to test your role

playing skills. We will have three

Living City events wherein you can take your own character through the streets of Raven's bluff in search of adventure and a good priced ale.

Also being feature is the newest campaign setting, **Living Greyhawk**.

Your characters will combat evil in our own Kingdom of Nyronid.

Two of this years scenarios were

written by local authors so come on

out and tell them what you really think

about their scenarios. Please, no

stoning. Finally we have a nice

selection of character provided

modules. Of course, you never know

what kind of characters you will play.

(I'll let the cat out of the bag... In one, you can play a tiger).

* **The RPGA's Living Force (Star Wars)**

If Star Wars is more your bag, we

will also have a Living force game

from the RPGA. In this game, you

get to play our own character created by the RPGA guidelines. You can bring your Wookiee fringer and discover what menacing forces are at work.

* **GURPS** of all flavors and types.

* Older editions of **D&D** as well as

pick up games for those wanting

something a little different.

Miniatures

* Mage Knight

* Mordheim

Cards

* **HexaCon 2001 Magic: The Gathering Events!!!**

ALL THESE EVENTS ARE DCI SANCTIONED.

Judges present will include two DCI Level 3 judges, Ray Powers and Michael Bahr.

Judge certification testing will be available, scheduled based on time and capacity. (Essentially, in between drafts or major events we'll be happy to test candidates.)

FRIDAY

Starting at **7PM**, running continuously until midnight:

FORMAT:

Invasion_Planeshift_Apocalypse booster draft

PRICE: \$9 per player

PLAYERS: Each draft has 8

players & is single-elimination

PRIZES: 5 boosters to 1st, 3 boosters to 2nd

SATURDAY

Starting at **1PM**, ARIZONA MASTERS TOURNAMENT #4

FORMAT: Constructed Standard Type 2.

PRICE: \$10 per player

PLAYERS: Unlimited.

PRIZES: \$100 & Trophy to 1st, \$50 to 2nd, packs 3rd-4th.

Starting at **2PM**, running continuously until night:

FORMAT:

Invasion_Planeshift_Apocalypse booster draft

PRICE: \$9 per player

PLAYERS: Each draft has 8 players & is single-elimination

PRIZES: 5 boosters to 1st, 3 boosters to 2nd

Starting at **7PM** ARIZONA MASTERS TOURNAMENT #5

FORMAT: Constructed Classic Type 1!!!

PRICE: \$5 per player

PLAYERS: Unlimited.

PRIZE: Entire cash pot from player entry fees for AMT#5, with a minimum guarantee of \$50 to 1st.

SUNDAY

Starting at **1PM**, GRAND PRIX TRIAL: DENVER

FORMAT: Constructed Invasion Block.

PRICE: \$15 per player

PLAYERS: Unlimited.

PRIZES: 3 byes at Grand Prix: Denver, many boosters.

Starting at **2PM**, running continuously until close:

FORMAT:

Invasion_Planeshift_Apocalypse booster draft

PRICE: \$9 per player

PLAYERS: Each draft has 8 players & is single-elimination

PRIZES: 5 boosters to 1st, 3 boosters to 2nd

PLUS: Other events to be scheduled as player demand, time, and playing space permit! Come play Magic: the Gathering at HexaCon 2001!!!

* Star Wars CCG

* Star Trek CCG

* Chez Geek

* Pokemon

LARP

* Pokemon!!

* World of Darkness LARP by the Camarilla (2 nights)

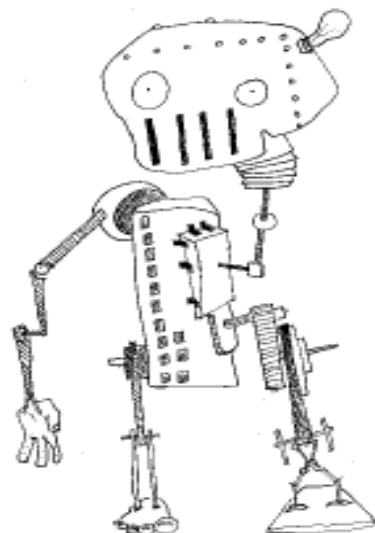
It is a World of Darkness, not unlike our own. But it is far more than the mortals can understand.

At HexaCon 2001, White Wolf's demo team The Wrecking Crew will host a World of Darkness Tournament.

- Bring your Mages
- Bring your Werewolves
- Bring your Wraiths
- Bring your Changelings
- Bring your Vampires

Whether you have never played or are a long time resident of the World of Darkness, this is a great opportunity to play a game, have questions answered, or learn the rules. For more information contact David at davidshome@mindspring.com

Plus ANIME, CHESS, BOARD GAMES, PAREx, FULL CON-SUITE, DEALER'S ROOM



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USED GAME AUCTION

HexaCon 11 will continue the tradition of providing the largest and best used game auction in Arizona. Last year, over \$2,000 in used games changed hands, with both local and out-of-state buyers present. The auction was held in HexaCon 10's Dealer's Room, which allowed the dealer's freedom to bid in the auction, while running their tables. This made for a lot of happy dealer's and auction patrons, and will be done again this year.

All items intended for sale at this year's auction must be grouped into lots of not more than three items. Cards and/or gaming pieces will be regarded collectively as an item, as long as they are grouped (packaged) together. Items must be packaged securely, so that there is no opportunity for small pieces to be lost. The convention assumes no responsibility for the accuracy of the item descriptions, and/or any claims made by the seller.

All items must be brought to the Auction Control Table in the Dealer's Room before 7PM on Saturday. The seller fills out a control sheet and paperwork for each lot. Item descriptions and seller information will be reviewed for completeness. Address information is required on all sellers. Late submissions will not be accepted. You must be a member of the convention to sell any items at the auction.

The auction will start at noon on Sunday. All buyers need to visit the Control Table to fill out paperwork and pick up their bidder number. You must be a member of the convention to register for a bidder number.

All decisions by the auctioneer pertaining to the sale of an item are final. It is the responsibility of the bidder to ensure that his/her intentions are known to the auctioneer.

The convention will receive 10% of the auction proceeds. This amount will be deducted from any monies paid to the seller. **Sellers will be paid by check only.** Sellers will not be allowed to check out until all auction lots have been processed. Buyers may check out at any time after the start of the auction. Buyers may pay with cash or check (with proper ID). No post dated or third party checks will be accepted. There will be \$25 fee added to returned checks. Credit card payments may be accepted, check prior to the auction for availability of credit card charges.

In order to complete the auction in a timely manner, the event will run continuously until all items have been dispositioned. No breaks will be taken.

We will need volunteers to help with the auction process. Anybody wanting to participate can volunteer at the Control Table.

We hope to see you all there at the HexaCon 11 Used/Collector Game Auction! - Mark Boniece

MINIATURES PAINTING CONTEST

Due to the overwhelming popularity of last year's contest, the miniature painting competition is back!

Miniatures will be accepted until the close of the Dealers' Room on Saturday. Judging will take place immediately afterwards, and prizes will be awarded at 12:00 noon on Sunday before the Used Game Auction.

CLASSES:

Master Class: Those people who have won two first-place ribbons or Best-of-Show prizes in previous miniatures competitions. Also included are people who have painted miniatures professionally, or who, in the opinion of the judges, display Master Class quality in their work. Anyone who wishes may enter as a Master.

Open Class: All those entrants who do not fall in the Master Class.

CATEGORIES:

All entries must be in 25mm scale or less, the scales most commonly used in wargaming or fantasy gaming. Each entrant may enter no more than two entries per category. The seven categories are: **Single figure, small.** Any single figure whose largest dimension does not exceed three inches.

Single figure, large. Any single figure which exceeds three inches in any dimension.

BattleTech. Any figure associated with BattleTech, including but not limited to Mechs, Aerospace, and Tanks.

Vehicles. Any war machine for science fiction, fantasy, or historical wargaming that is not associated with BattleTech. Elaborate vehicles involving three or more other miniatures (Drivers, passengers, etc.) may be classified as a diorama at the judge's discretion.

Vignettes and Dioramas. Two or more individual figures on a common scenic base.

Units, small. Multiple figures in 20mm scale or less on a common non-scenic base, for use in wargaming.

Units, large. Multiple figures in 25mm scale that form a common wargaming unit. Only members of the convention will be allowed to enter, including staff, guests, and merchants. All work must be the work of the named entrant. All miniatures entered will be placed on display. The entrant's name will be hidden for fairness in judging. No previous winning entry will be allowed.

Judges are appointed by HexaCon. Judges will award all prizes for which there are suitable entries. The judges have the final say on acceptance or rejection of figures for the competition. The judges have the final say on the appropriate category and class. All prizes in each class in each class may not be awarded.

Location Information:

Holiday Inn SunSpree

7601 E Indian Bend Rd

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Room: \$67 S/D/T/Q

Suite: \$100 S/D/T/Q

We apologize for the inconvenience but the SunSpree is a **NO PET** hotel.

There will be a raffle for those who pre-register with the convention and reserve a hotel room before 06/15/2001

Our **4 winners** will each get a choice from the following prizes:

GURPS Book autographed by Steve Jackson

Free room night

\$50 in coupons usable in the dealer's room

Two memberships to HexaCon 12

If you have trouble making reservations, contact Stephanie at 602-973-2341 or Stephanie@casfs.org

Membership Rates

\$20 until 6/25/2001

\$25 at the door

Contact Information:

HexaCon 11

PO Box 62613

Phoenix AZ 85082

Phone/FAX (602)973-2341

Email: the_lop@casfs.org

Website: www.casfs.org

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<games@hexacon.org>

Used Game Auction: J.B. Talbott

<auction@hexacon.org>

Miniatures Contest: Gus Talbott

<mini@hexacon.org>

Ads: Stephanie Bannon

<Stephanie@casfs.org>

Ad Rate Info & Deadlines

Back Cover: \$125

Inside Cover: \$115

Full Page: \$100

Half Page: \$ 50

Quarter Page: \$ 25

Two (2) Business Cards: \$ 25

Special Request placement extra \$ 10

Accepted submissions : Camera

Ready, Word, .tif .gif .bmp

Deadline: July 5, 2001

JAMES READE

Pro Notes (cont'd from page 3) of Cinematic Villainy” with a discussion of *The Invisible Ray* and *The Abominable Dr. Phibes*. **Michael McGlasson** shares his memories of the films of the one and only **William Castle** at The Schaffer Theater. **David Christenson** reviews such “Franken-classics” as **Andy Warhol’s** *Flesh for Frankenstein*, Universal’s *Frankenstein*, *The Bride of Frankenstein*, and *House of Frankenstein*. David and Eric M. Heideman also tangle over the highlights and shortcomings of a more modern take on Shelley’s classic, *Re-Animator*.

