

ConNotations

Volume 11, Issue 6
December/January

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

24 Frames

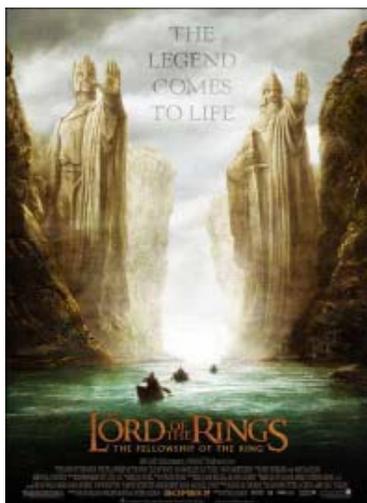
Movie News & Reviews

By Lee Whiteside

Lord of the Rings is Finally (Almost) Here

The long anticipated first installment of *The Lord of the Rings, Fellowship of the Ring*, will premier worldwide on December 19th.

The Fellowship of the Ring, the first of three movies based on **J.R.R. Tolkien's** *The Lord of the Rings* will premiere worldwide on December 19, 2001. Director **Peter Jackson** has assembled a stellar cast



for the movie trilogy and spent over a year on principle photography for the three movies in his native New Zealand. **Jackson** has said that he set out to make the films "neither childish nor overly dark.... a good, solid action adventure with intelligence and

(Cont'd on page 9)

SF Tube Talk

TV News & Previews

By Lee Whiteside

It's time for another roundup of SF TV news and info. We've got some new hits, some duds and a few more surprises on the way as the new year starts plus we'll look at how new and returning shows are holding up in the ratings so far in the new season.

Enterprise Launches Big

As expected, the debut episode of *Enterprise* did very well for UPN, giving the network it's second highest rating behind the debut of *Star Trek: Voyager* back in 1993. Through subsequent episodes, *Enterprise* has settled into a very respectable ratings range and is likely making UPN executives very happy. The demographics have been as good as, if not better than comparably rated shows on the major networks.

Through the first batch of episodes, we've seen the Enterprise crew deal with a number of situations that may echo situations we've seen in the other Trek series, but we're now seeing them from the perspective of the first time humans have come across them. We've also seen instances of technology that will only become available to humans much later, such as holographic tech and tractor beams. With *The Andorian Incident*, we've seen the return of the Andorians to the Trek universe with **Jeffrey Combs** (Weyoun, Brunt) playing Shran.

(Cont'd on page 10)

ReAnimation

Anime Reviews

By Craig L. Dyer

- **** Dual Vol. 4: One Vision
- ***** Black Heaven, Legend of 4: Into the Arena
- *** Bastard: Complete Collection
- **** Trigon 4: Gun-Ho Guns +
- **** Trigon 5: Angel Arms
- **** Trigon 6: Project Seeds
- **** Trigon 7: Puppet Master
- ***** Trigon 8: High Noon
- ***** The Legend Of The Dog Warriors: The Hakkenden
- ***** El Hazard: The Magnificent World Boxed Set
- ***** 3x3 Eyes: Collector Edition
- **** Nica Under 7 Vol. 1: Poor Girl Blues (eps 1-4)
- **** Nica Under 7 Vol. 2: Funky Water Blues (eps 5-7)

We had a chance over the last couple of months to watch lots of Anime and we've reviewed 13 of them below. Look for more reviews in our next issue since we still have 7 in our unviewed pile with more arriving weekly.

****Dual Vol. 4: One Vision
Pioneer, 100 mins, \$24.98 VHS, \$29.98
DVD Rated 13+

Dual tells the story which began in Dual 1 (reviewed ConNotations Volume 11

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ConNotations
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FYI

BOOK DISCUSSION GROUPS CASFS Sponsored Groups

GLENDALE PUBLIC LIBRARY:

1st Thursday of each month at 5959 W Brown in Glendale at 7PM

December 6: 2001 by Arthur C Clarke

Jan 3, 2002: Ghostlight by Marion Zimmer Bradley

For more information on the Glendale group contact Sue Martin at 623-939-7815

Other Book Groups

BORDERS OTHER WORLDS BOOK DISCUSSION GROUP

Third Thursday at Borders, 2402 E Camelback at 6PM

December 20: 2001 by Arthur C Clarke

January 17: Dragonflight by Anne McCaffery

For more info contact Eric 602-957-6660 or the-rock1@juno.com

Pick up your copy of ConNotations at these locations:

All About Books and Comics

5060 N. Central, Phoenix, AZ (602) 277-0757

810 S. Ash, Tempe, AZ (480) 858-9447

4022 E. Greenway, Phoenix, AZ (602) 494-1976

Amazing Discoveries

2545 E Speedway #155, Tucson, AZ (520) 320-0338

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2601 E Bell #14, Phoenix, AZ (602) 867-1018

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Things For Thinkers

4500 E Speedway Blvd #36, Tucson, AZ (520) 326-7679

BORDERS FANTASY & SCI-FI BOOK DISCUSSION:

Fourth Wednesday at Borders, 7320 W Bell Rd in Glendale. at 7PM.

This group is on hiatus for November and December and will resume in January.

Jan 17, 2002 - The Complete

Fuzzy by H. Beam Piper

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

Upcoming Book signings:

Michael Stackpole - Dec 4th, 7:00 to 8:30 pm at the Poisoned Pen, signing Fortress Draconis: Book One of the Dragon Crown War Cycle. The Poisoned Pen is at 4014 N Goldwater Blvd, Suite 101, Scottsdale, AZ 85251 (480) 947-2974

www.poisonedpen.com for lots of mystery author signings.

Arizona Library Association Conference Thursday December 6, 2001 3PM to 4PM

Friday, December 7, 2001
9:30AM to 10:30AM

The AZLA will be held in the Phoenix Civic Plaza - local authors will speak and autograph their books in the exhibit area. Among scheduled authors is Vijaya Schartz

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

CASFS Business Report

Supernal Readers,

The November meeting of CASFS has been moved to November 16 at JB's Restaurant because of TusCon. The December meeting will return to the traditional second Friday, December 14.

September saw a successful CopperCon 21 with over 500 attendees. Julian May and Diana Gabaldon shone as Author Guests and Heather Alexander filled the Kachina room beyond capacity with her Concert. Mark Roland provided a wonderful group of pictures for the Art Show which showed off his varied and multifaceted talents well. The art demos and Art Show were well attended. The Dealers room was a trifle spare but much good was to be found there, Fans should work on their expenditures in both dealers' Room and Art Show as spending was down some. We want our Dealers and Artists back, Over all it was an excellent Convention and it was enjoyed by all. Hats off to Stephanie Bannon and her Committee who made it happen. The Financial end of the Convention is not finalized but the Convention made money and looks good.

Work is progressing on CopperCon 22. Guests thus far are Barbara Hambly and Mojo. Work on CopperCon 23 is just starting.

Work on HexaCon 12 is going well. Most Committee positions are filled, if interested contact the Chair, Craig Dyer. We still need staff. We have 108 pre-paid members already.

We have lost Barnes and Noble MetroCenter as a location for Book Discussions as they have stopped sponsoring any gatherings at that location. A search for a new site is in progress. Discussions at Glendale Public Library continue on the first Thursday of the month. (59th Avenue South of Peoria Ave.)

The treacherous attack on the New York Trade Towers and the Pentagon has caused a national outpouring of contributions to charity. Unfortunately this has caused a local decline in contributions to food banks and other charities. Bring non-perishable food items to the CASFS meetings for the next three months and we will deliver them to the Food Bank.

Until next time
The Busy Scribe



© Sue Dawe

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\$50/half page; \$35/one-third page; \$25/

one-fourth page; \$18/one-eighth page. More

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Submission Info: Writers and artists are

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across the Southwest and the country. You

will retain the copyright to your work for

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Gamer's Corner

A Journey East: Oriental Adventures

Reviewed by Jason Gouchenour

Oriental Adventures by James Wyatt is the latest offering from Wizards of the Coast to help players of Dungeons & Dragons 3rd Edition add something extra to their campaigns or try something new entirely.