Gary Kern has finished a sci-fi screenplay entitled *Fallback*. It features a Mexican-American geneticist confronted with a problem of human evolution. Kern also is revising his book about a famous Soviet defector, *The Impossible Suicide: Walter G. Krivitsky and the Realm of Terror*. It will be published next year by Enigma Books.

Daryl F. Mallett is pleased to report that “*Pilgrims and Pioneers: The History and Speeches of the Science Fiction Research Association Award Winners*, co-edited with **Hal W. Hall** (SFRA Press, 2001), is finally available (SFWriter00@aol.com for more information). Edited works *Wail!*, by Beat writer **Brio Burgess** (Jacob’s Ladder Books, 2001) and *Sherlock Holmes: The Great Detective in Paperback*, by **Gary Lovisi** (Gryphon Publications, 2001) have been turned in. Along with friend and fellow Arizona writer **Adam Niswander**, I am working on two scripts for a new television series being pitched to Fox, as well as working as a co-producer/co-screenwriter/co-author on a film called *First Rose of Spring* with fellow SCAdian & writer **Sheryl Flournoy**, in which I will also play the role of Zar the Wizard/Narrator. I am also editing *Things in Revolt* by **Lev Lunts** for Xenos Books and the latest issue of *True Crime Classics* magazine for Gryphon Publications. In short works, I am working on the usual spate of essays, this time for *The Encyclopedia of Contemporary Fashion* (ed. by **Taryn Benbow-Pfalzgraf**; St. James Pr., on **Azzedine Alaïa**, **John Anthony**, **Stephen Burrows**, **Joe Casely-Hayford**, **Nino Cerruti**, **Elsa Perretti**, **Simonetta Collona**), and for *The International Directory of Company Histories* latest volume (ed. by **Jay P. Pederson**; St. James Pr.). In my own slowly-growing fiction writing, I am slowly working on *Lava*, a novel with artist **Max Espinoza**, based on the comic book he co-created with **Ruben Gerard**; *Like the Awesome Gleam of Crystal*, an SF novel based on the 1954 **E. C. Tubb** novel *Alien Life*; and *Blood on the Green*, a **Robin Hood** novel. Nonfiction includes preliminary research for a book on horror master **Vincent Price**; finishing up research and beginning work on a book on my dear departed friend and Grand Master, **A. E. van Vogt** (for which another long-time [they

hate to be called ‘old’] friend, **George Clayton Johnson** will write the introduction); a bibliography on things Robin Hood; and numerous others. I did not make the annual Paperback Collector’s Convention (Mission Hills, CA) due to a wedding, but my appearance schedule is on my website (www.geocities.com/area51/1295).”

Susan R. Matthews reports: “My October novel, *Angel of Destruction*, has cleared copy-edit and is going in to galley proof. The editor says the cover looks great, but I haven’t seen it yet and I hope my middling-sized, balding, rather plain-looking **Jack Nicholson**-of-a-protagonist (**Garol Vogel**) doesn’t come out looking like **Doc Savage**. My editor has accepted the outline for the next Koscuisko novel, *The Devil and Deep Space*, for my 2002 book. This will be the first Koscuisko novel in three years...since *Hour of Judgment*. The action picks up almost immediately after the end of *Hour of Judgment* to address some of the issues and loose ends left at the end of the novel. I think it kicks serious butt and I’m looking forward to working on it a great deal. I went to Norwescon in April and had a great time. I just attended SakuraCon in Everett, WA, for personal pleasure (grin) and got to watch some *Black Jack* videos that haven’t been released on this side of the water, as well as being exposed to a bunch o’ really neat stuff. I am [also] going to VCon in Vancouver and, after that, I am still planning on attending the Millennium Philcon, where I hope to get together with the Compuserve Survivors of the Koscuisko Campaigns. Please...encourage people to try to watch *The Secret Adventures of Jules Verne*, on The SciFi Channel—currently airing at one o’clock in the morning on Sundays. It’s nearing the end of its first season and I am desperate for the second season (desperate, I tell you). The program is a well-written and enjoyable, if light, steam-punk adventure, and the characters all play exceptionally well together. I haven’t enjoyed a program so much in years. (I can count the programs I’ve liked so well on the fingers of one hand with no thumbs and some fingers missing: *American Gothic*; *Beauty and the Beast*.)”

Scholar/writer **Dave Mead** reports: “My Vance book is being issued by Edwin Mellen Press. An outfit similar to Borgo in many ways, I think.”

Lyda Morehouse is busy on the road, with book signings and appearances for her novel *Archangel Protocol*. Her tour includes: May 23, Dreamhaven Books (Minneapolis, MN) 6:30-8 p.m. [reading & signing; 912 W. Lake Street; 612/823-6161]; May 25-26, WisCon (Madison, WI) [leading a short story workshop; The Concourse Hotel, <http://www.sf3.org/wiscon/mainpage.html>]; June 5, Barnes & Noble (LaCrosse, WI) 7 p.m.; [signing; 4415 State Highway 16; 608/781-6550]; June 11, Har Mar Barnes & Noble (Roseville, MN) 7

p.m. [signing; 2100 North Snelling Avenue; 651/639-9256]; June 26, Barnes & Noble (Madison, WI) 7 p.m. [signing; 7433 Mineral Point Road, 608/827-0472].

Robert Reginald writes: “My first tome in three years—*Katydid*—will be out next month, and I’ve just recently sold a book-length [work of] fiction to Grey Ghost. I just need to write it...”

Local artist **Annette Maria Sexton Ruiz** is finishing a commission for the New Phoenix Children’s Hospital. Ten pieces of her artwork will be purchased by and on display at the new hospital when it opens in September! “We would also like to announce the birth of our new beautiful baby boy! **Patrick Thomas Sexton** was born February 4, 2001, and is doing well!”

Brian Stableford reports: “*Pawns of Chaos* by **Brian Craig** is just out from Games Workshop’s Black Library, probably boasting the highest body-count of my 53 published novels (“More violence!” the editor demanded. “We want them knee-deep in blood!” It is, of course, a children’s book.). *Knightshade* by **Paul Feval** (introduced, translated, edited & annotated by Yours Truly) should be out from Sarob Press in the summer—will start on *La Vampire* soon. Currently working on a new edition of **Camille Flammarion’s** *Lumen* for Wesleyan University Press and *The Omega Expedition* (concluding volume in Tor future history series).”

DarkTales Publications Invades Seattle! World Horror Con 2001, Seattle Sea-Tac Marriot Hotel; Memorial Day Weekend, May 25th - 28th. “Visit the DarkTales booth in the Dealer Room. Check out our new releases such as *Six Inch Spikes*, by **Edo van Belkom**, *Dial Your Dreams*, by **Robert Weinberg** and *Cold Comfort*, by **Nancy Kilpatrick**. Take a look at our convention posters at <<http://www.darktales.com/conventionpromo.htm>> to see our specials. (Please note: This page is designed for viewing at higher resolution monitor settings and may load slowly. View at leisure.) We’ll be having the drawing for **J. Michael Straczynski’s** Kinesis Keyboard winner, authors will be signing at our tables, giveaways, and much much more. If you have any questions, please [send an] email [to] <dave@darktales.com>. We hope to see you there.”

Del Rey Books reports its recently released and upcoming books list. In April: *The Skies of Pern*, by **Anne McCaffrey**; *Star Wars: Essential Guide to Alien Species*, by **Ann Margaret Lewis**; *Blade of Tyshalle*, by **Matthew Stover**; *Star Wars: The New Jedi Order—Edge of Victory: Conquest*, by **J. Gregory Keyes**; *Starfire: Hangfire, Book VI*, by **David Sherman** and **Dan Cragg**; *Mortalis*, by **R. A. Salvatore**; *Dragonflight*, by **Anne McCaffrey**; *Dragonquest*, by **Anne McCaffrey**; *The White Dragon*, by **Anne McCaffrey**. In May: *Hell on Earth*, by **Michael Reaves**; *Ascendance, Book One in the Second*

Demonwars Saga, by **R. A. Salvatore**; *The Best Military Science Fiction of the Twentieth Century*, ed. by **Harry Turtledove** and **Martin H. Greenberg**; *Star Wars: Rogue Planet*, by **Greg Bear**; *Midnight Falcon*, by **David Gemmell**. In June: *Reunion: A Pip and Flinx Novel*, by **Alan Dean Foster**; *Star Wars: Cloak of Deception*, by **James Luceno**; *The Hobbit: The Graphic Novel* by **J. R. R. Tolkien**, adapted by **Charles Dixon** with **Sean Deming**, illustrated by **David Wenzel**; *Prospero’s Children*, by **Jan Siegel**; *Dirge: Book Two of The Founding of the Commonwealth*, by **Alan Dean Foster**; *Empire of Unreason*, by **J. Gregory Keyes**; *Planet of the Apes*, by **Pierre Boulle**; *The Mists of Avalon*, by **Marion Zimmer Bradley**; *The Silmarillion*, by **J. R. R. Tolkien**. In July: *Ravenheart*, by **David Gemmell**; *Childhood’s End*, by **Arthur C. Clarke**; *The Shadows of God*, by **J. Gregory Keyes**; *Great War: Breakthroughs*, by **Harry Turtledove**; *Star Wars: The New Jedi Order: Balance Point*, by **Kathy Tyers**; *Babylon 5: The Passing of the Techno-Mages: Summoning Light*, by **Jeanne Cavelos**. In August: *The Dragon Charmer*, by **Jan Siegel**; *American Empire: Blood and Iron*, by **Harry Turtledove**; *The Star Wars Galactic Phrase Book & Travel Guide*, by **Ben Burt**; *Star Wars: The New Jedi Order: Edge of Victory: Rebirth*, by **J. Gregory Keyes**; *Witch War*, by **James Clemens**.

That’s it for now. If I’ve missed anybody, I apologize for the oversight. Please pass this along to your pro colleagues (artists, writers, actors, etc.) and have them let us know what we’re doing so we can publicize it! Stay cool this summer (he writes, from 107 degree [on the 10th of May, no less] Arizona).



Author Guest: Julian May

Local Author: Diana Gabaldon

at the Holiday Inn SunSpree Resort, Scottsdale, AZ for

CopperCon 21

Annual Science Fiction & Fantasy Convention

September 7-9, 2001

Artist Guest: Mark Roland

Music Guest: Heather Alexander

(Sponsored by the Phoenix Filk Circle)

Julian May author of Black Trillium, Blood Trillium, Diamond Mask, Jack the Bodiless, Magnificat, Perseus Spur,

Sky Trillium, The Adversary, The Golden Torc, The Many-Colored Land, Metaconcert, The Nonborn King.



Mark Roland, artist, whose work includes this piece:



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Diana Gabaldon
- author of the Outlander books: Outlander, Dragonfly in Amber, Voyager and Drums of Autumn

Heather Alexander - Celtic Musician



SCHEDULED PARTICIPANTS FOR COPPERCON 21:

DAVE DUNCAN, MEL GILDEN, SEAN McMULLEN, YVONNE NAVARRO, JANINE ELLEN YOUNG, LIV MARGARETH ALVER, JANET BERLINER-GLUCKMAN, JOE BETHANCOURT, LARRY DiTILLO, STEPHEN GOLDIN, FRANCIS HAMIT, THEA HARDY, PETER J. HECK, DAVID M. HONIGSBERG, MICHAEL JOHNSON, KATHERINE LAWRENCE, TERRY MCGARRY, STEVE MILLER, GERALD DAVID NORDLEY, ANDREW POLLACK, IRENE RADFORD, GARY RAHAM, RAY VUKCEVICH, SARA WRENCH, WILLIAM F. WU, CHARLENE C. HARMON, LAURA J. MIXON-GOULD, HENRY VANDERBILT (ALL PARTICIPANTS SUBJECT TO CHANGE)

Art Show

We are proud to announce **Mark Roland** as our Artist Guest of Honor. We are planning a guided tour of the art show Friday evening hosted by Mark Roland.

Our plan is to offer the best of science fiction and fantasy art to the fans of Phoenix. Art show panels (a panel is 4 ft. X 4 ft. flat brown pegboard) may be reserved for a fee of \$5.00 per panel. 3D artwork can be displayed on 6 ft. X 2.5 ft. tables, with a fee of \$10.00 per table, or \$5.00 for 1/2 table. The convention will take a 12% commission on these sales. We will feature a print shop - an area for artists to sell multiple prints of some of their more popular work, with the convention taking 15% commission on these sales. There is no fee to display in the print shop. If you have any questions, or if you are interested in reserving display space, please contact Ray Gish at 2527 N. Silverado Mesa AZ 85215 or call 480_641_3997 or email at RGASAS@aol.com

MEMBERSHIP RATES:

\$30 APRIL 30, 2001
\$35 AUGUST 26, 2001
\$40 AT THE DOOR
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WITH PAID ADULT MEMBERSHIP
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Art Show, Prints, Demos & Auction
Anime Panels
Consuite
Dealers Room
Video
Gaming
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Filking
Modern Dance
Children's Programming
Masquerade
Meet the Pros
Charity Auction to benefit Reading is Fundamental (RIF) and Best Friends Animal Sanctuary

FOR MORE INFORMATION

WRITE:
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PO Box 62613
PHOENIX, AZ 85082
OR CALL (602)973-2341
EMAIL TO:
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Dealer's Room Info

COST: \$60 PER TABLE: DEALER'S TABLES INCLUDE 1 FULL MEMBERSHIP AND 1 DEALER'S ROOM ONLY PASS. DEALER'S ROOM PASSES ARE UPGRADABLE FOR ONE HALF THE CURRENT REGISTRATION RATE. LIMIT 2 TABLES PER DEALER. CONTACT CRAIG DYER - 602-973-2341

Volunteer Info

REBECCA <RAFOX@UCDAVIS.EDU>

LOCATION INFO

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THOSE WHO PRE-REGISTER WITH THE CONVENTION AND RESERVE A HOTEL ROOM BY **AUGUST 26, 2001** ARE ELIGIBLE FOR OUR RAFFLE. WINNERS GET A CHOICE OF:
GOH DINNER FOR 2
FREE ROOM NIGHT
2 MEMBERSHIPS TO COPPERCON 22
THE SUNSPREE IS A **NO PET** HOTEL. WE APOLOGIZE FOR THE INCONVENIENCE. IF YOU HAVE TROUBLE MAKING RESERVATIONS, CONTACT STEPHANIE AT 602-973-2341 OR STEPHANIE@CASFS.ORG

24 Frames (Cont'd from page 1)

will be told in a sequence narrated by Gandalf as part of the exposition in the beginning of the film.

Spiderman gets more Xena Cast members

Sam Raimi's *Spiderman* movie is looking to be a semi-reunion for former Xena/Hercules actors. **Bruce Campbell** will be a fight announcer, **Ted Raimi** will be a Bugle reporter, and **Lucy Lawless** will be playing a punk gang leader in the movie. They also had someone steal four of the Spiderman costumes and the studio has offered a reward for the return of them. No one has done so as of yet, though.

Genre Movie Previews

There's lots of movies for this summer and we've got previews of all the genre ones for the next couple of months.

Evolution A meteor, carrying alien organisms hits the New Mexico desert. The aliens multiply and evolve at an



alarmingly fast rate threatening to take over the world. A community college science professor (**David Duchovny**), his eccentric geologist buddy (**Orlando Jones**), a wannabe fireman (**Seann William Scott**) and a government scientist

(**Julianne Moore**) are brought together to deal with the invasion. Directed by **Ivan Reitman** (*Ghostbusters*). Attempting to be an alien invasion movie crossed with *Ghostbusters*. Early reports are that it doesn't quite live up to that, but is a fun movie.

Swordfish The world's most dangerous spy is hired by a government agency to coerce a computer hacker recently released from prison to help steal \$6 billion in unused government funds. In return, the hacker can regain custody of his daughter and start a new life. Stars **John Travolta**, **Hugh Jackman**, **Hale Berry**. Looks to be a straightforward summer action flick.

Atlantis: The Lost Empire Explorer Milo Thatcher gets a hold of a map to the lost city of Atlantis. Along with Captain Rourke, he and his crew set forth on a mission to locate the mysterious city aboard a submarine. Along the way, they encounter many dangerous obstacles that not only make it difficult to reach the city, but their way back to civilization as well. Stars the voices of **Michael J. Fox**, **James Garner**, **Claudia Christian**, **Mark Hamill** and **Jim Varney**. Disney is going the non-musical action/adventure route for this summer's animated movie. The Atlantean language was developed by Trek linguist **Marc Okrand**, who was also used as the model for Milo Thatcher, in case you wonder why he doesn't look much like **Michael J. Fox**.

Tomb Raider Based on the popular video game series, it stars **Angelina Jolie** as Lara Croft, **Jon Voight** as Lord Croft, **Noah Taylor** as Lara's tech support guy Bryce, **Ian Glenn** as Lara's competitor Powell and **Chris Barrie** as Hilary the Butler. She also

has a robotic assistant called SIMON. It features lots of exotic locations, big action sequences and a plot dealing with some sort of mystical triangular artifact that was created 5,000 years ago and if it is put back together at a specific time (about to



© Paamount

happen, of course), you either become a god or can affect time (or something like that).

A.I. Sometime in the distant future, after the polar icecaps have melted, major flooding has devastated most major cities and the world is now run by robots with highly sophisticated artificial intelligence. In the midst of it all stands one boy and a robotic teddy bear who long for something more... Written and directed by **Steven Spielberg** from an idea by **Stanley Kubrick**, it stars **Frances O'Connor**, **Haley Joel Osment**, **Jude Law**, **Sam Robards** and **William Hurt**.

Cats and Dogs Unbeknownst to their human companions, dogs have been fighting for thousands of years to keep mankind from falling under the rule of cats. When a rogue feline, Mr. Tinkles, initiates a plan to strategically disable the world's dog population and leave humans defenseless against his tyranny, a crack team of dog agents and a loyal puppy named Lou are all that stand between mankind and slavery. Features the voices of **Alec Baldwin**, **Joe Pantoliano**, **Michael Clarke Duncan**, **Susan Sarandon** and **Tobey Maguire**. If it lives up to the promise of the previews, it should be a very fun movie.

Kiss of the Dragon Liu Jian (**Jet Li**), is a mysterious operative who travels from Shanghai to Paris on a mission so sensitive, the details are unclear even to him. A few clues lead Liu to Jean-Pierre Richard, a brutal Frenchman with a small army to back him up. When the mission goes horribly wrong, Liu falls into a deadly trap and becomes embroiled in a vast conspiracy - accused of a murder he didn't commit, on the run in a city he doesn't know. When Liu is thrown together with an American woman (**Bridget Fonda**) forced into prostitution, the unlikely duo goes up against the cunning and ruthless adversary who set this trap in motion. **Final Fantasy: The Spirits Within** Set on Earth in the year 2065, destruction and confusion surround us. Cities are deserted, the population is decimated, and

the precious few humans who remain must find a way to survive. An invasion threatens to extinguish the remains of mankind and quite possibly every living creature on the planet. There is only one