The book itself is very well done. The artwork excels and the entire design has a very Oriental feel. I enjoyed both reading it and admiring its design! Oriental Adventures offers new classes as well as new Prestige Classes. The descriptions for the character classes, spells, and monsters are very detailed and the illustrations well done. Some of these illustrations are quite impressive, worthy of hanging on a wall. There are many new monsters as well, including the Shinomen naga, which is specific to the Rogukan setting, but with some modification could fit any campaign world. Included in the book is the Rogukan campaign setting from Legend of the Five Rings. How true to the card game it is, I cannot say, having never played it.

Sadly, those looking for a fully fleshed martial arts system will be sorely disappointed. There really is not much to the martial arts in this book. The benefit of mastering any of the martial arts presented is not worth the effort required to get there. In my opinion, a better idea would be to begin by adding a martial arts feat and following a tree of feats within that martial art. Upon obtaining each feat in the tree, the player would gain a synergy bonus in the base martial art. As to weapons, for the most part, the descriptions are accurate. The one inconsistency I noted was with the Shikomi-zue. The illustration (on page 71, for those of you with a copy of the book) shows it as a sword disguised as a bamboo walking stick. Three pages later, the text describes it as a concealed, bladed staff.

Of the new character classes the Shaman is of particular interest, being a synthesis of the Cleric and Druid classes. The Samurai I found to be rather weak, though I like the idea of the Ancestral Daisho (for those not familiar, the katana and wakizashi). The descriptions for each of the Prestige Classes are well fleshed-out. The Prestige Class Monks are excellent and worth checking out. There are three different Prestige Classes for the monk, each with its own unique history and abilities. A nice feature is the fact that their base unarmed attack bonus stacks with their other Monk levels.

Oriental Adventures is somewhat pricey at \$34.95, but well worth it. Overall, I enjoyed it a lot. By itself, the book offers a good campaign setting and any experienced GM could easily modify it to fit his or her own campaign world

Musical Notes

by Tom Tuerff

Filking to the Masses

I saw something interesting a couple weeks ago when I was up in Prescott for the city's annual Folk Music Festival. **Joe Bethancourt** was doing his set on the Gazebo that Saturday and amidst the favorites that he plays, such as *Fishing for Chickens*, *Monongahela Sal* and the like, he managed to integrate some honest-to-gosh filk music.

See, it's not really that hard to do. Quite a few of us in the filk community are also people who play out in places where the chance of finding somebody who will sit through a song about space travel or aliens is about as slim as Stan Laurel's pants. If you're going to do a song with "filk" qualities to it, you have to kind of sneak it in.

Which is precisely what Joe did. Scanning the crowd, he noticed our mutual friend and fellow filker **Nancy Freeman** sitting in the grass watching the show. Joe started thumbing through his huge book of song lyrics, and passed his browsing time by saying that he was going to perform a song "by one of the best songwriters in Arizona, **Nancy Freeman**, and she's sitting right over there!" As all eyes fell on the somewhat surprised Nancy, Joe found the song he was going to play and then performed her song, "*The Overland Stage*," for the crowd.

Now, for those of you who've never heard it, "*Overland Stage*" is one of those songs that sounds like a traditional folk song at first. It's the remembrances of a woman whose childhood is spent in her grandfather's traveling snake oil and puppet show, and how the wagon was eventually replaced by traveling on the

train as time and technology progressed. Finally the old guy dies, leaving the stories and memories to live on through the granddaughter.

It is a song that makes even crusty cowboys snuffle.

What Joe did to "filk" it up was to play the song for the crowd and then introduce what he called "a logical next step," where the singer fantasizes about taking that unending road that Grandpa rode his whole life and following it right off the planet and into space.

The crowd ate it up. Another successful filking of an otherwise unaware audience.

Getting mundanes to enjoy filk music can also be done using humor. I don't know too many "regular" people who will sit through a song where Klaatu muses about man's inhumanity to man and machine, for example. But poke fun at something just about everybody knows and you can get away with murder.