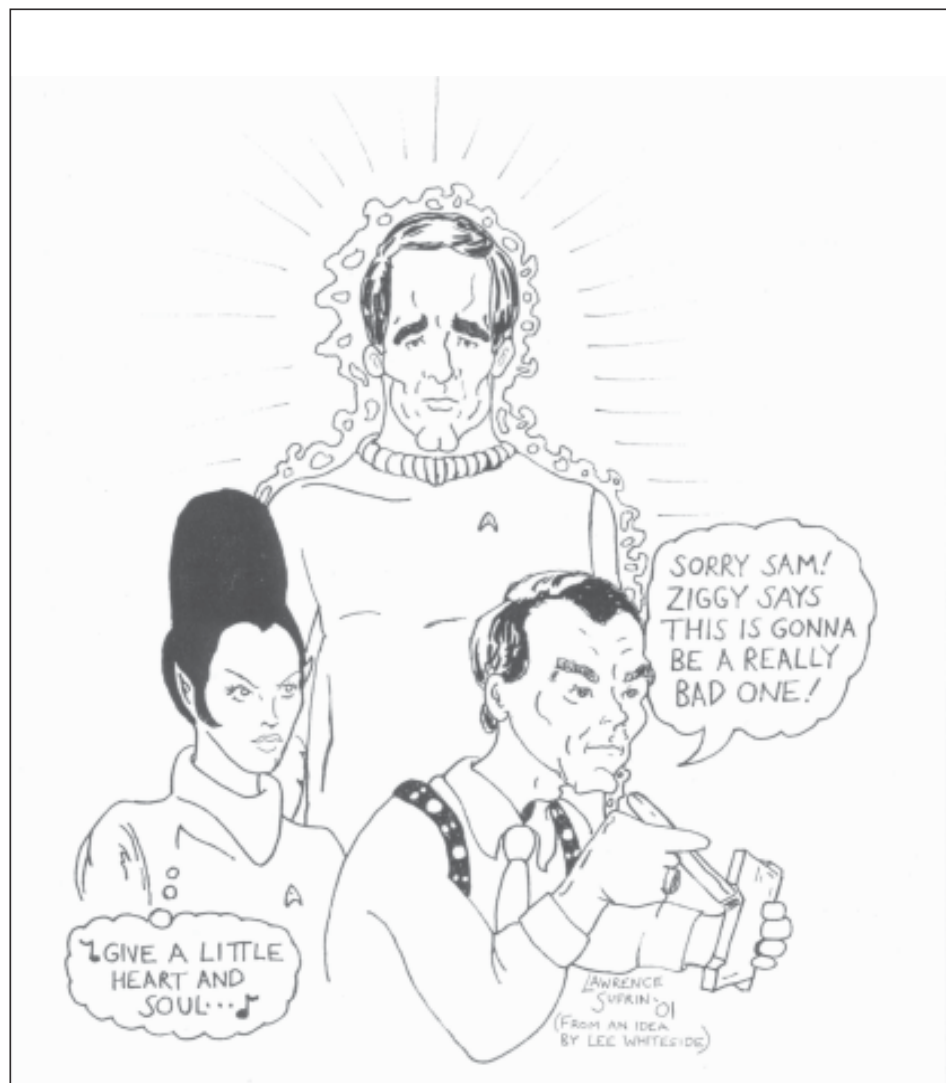
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hope - Aki Ross, with the guidance of her mentor, Dr. Sid, and the aid of the Deep Eyes squadron, is searching the organic wave, the only hope for counteracting the invasion without destroying the planet. Based on the video/computer game series. It is all realistic CGI and features the voices of **Ming-na Wen**, **James Woods**, **Ving Rhames**, **Steve Buscemi**, and **Donald Sutherland**. [Editor's note: For a more detailed preview of Final Fantasy check out Shane Shellenbarger's article in ConNotations volume 11 Issue 1] **Jurassic Park 3** This sequel is set before the events of previous movie, The Lost World. **Sam Neill** returns as Dr. Alan Grant and **Laura Dern** as Dr. Ellie Sattler. Also appearing in the movie are **William H. Macy**, **Tea Leoni**, **Michael Jeter**, and **Alessandro Nivola**. Not much is known about the actual plot, but expect lots and lots and lots of dinosaurs. Note that this was not based on anything written by **Michael Crichton**. **Planet of the Apes** This new take on the original **Pierre Boulle** novel is directed by



Tim Burton. It takes the basic premise of a pilot who finds himself on a planet ruled by apes and his presence throws the status quo into chaos. It is not a remake of the original movie and looks to be a unique vision from Burton. It stars **Mark Wahlberg**, **Kris Kristofferson**, **Estella Warren**, **Linda Harrison** and **Helena Bonham-Carter**. **Osmosis Jones** An animated tale about life inside the human body of Frank, in which a white blood cell cop named Ozzy (Osmosis Jones) teams up with a by-the-book rookie cold tablet to destroy the mysterious, evil virus that has invaded the City of Frank. **Bill Murray** is Frank and **Chris Rock** provides the voice of Osmosis Jones. Other actors doing voices include **Chris Elliott**, **Laurence Fishburne**, **Ron Howard**, **David Hyde Pierce**, **Kid Rock** and **William Shatner**.

(Cont'd on page 18)



24 Frames (Cont'd from page 17)

Upcoming Movie Release Dates

(Dates VERY subject to change)

Jun 8 - Evolution, Swordfish

Jun 15 - Tomb Raider, Atlantis: The Lost Empire

Jun 22 - Dr. Dolittle 2

Jun 29 - A.I.

Jul 4 - Cats and Dogs

Jul 6 - Kiss of the Dragon

Jul 13 - Final Fantasy: The Spirits Within

Jul 18 - Jurassic Park 3

Jul 27 - Planet of the Apes

Aug 3 - Osmosis Jones

Aug 17 - Jason X, John Carpenter's

Ghost of Mars

Fall 2001 - Queen of the Damned, 13

Ghosts, Bones, 2001: A Space Odyssey (re-issue), Harry Potter and the Sorcerer's Stone, Monsters, Inc. Fellowship of the Ring, House of 1000 Corpses

In Our Book

Dragons of a Fallen Sun, The War of Souls Volume I

Author: Margaret Weis and Tracy Hickman

Cover art by Matt Stawicki
Wizards of the Coast, 548 pages, \$27.95

Dragons of a Lost Star, The War of Souls Volume II

Author: Margaret Weis and Tracy Hickman

Cover art by Matt Stawicki
Wizards of the Coast, 458 pages, \$27.95

A quick and easy read through familiar territory, this new *Dragonlance* series brings old and new characters together to repair the damage done by a time-traveling kender (or so they believe). The gods have left, and with them almost all of the magic. A new threat seeks to overtake the known world, and the future of the Elven nations is in jeopardy. I know this is vague—but I wouldn't want to ruin the plot or any of the surprises. However, I would like to see some supplemental adventures featuring the Guild of Puzzles Riddles Enigmas- Rebus Logogriphs Monograms Anagrams- Acrostics Crosswords Mazes Labyrinths- Paradoxes Scrabble Feminine Logic- and Politicians (otherwise known as P3, page 377, *Dragons of a Fallen Sun*) and the Guild of Insurers Equity Under And- Overwriters Collision Accidental Dismemberment Fire Flood Not Liable for Acts of God (page 86, *Dragons of a Lost Star*). -
Allison Mitchell

The One Kingdom: Book One of the Swans' War

Author: Sean Russell Cover art by Stephen Hickman

EOS Books, 463 pages, \$25.00

Mainly the story of four men traveling down a river, *The One Kingdom* is as tedious as rowing upstream with a fork as a paddle. Traditionally, if you read a river adventure story there is generally a story to it. With *The One Kingdom*, you get four guys traveling down a river. That's it. Of course, there is a little more to the book—things do happen to our four guys—but there is never an apparent reason or any sense of foreboding, I simply didn't care if they reached their destination or if they drowned. In the background there are two powerful families whose violent and vengeful pasts threaten the story world and an ancient evil poises to rear its ugly head. Yet again, there is little danger conveyed as only a handful of characters (not even the main ones) are even aware of the impending doom.

By page 14 I thought I was reading a bastardized wannabe version of George R.R. Martin's *Song of Ice and Fire* series, as

(Cont'd on page 19)

In Our Book (cont'd from page 18)

the author uses the Vale and the Neck as geography and the Tully burial ritual. All the more disturbing, the author acknowledges a friend who "helped purge the text of echoes of past books (my own and others)."

Speaking of past books and river stories, Mark Twain's *Huckleberry Finn* comes to mind. With that book, we got a river adventure along with a social history of early America with undertones of racism and (arguably) homoerotic pedophilia. In the movie *Deliverance*, we got to hear Ned Beatty squeal like a pig. The characters in *The One Kingdom* themselves best summed up their tale as they discussed how another would see them (page 185): "What will he make of us, I wonder. Four men whose stories went nowhere at all? Or will we make stories worth finding?"

The only way I'll even look for their story is if the author guarantees me that someone is going to squeal. - **Allison Mitchell**

Krondor: Tear of the Gods Book Three of the Riftwar Legacy by Raymond E. Feist Eos, Hardback, 372 pages, \$25.00

The last book in the Riftwar Legacy Trilogy ties up the events of this part of the Krondor series. It also follows closely the events in the second Krondor computer game, Return to Krondor.

As with the computer game, we meet the new court mage, Jazhara, who quickly joins with Squire James and Pug's son, Lt. William in an adventure to hunt down the murderous Pirate Bear. The book starts with Bear's attempt to steal the magical artifact, The Tear of the Gods, only to have the ship sink before he can get it. James, Jazhara and William have to deal with several problems in Krondor (Nighthawks, deadly beasts in the sewers, a corrupt Keshian slaver of children, and other obstacles) before they can proceed on to trying to raise the ship with the help of The Wrecker's Guild. William takes a force to track Bear, after the pirate has left Krondor (after he breaks in and trashes the jail looking for another pirate who crossed him). James, Jazhara, Brother Solon of the Temple of Ishap, and Kendaric, the Wrecker's Guild journeyman, head off to raise the ship, but find some sort of magic keeping them from doing so. They then have to fight off demons, vampires and more in order to make it possible to raise the ship. It all culminates in a confrontation with Bear and another foe as they attempt to recover the Tear of the Gods.

Most of the action that happens in the book also occurs in the computer game, so if you have played the game, there won't be many surprises. A lot of the dialogue is almost word for word what appears in the game. The book does handle some of the

events different than the game, however, so after reading the book you may want to replay the game to try things differently. The novel obviously can delve more into the characters and allows more details and background to be revealed.

If you haven't played the game, the book is still a good read. It adds more to the history of Feist's world and allows the reader to spend more time with some of the characters while they are in their prime. - **Lee Whiteside**

The Curse of Chalion by Lois McMaster Bujold EOS, Hardback, 442 pages, \$25

With this novel, Bujold takes a break from her successful Miles Vorkosigan series and tries her hand at fantasy, the last time she did so was with *The Spirit Ring*. The novel is a departure from her recent novels, much more serious in tone with much more atmosphere and a lot of attention to the characters.

Since this is an entirely new setting, the first half deals with introducing the reader to the characters and the setting. Chalion is a medieval setting of sorts, with most of the action taking place in and near the land of Chalion. The main character is Cazaril, who when we meet him at the beginning of the novel, is a broken man. He is returning to his homeland after having been betrayed by his military superiors and sold into slavery, an ordeal that he has just been able to escape from. He is returning to the household where he grew up and served as a page, hoping to find menial work. After several fortunate and surprising events, he finds himself offered the post of secretary-tutor to the Royesse Iselle, the sister to the heir to Chalion's throne, Teidez.

When Iselle and her brother are moved to Cardegass, which houses the royal court of Chalion's Ruler, Roya Orico, Cazaril must follow, even though he knows that those who betrayed him are now a vital part of Orico's court. He also finds himself falling in love with the Royess's companion, Betriz, which complicates his position as tutor to both of them. When Iselle's future and happiness is threatened by a very undesired arranged marriage, Cazaril takes desperate measures to prevent the groom, who also was one of his betrayers, from making it to the wedding. It's at this point that the story kicks into high gear and the fantasy and magical elements come into play.

In the aftermath of his attempt at "Death Magic", Cazaril learns that there is a curse over the rulers of Chalion, covering several generations and continuing to the current day with Roya Orico as well as Iselle and her brother, Teidez. He also learns that he has been chosen by the gods to be the instrument to break that curse and save Iselle from her fate must sacrifice himself in order to do so.

Bujold's gift at storytelling is in full force here, with an adventure that gets more complex as it goes along. There's a good deal of political intrigue as well as magical forces woven into the story, some of which we don't really find out their true nature until near the end. Cazaril is an interesting character and we get to see him grow and regain his confidence and stature through the events that develop along the way. We also get a good idea of what he has been through to get to this point and his struggles to free Iselle from the curse. The other characters are fleshed out well and help to make this world more real. The novel combines several plot threads, with Cazaril at the center, that come together in an exciting finish with a few surprises.

Readers may find things a bit slow early on as Bujold lays out the groundwork for the story, but it is worth sticking with it for the latter half where the book gets much harder to put down I think fans of Bujold's work will enjoy this departure and fans of romantic fantasy should enjoy it as well. - **Lee Whiteside**

Casual Rex by Eric Garcia Villard, Hardback, 337 pages, \$23.95

With *Casual Rex*, we return to the world of private eye Vincent Rubio, a velociraptor disguised as a human. This adventure is actually a prequel to Garcia's first novel, *Anonymous Rex*, which gives us a chance to meet and know Vincent's partner, Ernie, who's murder Rubio is investigating in *Anonymous Rex*. To recap, dino's didn't die out, but got



smaller and learned to disguise themselves as humans, leading to an underground dino society in the present day.

The main plot centers around Vincent and Ernie's investigation into the death of Ernie's ex-wife's brother, who died of mysterious circumstances after he was rescued from a back to nature dinosaur cult. The pair investigate the cult and find out its more than they thought. This leads them to a retreat on a Hawaiian island with much of that portion of the book taking place "au natural", discarding their human guises to find out the truth behind the cult.

As with the first novel, the pace is

pretty fast and a lot happens to Vincent and Ernie, with a lot of commentary on humans and the way they act. We get to see more of the underground dinosaur society and learn some more of the history of the whole "dino's disguised as humans" concept. The mystery element is still in force, but the dino element really takes over more here. Remember, you likely won't find this in the Science Fiction section, but in the Mystery section, since the publisher's insist it is an offbeat mystery, not science fiction or fantasy. - **Lee Whiteside**

Teranesia by Greg Egan 339 pp., \$6.99, EOS

This novel is about evolution gone wild. A genetic mutation in the Indonesian islands starts altering different species. No dinosaurs result, but threats to life come from things like pythons, land mines, and civil wars. The story happens from 2012 to 2030, in our own world, with advanced computers and genetic science. A brother and sister make a scientific odyssey from their home island to Toronto and back, to solve the mystery of the mutating species. The story is for mature readers. A third of the way through the novel we get a short sex scene revealing that the brother is gay. This provides more material for Egan's speculations on evolution. This is the second story by Egan I've read, and both make a strong case for atheism, so I presume that's some kind of agenda he has with his science fiction. Egan's ridicule of left-wing literary academics goes with his attacks on any and all religions. While I appreciate his critiques, I find his dividing the world into the realists or the antiscience a bit simplistic. Like most atheists, he throws out the spiritual baby with the bathwater of superstition. He seems to be a logical positivist: if it isn't science, it isn't true. All religion and mystical experience is a delusion, life is meaningless. I can't agree, but I can recommend the book if you want a truly challenging and provocative read. - **Michael Griffin**

The Fresco By Sheri Tepper EOS Books, \$24.00, 406 pp

Our heroine is Benita, an unassuming woman with an abusive husband, who is selected by visiting aliens to be a Liaison. At first, she was only instructed to deliver a device to someone in authority that would explain the alien's mission. But, the job grew in proportion to the alien's involvement in Earth's business. The benevolent Pistach want to invite us to join their confederation but we have to clean up our room first.

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In Our Book (Cont'd from page 19)

The Pistach, being compassionate and ethical, only want to help. In one instance, having observed how women are treated in certain Middle Eastern countries, they decide to intervene. They reason that if the men are so overwhelmed by their women's beauty that they have to cover them, hide them and restrict them; then the solution is to remove the beauty. After the "ugly plague" renders all women looking like Baba Yaga, the men discover that there may be better ways of dealing with their women. The Pistach promise that the "ugly plague" could very well spread to other countries if they find cause.

The ethical Pistach also find ways to help us help our poor and our drug addicts; however, they make it clear that they are not going to interfere directly with our society. We are free to continue our way of government as long as we attempt to achieve the standards of the confederation and mature as a race. This attempt is hampered by the appearance of other, less ethical, aliens who want to use the Earth as a hunting ground and discover they can make deals with certain people in authority, even on Capitol Hill, to buy hunting rights.

Poor Benita finds that her role as Liaison hasn't prepared her to defeat evil predator aliens and save the world. But, not only does she help save the world, she rescues the Pistach's whole way of life when threatened by a civil war on their home planet.



© Sherlock

This is a lovely, sometimes lyrical story with a lot of hopeful ideas of how to handle our world's problems if we only had the power. While I enjoyed the story, especially Benita's struggles to cope, I found the idealism unrealistic. Ms. Tepper suggests that we cannot fix anything ourselves without the help of stronger beings while, at the same time, uses Yankee ingenuity to fix the Pistach's problem, with which they were unable to cope.

I don't think I'm alone when I say that I would find more pride in resolving our planet's problems ourselves than by relying on alien, almost magical, technology. In the end, I didn't like feeling that we couldn't do anything ourselves and had to be taken care of by stronger beings while being cast as the mouse that removed the thorn from the lion's paw.. - **Catherine Book**

The Floodgate: Counselors & Kings Book 2 Elaine Cunningham Wizards of the Coast, 312 pp., \$6.99

This newest book in the Forgotten Realms series is a fast paced action adventure. It's well written story line and self contained plot makes it almost a stand alone novel. This is the first book of the series I have read and I enjoyed it greatly. While I am sure that if I had read book 1 of the series I would have had a better understanding of the relationships between the various character I still enjoyed book 2 by itself.

In this story our hero Matteo must decide where his loyalty lies, With his assigned patron? Or with the land of Halruaa? His friend Tzigone's search for her mother leads her into a difficult choice and mortal danger. Traitorous wizards plot with the enemy to overthrow the king and advance themselves. And all are deftly manipulated by the treacherous and scheming Kiva for she will have her vengeance no matter the cost.

With twisted plots, betrayals booth epic and petty, and a grand battle climaxes I truly enjoyed this book and intend to look for more of Ms. Cunningham's work. It is my prediction that this woman has the potential to become numbered among the great writers of fantasy fiction. I gladly recommend this book to all readers. -

William B. Whitmore

JOHAN Magic Legends Cycle, book 1 By Clayton Emery EOS, 376 p., \$6.50

A fun, fast paced sword and sorcery adventure. JOHAN is the newest addition to the Magic the Gathering world. With it's improbably evil villain, its energetic and impulsive Heroine, and old but self sacrificing Hero the story rolls merrily along. It helps that there are splendidly gory battles and wondrous spells as good and evil battle for dominance of the land of Jamuraa. I suppose at this point I should mention that I have never played Magic and that this is the first book in the Magic series I have ever read. At first I was put off by the rather childish art work of the cover and not very enticing summary on the back . Both do a disservice to a good story. Mr. Emery has a well thought out plot with a coherent story line. His characters are well developed and fun to read.

I would recommend this book to any one looking for a light afternoon's entertainment. - **William B. Whitmore**

Wilderness By Dennis Danvers EOS, 376 pp., \$6.50

This is a Werewolf story. But this is not a run-of-the-mill werewolf story. Alice has hidden her secret all her life until she meets Erik, a college professor and biologist. Erik is fascinated by Alice's secrets and when she panics from fear of intimacy and runs away, he follows. He doesn't really believe her; he follows to rescue herself from her own sick fantasies. But when he finds her in Canada, he discovers that the truth she had been trying to tell him, is really the truth.

A quote from Locus says "Danvers does for werewolves what Anne Rice did for vampires." Mr. Danvers does seem to be trying to emulate the dark, gothic atmosphere of Rice's books. Alice's beginnings are really quite trite. She kills a boy while in her teens at the time of her first change. She spends the rest of her life keeping an emotional distance from all men. The author tries to lend an erotic tone to the story but I felt it fell a bit short; although to be honest, I never appreciated the Rice stories either.

The latter part of the book became more interesting to me as Alice flees not only the man who loves her but her human life. This is more a tale of frustration, unrequited love and personal discovery than the typical werewolf story. **Catherine Book**

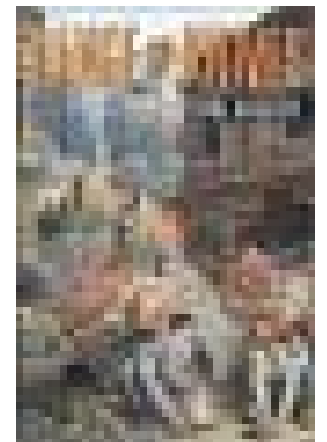
The Incredible Internet Guide to Comic Books & Superheroes by James R. Flowers, Jr. Facts on Demand Press, 422 pp., \$14.95

This trade paperback is a must-have for any superhero fan or comic book collector who uses the Internet. It lists over 1900 sites devoted to comics heroes. Characters from Marvel, DC, and others are covered. The book is well-organized, with sections on topics like heroes, TV, movies, games, merchandise, and creators. The second half of the book has chronologies instead of Internet sites. These list the appearances of teams and characters only in DC, Image, Marvel, and Ultraverse titles. There's interesting tidbit commentaries throughout the Internet half. Some computer screen captures make good visual samples. The four introductory pages are the best short course on how to use the Internet that I've seen. My only quibble: apparently the author edited the prose text using his computer's spell-checker. Occasional missing or wrong words result in sentences. Don't let that deter you. I guess he was too busy checking all those 1900 site addresses. - **Michael Griffin**

Dance Of Knives by Donna McMahon Tor, 416pp, \$25.95

Dance of Knives is a very powerful first novel. Set in the Vancouver of the 22nd century, the book describes a world coping with the ecological disasters of previous centuries and a vastly changed society. People are divided between the powerful guilds and the desperate guildless who live with virtually no rights or protections from the law.

We learn about this world by following the adventures of Klale who leaves her powerful Fisher guild to make her way on her own in Downtown, an island refuge of the guildless in Vancouver. Life in Downtown is controlled by tongs and gangs, beggars line the streets and there is little safety or law, a vast change from the safe secure world of the guilds. Klale finds a job and a place to stay at the KlonDyke nightclub. She begins to make friends and



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In Our Book (cont'd from page 19)

build a life but the very friendships she is making may lead to her ultimate destruction as events beyond her control bring Downtown to the brink of destruction.