Case in point: some years ago I wrote a parody of **Malvina Reynolds'** song "*Little Boxes*." It was called "*Little Star Treks*," and it talks about how, regardless of who's in the cast, which version it is, etc., you're pretty much watching the same thing over and over.

My lyrics got published in "*Sing Out!*" Magazine, a folk music rag, in 1996 and shortly thereafter, a public radio show in Pittsburgh asked me to record it so they could play it. It obviously hit a nerve, as it became one of their most requested songs, and five years later they still play it five or six times a year.

It's "filk," but it's digestible filk because everybody has an opinion on Star Trek—you either like it or hate it. And that's what makes it worth playing for the "untrained" masses who've never heard the word "filk" before and never will.

So the next time you're out at a club and the guy with the guitar suddenly starts singing "*Mr. Spaceman*" or something, don't be too surprised. A little science fiction in one's musical diet never hurt anybody.

This is probably the last issue before the holidays, so if you're looking for good filk-and-filk-related CDs to buy for your friends, here are a few suggestions, as well as where you can order them:

Heather Alexander: *A Gypsy's Home* (reviewed last issue). Great playing and fine songs from one of the most talented people in the filk arena. <http://www.heatherlands.com>

The Bringers: All the "fire" of the Bringers is here in this incredible first album; Michi's fiddle leads the way and by the time it's over you're panting for breath. <http://www.random-factors.com> And now, shameless promotion department:

Tom Tuerff: *Something to Sell At My Gigs:* My very own CD has received more radio play than I ever conceived possible. One song, "*First House*," has appeared on Dr. Demento seven times as of this writing, six of those times in the Funny Five. It also contains the aforementioned "*Little Star Treks*" and nine other rather twisted tunes. <http://www.cdbaby.com/tuerff>

Happy Yule, Merry Christmas, Pleasant Solstice, Happy Hannukah, Happy New Year and if you're an atheist, have a nice long holiday weekend! Tom Tuerff writes about filk and folk music for ConNotations. If you have a CD or tape you want reviewed, send it to ConNotations or contact Tom directly at ttuerff@aol.com.

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Pro Notes

by Daryl F. Mallet

Obviously, with the events of this September in New York, Washington, DC, and Pennsylvania, many of the reports and emails I got were directly concerned with that. As far as I know, we (the SF/fantasy/horror community) didn't lose anyone, thank God.

LOCAL NEWS

Diana Gabaldon writes that she is "finishing *The Fiery Cross* (i.e., we're in the 'work-18-hours-a-day' final frenzy phase, where I'm simultaneously filling holes in the last few sections, revising the middle sections, and doing the copy-edit of the first few sections—meanwhile, the book designer is busy *typesetting* the first section. All this madness, with the intent of meeting the announced pub[lication] date of October 9.). Bantam Dell is issuing new trade paperback editions of the backlist: *Outlander*, *Dragonfly in Amber*, *Voyager* and *Drums of Autumn*, in gorgeous new covers, beginning [now] with the release of the new *Outlander* trade paperback. The other three get released in August, to sort of 'ramp up' to the release of *The Fiery Cross* in October. (The hardcovers and mass-market paperbacks are still available, of course. These are just new 'Collectors Editions.'). I'll be book-touring in the U.S. and Canada around [the] release date; in the U.K. and Germany sometime next year [2002]."

Adam Niswander writes that he is "hard at work" on *The War of the Whisperers*, the fourth novel in his popular **Shaman Cycle** series. The first two novels, *The Charm* and *The Serpent Slayers*, will be reissued in trade paperback editions by DarkTales Publications within the next few months. DarkTales will also publish Adam's third novel, *The Hound Hunters*, before the end of the year. "Plans call for *The War of the Whisperers* to follow immediately, and negotiations are underway for a fifth book, as yet untitled. The series is planned for thirteen connected-but-independent novels." Adam also reports he has sold a short story titled "Doors" to an anthology called *Asylum 2: The Violent Ward*, which is due for release this Autumn, also from DarkTales. Some of his darker poetry was recently featured at Gothicnet. Visit Adam's Bookstore online at: <<http://dogbert.abebooks.com/abe/BooksBrowse?vendorclientid=549819&page=CLIENT>>.