The 22nd century that Ms McMahon has created is, by turns, bleak and depressing interspersed with glimpses of the clean, safe havens of the guilds. Even the world outside Downtown contains undertones of darkness: What one does, all one's property, everything is controlled by the guild and without the guild one is nothing, has nothing. I found it disturbing simply because it is a very plausible result of the actions of today's society. The characters of Klale, Toni the bartender and Blade, the bio-altered slave/enforcer will live in my memory for a long time.

This book is a first class thriller and I'm not doing it justice with the above description. It is a compelling, if somewhat disturbing, read. I will warn the reader that some of the plot and interactions between characters involves lesbianism, as well as physical and psychological torture. That said, I highly recommend this book and I look forward to Ms McMahon's next book. -**Stephanie Bannon**

Castaways of the Flying Dutchman

By **Brian Jacques**

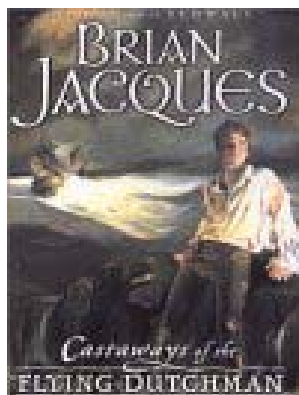
Illustrated by **Ian Schoenherr**

Philomel Books, N.Y. 327 pp, \$22.95

Having heard mixed reviews of Jacques' Red Wall series, I was prepared for the worst. The preparation was unnecessary.

Our young hero and his telepathic black Labrador are the only two virtuous people aboard the ill-fated Flying Dutchman when it was condemned to spend the rest of time attempting to make it around the tip of South America into the Pacific. They were put off the ship at Tierra Del Fuego where they began their eternal quest for people in need of their assistance. Call them Perpetual Do-Gooders.

Their first task in 1620 was to make happy the last years of a lonely old shepherd. That accomplished they went



on through the centuries traveling the world aiding those whom divine guidance commanded. In 1899 they arrive at the small village of Chapelvale where they are commanded to stop. Their mission is to save the small community from becoming a limestone quarry and cement factory. They must block bullying henchman and thwart the legal trickery of the rapacious industrialist and his cronies. They attempt to do this with the aid of the true owner of the village and several Village young people.

The characters in the story are flat stock characters. There is no deep character development. We have the Virtuous Hero and his dog, The Lady of the Village, Adventurous Juveniles who help, Villainous Henchman who obstruct, Helpless officials who waffle, a rapacious Industrialist, a sleazy lawyer, etc. We even have a helpful Librarian and a policeman who helps once he sees a way. Everyone does the expected. In spite of this the book flows and is a quick enjoyable read. It's a keeper. -**Gary Swaty**

Return To The Whorl

Gene Wolfe

Tor, 412 pp, \$25.95

Return To The Whorl is the third volume of the Book Of The Short Sun. Although it stands alone, it would, perhaps, be more accessible if read after the preceding volumes On Blue's Waters, and In Green's Jungles.

The story is narrated by Horn, who has been on a quest to find the almost mythic leader Patera Silk. In previous volumes he has gone from Blue, to Green, visited the Mysterious starship, The Whorl, and even Urth. But Horn himself seems unsure of who he is, and the Narrative shifts from one time to another, one place to another, in a whorl of images, persons, and events. Is he, or was he Silk? Or is he in the process of becoming? Is this a convoluted search for self? The reader is led to a strange and seductive climax.

I did not read the previous volumes which might have made the transition clearer. Despite the brilliance of Wolfe's writing, and he does make a compelling read, I find myself left with a disquieting sense of depression. Drawn into caring about Horn, I find myself saddened by the ending. Perhaps it is best summed in the lines from the writings "though trodden beneath the shepherd's heel, the wild hyacinth blooms on the ground."

Not a light afternoon's escape, but worth the read -**Pam Allan**

Club Listings

(EDITOR'S NOTE: Please check your club listing for errors. Please send corrections and updates to the editor in writing or via email)

ADRIAN EMPIRE A medieval and renaissance recreationist club. Sword-fighting, arts, banquets, masquerades, dances. meets every Wednesday night from 7-10pm at Encanto Park. All are welcome. Free. For details, call (602)582-6990.

ARERIAL MIRAGE JUGGLING CLUB International Juggling Association affiliate club meets 7-10pm Wednesday evenings at Encanto Park. No dues, everyone welcome. All levels skill exchange in many areas of object manipulation. Devils' Club meets Fridays 5pm north of the Hayden Library on the ASU campus. For more info, call (602) 585-7623, or write 2326 E. Electra Lane, Phoenix, AZ 85024.

ARIZONA LANBASHERS LEAGUE A collaboration of computer gaming enthusiasts, the Arizona LANbashers League throws quarterly LANparty events. Between parties, support is given to local groups who wish to advertise their own gatherings. We have no set genre of games and play anything from strategy games to first-person shooters to driving/flying simulations. No annual membership is required and admission to an event ranges from \$5-\$15. See our webpage for current events. Email: azlanbashers@earthlink.net Web: <http://www.gibbed.com/all> VoiceMail: 602-306-9339

THE AWAY TEAM: The Away Team, is a general sci-fi appreciation group that meets once a month for discussion of various sci-fi news regarding several mediums to include: television, movies, video, books, comics, magazines, collecting, and so forth. The meetings are comprised of news, review and comment, BBS/computer news and help, meeting new members, video presentations, games, and socializing fun! Food and drinks are provided, via a \$3 munchie fee (per meeting) to compensate the host. (No other fees are involved.) The electronic home of the Away Team, is the Lightspeed Space Station BBS at (520) 325-6674.... Member ages for the group range from 13-40-something with both male and female members. Other activities include null-modem link gamefests, group theater movie viewings, convention trips and more. Have sci-fi fun in a relaxed, low-structure environment. **NO RUBBER EARS ALLOWED!!** For questions, you can call the BBS, or write to: LSS c/o R. Martin; 2522 N. Sparkman Blvd.; Tucson, AZ 85716

BASFA Baja Arizona Science Fiction Association, a non-profit organization. Puts on TusCon Convention annually. Webpage: <http://home.earthlink.net/~basfa>

Email: basfa@earthlink.net

CENTRAL ARIZONA SPECULATIVE FICTION SOCIETY, INC. (CASFS) The non-profit corporation that puts on CopperCon conventions, SmurfCons, HexaCons, occasional regional cons, and publishes Con-Notations. Best described as SF/F generalists with a strong bent towards literary SF/F. Guests welcome - meets at 8pm on the last Friday of each month in January thru September and the second Friday in October, November and December at JB's Restaurant, 2560 W. Indian School in Phoenix, AZ. Write PO Box 62613, Phoenix, AZ 85082-2613 or call Stephanie L. Bannon (602)973-2341 for information. Web www.casfs.org

THE DARK ONES (Dark-wunz) n. 1) An organization formed for the expression and exploration of various cultural themes including, but not limited to, the Dark Ages and the Renaissance through forms of art including, but not limited to, painting, drawing, writing, photography, spoken word, and acts of characterization. 2) a member of this organization. 3) Information available at (602) 978-9314.

DAYSTAR HOLT Arizona's first and longest-running Elfquest fan club. Daystar meets to talk about EQ and related stuff, develop characters, publish stories in our 'zine *Playelf* and create an annual calendar. Other common interests include music, belly dance, camping and of course, SF. Membership is free (18 or over) and is attained by group vote after you attend two meetings or holt-related get-togethers. Meetings are usually the first Saturday of each month; for more info, call Tom or Janice at (602) 581-2258. They have a website up at <http://members.home.net/jeanderson/daystarholt.html>

DESERT LURKERS Tucson based Babylon 5 fan club. Meets and communicates via listserver over the Internet. Anyone with e-mail access can subscribe to the Desert Lurkers by sending e-mail to b5-l-request@dragon.org and putting "subscribe" (minus the quotation marks) in the subject line. Interested people can contact Alexander Goodrum at E-mail address: goodrum@AZStarNet.com

EARTHLINK SCI-FI CLUB SF generalists with some focus on comics and environmental issues. Meets at various conventions and occasions. Publishes a quarterly newsletter called Cosmic Wavelengths. For information contact them at 8508 E. San Lorenzo, Scottsdale, AZ 85258, or call Nohl Rosen at (602) 991-8847.

THE EMPIRE OF CHIVALRY AND STEEL, INC. The Empire of Chivalry and Steel specializes in the general recreation of the culture of the Middle Ages including all of the Art Forms, Events (Feasts, Tournaments, Ceremonies and Wars) and Combat Arts covering the years of 800AD up to 1650AD and any location within Europe or its explored territories. For more information contact Bart Smith

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Club Listings (Cont'd from page 21)
(Phoenix) (602)937-6995 or Leonard Bird
(Tucson) (520)742-2432

INTERNATIONAL BROTHERHOOD OF JEDI KNIGHTS Members of the Tatooini Base have revised the International Brotherhood of Jedi Knights, a not-for-profit fan club dedicated to Star Wars. Membership is \$8.00 U.S. and/or \$11.00 (Canada/foreign) and includes a membership packet consisting of a one year subscription to *The New Jedi Times* (published 6 times a year), membership card, IBOJK charter & bylaws information on Jedi studies and a free gift. Checks should be made to either Patty Vance or Elizabeth Laignel. For further information send a self-addressed, stamped envelope to: The I.B.O.J.K.; P. O. Box 5459; Glendale, AZ 85312-5459; or call either Patty or Lilly at (602) 843-8303. May the Force show you the way of the Jedi!

INTERNATIONAL FEDERATION COUNCIL Meets every 1st and 3rd Saturday of the month. Meeting at the Westridge Mall (75th Ave. and Thomas Rd. Phoenix, AZ. The IFC is regimental (Using Ranks and structured similarly to ST) but has social events as well. Attends local Creation And Trek Production Cons, and ST Movie premiers. POC for IFC is A/ Fleet Admiral John Nelson (602) 934-3987 or by voice mail (602) 409-7169 or c/o P.O. box 14370 Phoenix, AZ 85063-4370. E-Mail: Bnelson502@aol.com Membership Approx 35-50. The Bi-Monthly newsletter is *Cactus Log*.