Mike Stackpole reports that *Fortress Draconis* will be coming out this December. "It's a big fantasy trade paperback from Bantam." He also continues to write his regular column in *Comics Retailer*. He is also doing a comic book for WhizKids which is in development. For more information, see his Website at <<http://www.stormwolf.com>>.

Local artists/writers **Scott P. "Doc" Vaughn** and **Tamera K. Frahm** are working on *Doctor Who: The Legends of Time*, a

fan video production coming from M&V Studios in late 2001/early 2002. In addition to being an artist, Vaughn is a long-time *Doctor Who* fan who never felt he had a worthy Who tale within him...until now. "It started off as a possible 8th Dr. and Sam short story," Vaughn says. "I started with just this basic concept of the Doctor and a companion (one that he gets along with well enough to tell a few inner feelings to) going to this cafe in search of someone; someone that the Doc is expecting to show up at this location eventually because it is frequented by aliens. This someone would be up to something nefarious and The Doctor would be there to stop him. But while he's waiting for the evil-doer to show he's forced to chat with anyone who recognizes him for the living legend that many take him to be." The story originally didn't get past the conceptual stage. "I had other projects on my plate at the time, and the Writer's Guidelines for BBC books, especially short-stories, sounded a bit tough for someone unpublished within that field such as myself. I put it off." Scott admits to later being a bit disenchanted with the way the current BBC books line was treating the characters, and the project lay forgotten for a time. That is, until a few nights of web-surfing in May 2001 instilled the seed of a fan-produced video in his mind. "At that point, I realized I had at least one Who story in me that I wanted to get out," Scott goes on, "and making a fan video was an excuse to tell it, as well as build a TARDIS prop or three." After he

talked friend and fellow Who enthusiast Brian Flynn into directing the possible venture, Scott started work on his script. "I showed my initial notes to Brian as a base idea and he seemed to like them, so we got together with my fiancée (and often co-author), Tami, to brainstorm a complete plot and flesh it out. After that, I just let my brain run with it. We decided to do a two-part episode and place most of it within the café setting but, other than that, I just tried to please my own sense of fandom first and then make sure it was a good enough story for others to like and enjoy. More than anything, I wanted to stay true to the characters and ideas within *Doctor Who*, and the reasons behind the adventures he gets himself into. I wanted to get into his head a little, especially as I would be playing him, and see how he reacts to how others perceive him and the things he does. But also I wanted the story to look at the Doctor the way I look at him; a champion of time and a traveller of space who has lived for over a thousand years, defeated uncounted evils and seen things we've only dreamt. We, as watchers of *Doctor Who*, rarely get a chance to know the Doctor as the legend, and myth, that the series has often hinted he has become." With that, the production of *The Legends of Time* begins, taking the original concepts and expanding on them heavily, turning it into what Scott and his fellow enthusiasts hope is a rousing adventure, "or at least a good story set in a decent runaround." More information will be posted at <<http://>

(Cont'd on page 5)



Arizona in 2004 Westercon 57 Bid July 2-5, 2004



It is time for another Arizona Westercon.
Please support us and help us bring you the best Arizona Westercon of the new millennium.

Pre-supporting memberships: \$10

Friend of the Bid: \$50

Includes voting fees at the 2002 Westercon and, if necessary, a supporting membership in the LA 2002 Westercon

Bid Sponsor: \$100

Includes all privileges of Friend of the Bid as well as free attendance, if desired, at the Locus Banquet when we win.

There will be a graduated scale of conversion to full membership in the Arizona 2004 Westercon depending on the level of pre support.

Check our website at www.az-sf.org for more details.

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

Please contact us at Arizona in 2004, PO Box 67457, Phoenix AZ 85082, Email: info@az-sf.org
Craig Dyer at (602)973-2341 - Email: chair@az-sf.org

or

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



Pro Notes (cont'd from page 4)

www.mandvonline.com/legendsoftime/legendshome.html.