THE JEDI KNIGHTS Meetings are the 3rd Sunday of each month. For more information call Carol Alves, Publicity, (760)244-9593 or write Jedi Knights, c/o Jim Lowerre, 12291 Meade Street, Garden Grove, CA 92841-3629

LEPRECON, INC. One of the two Phoenix area corporations that put on yearly conventions. Best described as SF/F generalists with a main thrust into SF/F art. Guests are welcome. The meetings are quarterly on the second Saturday of February, May, August & November unless otherwise notified. August is the annual meeting where board positions are determined. For more information, write PO Box 26665, Tempe, AZ 85285 ; call Mike Willmoth at (480) 945-6890 or Email: mwillmoth@comupserve.com

THE PHOENIX FANTASY FILM SOCIETY A Phoenix based club interested in the entire realm of SF, Fantasy and Horror film. PFFS has been in existence for 25 years, meeting every 6 weeks in member's homes. Dues are \$10 per year. Membership includes newsletters, an annual film awards and various outings. For information, contact PFFS, P.O. Box 34023, Phoenix, AZ 85067 or call David Storck at (602) 274_7404, e_mail: Menzeez@aol.com.

PHOENIX JAPANIMATION SOCIETY Local chapter of Japanimation/general animation oriented fans - meets monthly. Membership is free, though optional monthly newsletter is \$5/year or \$.50 per month. Call Tom Perry at (602) 996-2196 or write 3241 E. Altadena, Phoenix, AZ 85028.

RAGE ACROSS THE SOUTHWEST A Live Action Theatre Troupe based out of the ASU campus in Tempe, AZ. It is dedicated to the game Werewolf: The Apocalypse by White Wolf publishing. Contact Mike McLaughlin at (602)461-5842 or write 1730 W Emelita Place #2025, Mesa AZ85202-3144 or email to warlok@aztec.asu.edu

RAW GAMES (Role-players & Wargamers, Inc.) Role-players & Wargamers, Inc. is the Valley's oldest role-playing and wargaming club. Currently meetings are held between 12PM-7PM on Sundays (except during conventions and other special events). Meetings are held on the west side and are open to new members - Call for directions at (623) 849-9515.

ROLE PLAYING GAMES CLUB (RPGC) The official gaming club of Az. State University. Activities include: live-action roleplaying games, tabletop gaming, conventions, parties, etc. General meetings are open to the public and are held every Friday at 6pm in ASU's Memorial Union. Dues are \$5/semester. For more info, contact Michael McLaughlin, 1730 W. Emelita #2025, Mesa, AZ 85202-3144, or call (602)464-3144; RPGC@asu.edu

SCIENCE FICTION CONTINUUM The Science Fiction Continuum: An Independent Star Trek and Sci-Fi club in Phoenix, AZ. The SFCOM is an active club that participates in Local Phoenix, and Southwestern Star Trek and Sci-Fi conventions and movies. The SFCOM has three different divisions. The SFCOM itself, a free group where fun is the name of the game. The Deep Space SolarFlare (DSSF) an active member club in the International Federation of Treker's (IFT). This group is based on DS9 (a space station). And the IKV Sto-Vo-Kor (Independent Klingon Vessel). A Klingon Bird of Prey, roaming the desert looking for battle. Are the Fed's too soft, looking for combat, feel the call to glory. This is the ship for you. Membership in the SFCOM is free! To join DSSF or the Sto-Vo-Kor a nominal fee for the national clubs involved and uniforms. For further information contact President John Nelson at (602) 409-7169 or on the internet at; Bnelson502@aol.com or check out our web site. <http://www.thesfcom.com>

SFACE (Speculative Fiction And Computer Enthusiasts) Phoenix College's one and only connection to the worlds of speculative fiction, including science fiction, fantasy, and horror as well as tabletop, live action and internet gaming, SFACE also serves as a guide through the Internet - both teaching basic use and utilizing as a source of speculative fiction. For more info contact Dr Ray Bromley at bromley.ray@a1.pc.maricopa.edu. The SFACE Web site is found at <http://www.pc.maricopa.edu/departments/studentact/organizations/sface/>

SHADOWKEEP BBS Intelligent conversation, awesome graphics, stupendous door games, unworldly filebank, RPG forums, QWK message system and online RPG BBS-moderated games! Our BBS is mainly RPG oriented

and we offer many services to GMs and players. No fees necessary for users who post intelligent messages! \$5 in credits to new users. Over 20 conferences and 10 doors to choose from! Shadowkeep BBS - PCBoard 15.2/M - US Robotics 28.8 Modem. Phoenix, AZ (602)245-0919; Connect at 2400-28800

THE SOCIETY FOR CREATIVE ANACHRONISM The kingdom of Atenveldt doth lie in the state of Arizona. Within the fair kingdom can be found six Baronies: Atenveldt, Mons Tonitrus, Twin Moons, SunDragon, Tir Ysgithr and Ered Sul. For more information on any of these or for general information on thy past tomorrows thou mayest contact Mistress Myrddina o Dolwyddelan (Terry Schwartz) PO Box 584, Sonoita AZ 85637 (520)455-5835 Email: myrddina1@aol.com www.atenveldt.org

THE SOUTHWEST COSTUMER'S GUILD The Southwest Costumers Guild is a loose organization of persons interested in all facets of historical, cultural, science fiction, fantasy, and humor costume. Members are often seen on stage and behind the scenes at most local and regional Science Fiction Convention masquerades. They meet on the last Sun-day of each month at various members' homes in the greater phoenix area. For details. Southwest Costumers Guild, PO Box 39504, Phoenix, AZ 85609 or call Randall Whitlock at (602)995-7514, email: costumers@casfs.org or Website: <http://members.aol.com/souwesgld/guild.html>

STARBASE TUCSON Tucson Arizona based Star Trek club. For info call Geof Wood at (520) 746-1822 or write Starbase Tucson ; 3314 E. Benson Hwy ; Tucson AZ 85706. Email:pegasis409@aol.com

STONEHENGE BBS Enjoy over 60 online games including TradeWars 2002, StarFight, The Pit, Dirty Play, Usurper, LORD, and Battle Grid (new, like Battletech). Topical message boards, E-Mail, and Network Echoes. 1000's of files to download: utilities, games, GIF pictures, & more every day! Stop by and give us a try at Stonehenge BBS (602) 947-2223, FidoNet 1:114/120, 300-9600bps, V.32/V.42bis, 24 hours a day.

TARDIS TARDIS is a Phoenix-based General SF/Fantasy Fan Club, specializing in International media SF/Fantasy since 1983. TARDIS meets every two weeks at different locations around the valley. Activities include watching videos, discussions, parties, fund-raisers, auctions, games, camping trips and outings. We also maintain an active presence at local conventions. TARDIS publishes a monthly informative newsletter, *The Index File*, with a national circulation which is included with membership. Annual membership is just \$12.50. You can contact us at P.O. Box 63191, Phoenix, AZ 85082-3191, Voice Mail at (602) 864-0901, E-mail TARDIS-Info@primenet.com or visit <http://www.primenet.com/~jgeorge/tardis.html>

TEKWAR FAN CLUB Sanctioned by the series' production companies and the USA Network! It is THE information conduit between the fans and the series! Fan club membership will bring you the following 1) subscription to the info filled Tek Informer newsletter; 2) official TekWar Fan Club membership card and kit. Membership is by regular mail only and the newsletter and

materials will not be reproduced electronically. To join the action and initiate your annual membership, make check or money order out for \$12.50 to: Official TekWar Fan Club (Membership section), 2522 N Sparkman Blvd., Tucson AZ 85716-2417

T.H.E.M. T.H.E.M. is ASU's science fiction and fantasy club. Weekly meetings are held in the Memorial Union, with dates to be announced after the semester starts. For more information, contact Erik Wennstrom, email: ew@asu.edu Phone: 480-968-5257. To subscribe to our listserve, send a message to them-request@asu.edu.

TUCSON FAN ALLIANCE E-Mail Address is Bkoehler@Juno.com or DMitchel1@Juno.com.

Z-PHILES are the ariZona x-PHILES. We maintain a mailing list for news and get-togethers of fans of the X-Files living in Arizona. We get together in both the Phoenix and Tucson areas. To subscribe, send an empty message to z-philes-subscribe@egroups.com

UNITED FEDERATION OF PHOENIX A Phoenix area Star Trek and general SciFi fan club. We are a social club that meets every two weeks at various locations around the Phoenix area. The UFP has been meeting for over 20 years of continuous activity. Dues are \$10/year prorated when you join; no restrictions. Membership includes membership roster and monthly newsletter. Come to any two meetings at no obligation. For information, write the UFP at PO Box 37224, Phoenix, AZ 85069, or call Jim Strait at (602) 242-9203. Web page: <http://www.U-F-P.org> or Email to Info@U-F-P.org

UNITED WHOVIANS OF TUCSON A well-informed and very active Dr. Who club. \$15 yearly membership includes four issues of their fanzine - TARDIS Time Lore - written by semi-pros and other dedicated fans. For more information, contact The United Whovians of Tucson at P. O. Box 13541, Tucson, AZ 85732-3541. Also, you can contact the president at kfbuwot@aol.com or the UWOT webmaster at unitedwhovians@aol.com Web page at: <http://www.azstarnet.com/~hgadlng/uwotclub.htm>



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Convention Listings

AgamemCon V (Burbank, CA) **June 8-10, 2001** Burbank Airport Hilton, Babylon 5 and SF Media oriented convention. Guests include: Tracey Scoggins, Alexandra Tydings, David A. Brooks, Bear Burge, Bill Blair, David Allen Brooks, Claudia Christian, Tim Chaote, Peter Jurasik, Richard Lynch, Tracy Scoggins, Judson Scott, Jeffrey Willerth, Peter Woodward, Andromda writers Zack Stentz, Ashley Miller, and Ethlie Ann Vare plus science guests from NASA, JPL, Boeing and OASIS! Full Science programming track Memberships \$30 to 8/31/2000; \$40 to 11/30/2000; \$50 until 5/15/2001 and \$60 at the door. Kids 8-12 half price, 7 and under are free. Info: AgamemCon, PMB# 330, 92 Corporate Park, Suite C, Irvine, CA 92606; Email: orrock@ix.netcom.com; www.agamemcon.org

Gathering 2001: City of Angels (Los Angeles, CA) **June 22 - 25, 2001** The Fifth Annual Gathering of the Gargoyles, Sheraton Universal Hotel, 333 Universal Terrace Parkway, Universal City, CA 91608 Tel: (818) 980-1212, Toll Free: (888) 627-7186, Fax: (818) 985-4980. Special Guests: Marina Sirtis, Thom Adcox-Hernandez, Crispin Freeman. Memberships: \$40 Adult (age 15 and up) - 1/1/2001 to 5/15/2001, \$20 Child (age 10 to 14) - 1/1/2001 to 5/15/01, \$FREE Hatching (age under 10) before 5/15/2001. Website: <http://gathering.gargoyles-fans.org>

CritterConDiego (San Diego, CA) **July 20 - 21, 2001** The ConFurence Group, P.O. Box 84721, San Diego, CA 92138-4721 619-523-9814 (evenings), Email: info@confurence.net, Website: <http://confurence.net>

HexaCon 11 (Scottsdale, AZ) **July 27-29, 2001 NEW DATES!!** Holiday Inn

What is CASFS?
What is really behind putting on a convention? What the funds raised by a convention used for? Why not attend a meeting and find out? We're the sponsor of ConNotations, CopperCons, HexaCons, SmerfCons and other conventions. We are a charitable, non-profit organization that exists to further science fiction, fantasy and science fields in Arizona. CASFS currently meets at the JB's Restaurant at 2560 W Indian School Rd in Phoenix (NW corner of I-17 and Indian School). The meetings begin at 8PM and are held on the last Friday of the month Jan. Through Sept. And on the second Friday of the month Oct through Dec. Everyone is invited to attend two meetings as a guest (non-member). Membership rates are \$12/year plus an initial \$3 application fee and rates are pro-rated for the amount of the year remaining. For more info Call: Stephanie L. Bannon (602)973-2341 Webpage: www.casfs.org email: casfs@casfs.org

Sunspree Resort. Arizona's Largest Annual Gaming Convention Special Guest: Jay Tummelson of Rio Grande Games. Memberships: \$20 thru 06/25/2001, \$25 at the door. Special Thursday night events for pre-registered members only. Info: Hexacon 11, PO Box 62613, Phoenix, AZ 85082 Phone: (602) 973-2341; Email: the_lap@casfs.org Holiday Inn Sunspree Resort, 7601 E Indian Bend Road, Scottsdale, AZ (480) 991-2400. Rooms: \$67 + tax S/D/T/Q. Suites \$100 + tax S/D/T/Q

Costume College 2001 (Van Nuys, CA) **July 27 - 29, 2001** Airtel Plaza Hotel, 7277 Valjean Ave, Van Nuys, CA Call: 1-800-350-1111 for room reservations. \$65 ICG/CGW Members until June 15, 2001, \$90 Non-ICG/CGW Members until June 15, 2001, Join CGW (\$12 one year Membership) Make Checks Payable to Costumer's Guild West, P.O. Box 3052, Santa Fe Springs, CA 90670-3052 Info: Call (818) 343-0723 or Email: Carolyn@costumecollege.org Website: <http://www.costumecollege.org>

Bubonicon 33 (Albuquerque, NM) **August 24 - 26, 2001** Guest of Honor: Sarah Zettel, Toastmaster S.M. Stirling Memberships: \$20 thru Feb. 14, 2001, Send All Payments, Suggestions & Inquires To: NMSF Conference, P.O. Box 37257, Albuquerque, NM 87176 General Info: (505) 266-8905 or (505) 232-2892 - Noon to 9:30 pm Art Show: (505) 796-0933 / (505) 293-8671 Website: members.aol.com/bubonicon

CopperCon 21 (Scottsdale, AZ) **Sept 7-9, 2001** Holiday Inn SunSpree Resort. Author Guest: Julian May; Artist Guest: Mark Roland, Local Author: Diana Gabaldon, Music Guest: Heather Alexander. Membership \$25 thru Dec 1, 2000, \$30 thru April 1, 2001, \$35 thru Aug 1, 2001, \$40 at the door. Kids 7-12 half price, 6 and under free with paid adult membership. Holiday Inn Sunspree Resort, 7601 E Indian Bend Road, Scottsdale, AZ (480) 991-2400; Room rates are \$67 plus tax S/D/T/Q, Suites \$125 plus tax. Info: CopperCon 21, PO Box 62613, Phoenix, AZ 85082, Email: leigh@casfs.org Phone (602)973-2341

TusCon 28 (Tucson, AZ) **November 9-11, 2001** at the really spiffy InnSuites. GoH: Chelesea Quinn Yarbo, AGoH: Newton Ewell; TM: Ed Bryant. Events include: Meet the Authors and Artists, Panels, Readings, Video Room, Dealers Room, Art Show, Game Room, LAN Computer Gaming, Masquerade, Adult Masquerade, and ConSuite. Memb: \$35 until 5/20, \$40 until 9/9, \$45 after. Onedays: \$15/30/15 (F/S/S); kids 6-12 half price. InnSuites, 475 N Granada Avenue, Tucson, AZ 85701 (near I_10 and St Mary's Road) (520) 622_3000. Reg Suites \$69, 2_Rm Suites \$79 (mention

"TusCon" to get these rates). Room rates include a real breakfast! Info: TusCon 28, PO Box 26822, Tucson, AZ 85726. Webpage: <http://home.earthlink.net/~basfa> Email: basfa@earthlink.net

LepreCon 28, (Phoenix, AZ), **May 17-19, 2002**, Embassy Suites Phoenix North, Artist Guests: TBA, Author GoH: Peter David, Music Guests: Jeff & Maya Kaatherine Bohnhoff, Memberships: \$25 until 8/31/01, \$30 until 1/31/02, \$35 until 5/05/02, \$40 at the door. Kids 9-12 1/2 price (kids 6 & under free with adult admission) Hotel: Embassy Suites Phoenix North, 2577 W. Greenway Rd. (602) 375-1777, Rates: \$79 S/D, \$89 T, \$99 Q Info: LepreCon 28, PO Box 26665, Tempe, AZ 85285 Phone: (480) 945-6890; Email: lep28@leprecon.org, Web: www.leprecon.org/lep28

HexaCon 12 (Scottsdale, AZ) **July 26-28, 2002** Holiday Inn Sunspree Resort. Arizona's Largest Annual Gaming Convention \$25 at the door. Special Thursday night events for pre-registered members only. Info: Hexacon 12, PO Box 62613, Phoenix, AZ 85082 Phone: (602) 973-2341; Email: dyer@casfs.org

CopperCon 22, (Phoenix, AZ) **Sept 6-8, 2002** Author GoH: Barbara Hambly Media GoH: Mojo Location: Embassy Suites North, Phoenix, Arizona Info: CopperCon 22, PO Box 62613, Phoenix, AZ 85082, info@casfs.org or www.casfs.org



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is family

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CASFS
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Call to make reservations!
(602) 264-3608
Kenny & Maureen Borden

Generic Convention Registration Form

Name: _____

Badge Name: _____

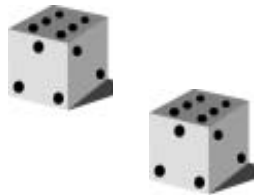
Address: _____

City/State/ZIP: _____

Phone: _____ Email: _____

Enclosed is \$ _____ for _____ memberships for _____ convention.

(See calendar for mailing address)
More info on __ Masquerade __ Art Show __ Volunteer __ Other



Hexacon 11



Arizona's Largest Gaming Convention

Presents Jay Tummelson of Rio Grande Games

July 27-29, 2001

AT THE HOLIDAY INN SUNSPREE RESORT

These games were played last year and currently are tentatively planned for Hexacon 11:

BOARD GAMES

Age of Renaissance
 Air Baron
 American Megafauna
 Axis & Allies
 Battle Cry by Avalon Hill
 Dawn Patrol
 Graduation Day:
 History of America
 Insecta
 Jump Into The Unknown Demo
 Junta
 Lords of the Sierra Madre
 Rio Grande's Lost Cities'
 Risk
 Robo Rally -
 Settlers of Catan
 Silverton
 Successors

CCG
 Legend of the 5 Rings
 Magic ThG
 Pokemon
 Star Trek
 Star Wars

GURPS
 Car Wars
 Chez Geek
 Dino Hunt

OGRE
 Tile Chess
TOON
 Zombie Hunt

LARP
 Pokemon

CHESS

Double Bugout
 Kreigspeil
 Speed Chess
 Team Chess

RPGA
 Champions
 Classic AD&D Scenarios
 Ravenloft Scenarios

MISC:

BattleTech
 In Nomine
 MECCG Sealed Deck
 The Great Dalmuti
 Warzone

PLUS

RSI
 PAREX
 (Phoenix Area Robotics eXperimenter)
 Anime
 Consuite
 Dealer's Room
 Miniatures Painting Contest
 Used Game Auction

Location Information:

Holiday Inn SunSpree
 7601 E Indian Bend Rd
 Scottsdale, AZ
 (480) 991-2400
 Room: \$67 S/D/T/Q
 Suite: \$100 S/D/T/Q

We apologize for the inconvenience but the SunSpree is a **NO PET** hotel.

There will be a raffle for those who pre-register with the convention and reserve a hotel room before 06/15/2001

Our **4 winners** will each get a choice from the following prizes:

GURPS Book autographed by Steve Jackson
 Free room night
 \$50 in coupons usable in the dealer's room
 Two memberships to Hexacon 12

If you have trouble making reservations, contact Stephanie at 602-973-2341 or Stephanie@casfs.org

On Thursday, July 26, there will be a special event with **Jay Tummelson** as well as a special **RPGA Event**, other events and prizes available **only** to those who preregister for the convention. Gaming starts at 10:00 AM on Friday, July 27 and runs **NON-STOP** until Sunday, July 29 at 3PM

Membership Rates:

\$20 until 06/25/2001
\$25 at the door

Dealer's Room Info

Cost: \$50 per table: Dealer's tables include 1 full membership and 1 dealer's room only pass. Dealer's room passes are upgradable for one half the current registration rate. Limit 3 tables per dealer. Contact Michael Bauerlein at 480-325-7485

Contact Information:

Hexacon 11
 PO Box 62613
 Phoenix AZ 85082
 Phone/FAX (602)973-2341
 Email: the_lop@casfs.org
 Webpage: www.casfs.org

Game Director: Craig Hier
 <games@hexacon.org>
 Used Game Auction: J.B. Talbott
 <auction@hexacon.org>
 Miniatures Contest: Gus Talbott
 <mini@hexacon.org>
 Ads: Stephanie Bannon <Stephanie@casfs.org>

Ad Rate Info & Deadlines

Back Cover:	\$125
Inside Cover:	\$115
Full Page:	\$100
Half Page:	\$ 50
Quarter Page:	\$ 25
Two (2) Business Cards:	\$ 25
Special Request placement:	\$ 10 extra
Accepted submissions : Camera Ready, Word, .tif .gif .bmp	Deadline: July 5, 2001