OTHER PRO NEWS

Brian W. Aldiss writes: "Doing nothing special at present; just writing another book. Oh, and I had a long poem on memory accepted by the journal *Kronoscope*."

An in-depth interview with **C. Dean Andersson** is scheduled for the October 2001 issue of *Vor Tru* magazine, a long-running journal devoted to the old native Scandinavian religion of Asatru <<http://eagle.webpipe.net/vortru.htm>>. **James Coulter** conducted the interview, which focuses on Andersson's Scandinavian heritage and ancestral connections to Asatru through his Swedish-born father, and his use of Viking lore in his horror/SF/fantasy novels and short stories, in particular his heroic dark fantasy/horror saga of the Viking warrior woman **Bloodsong**. Coulter's concluding reviews of the new Hawk <<http://www.hawkpub.com>> trade paperback editions of the first Bloodsong trilogy (*Warrior Witch*, *Warrior Rebel* and *Warrior Beast*), are scheduled for the same issue. The Hawk editions feature the original **Boris Vallejo** cover paintings used for the 1985 and 1986 Warner Books editions. The paintings can be viewed without cover copy online at the following URLs: *Warrior Witch*: <<http://www.borisjulie.com/details.cfm?Id=370>>; *Warrior Rebel*: <<http://www.borisjulie.com/details.cfm?Id=372>>; *Warrior Beast*: <<http://www.borisjulie.com/details.cfm?Id=354>>."

Recently-married New York writer/critic **Marleen Barr** writes, following the terrorist attack in New York: "I am fine. I wrote a response to the situation which is posted on the *Locus* Website <<http://www.locusmag.com>>. I would like people who know me to read it. [I] hope all is well with you [in Arizona]."

Recently-relocated to Pennsylvania, **John Gregory Betancourt** writes: "I'm working on a prequel series to **Roger Zelazny's Amber** (3 books) as part of a six-book deal with ibooks inc. (The other three will be original novels.)"

David Bischoff has *Farscape: Ship of Ghosts* appearing from Tor Books in January 2002.

Terry Bisson writes the he is "doing a book on Boba Fett, for Scholastic and Lucas."

David Brin writes: "The title of my new novel—the most original thing I've done in years—is *Kiln People*. (To be published by Tor in January.) Take the notion of golems—temporary clay people (not clones). Using a 'home copier' you ditto your memories and a genuine imprint of your soul, then at day's end you download the golem's memories. As a citizen of this future, you've done this a zillion times and take it for granted. You live your life in parallel, sending expensive 'study golems' to the library while cheap models clean the house and your real body works out at the gym. Two-thirds of the population is clay, has no rights, and doesn't think it's unfair... So far, it's huge

fun. Bad puns like psycho-ceramics. Golem blanks come in ceram-wrap. Get it? ;-) [Groan. –DFM] Also in October look for *Forgiveness*—a 90-page hardcover *Star Trek* graphic novel (a posh word for a high-class comic!) based on a story I first envisioned in the 1960s! This will be followed by another huge hardcover graphic novel, *Life Eaters*, also from DC Wildstorm. Also, watch for *The Illustrated Guide to Aliens in David Brin's Uplift Universe*, from Bantam Books next summer."

San Francisco horror/erotica writer **M. Christian** writes: "*Speaking Parts* (Alyson Books) will be out sometime next year; *Burning Pen* is out in November (Alyson Books); *Guilty Pleasures* will also be out around then (Black Books). The big news is that I'm editing with **Maxim Jakubowski** two 'Mammoth' books. The guidelines are on my Website at <<http://www.mchristian.com/tasks.html>>."

Arthur C. Clarke writes: "To my American friends: Like most of the world, I watched with horror and disbelief the unfolding events of Black Tuesday: local networks gave BBC and CNN coverage for hours. I and all my associates would like to send our deepest sympathy to those directly or indirectly involved—which by now must mean almost everybody. And we appreciate the email messages we have received from many friends in the areas affected, reassuring us of their safety. It has been said that every catastrophe is an opportunity and one can only hope that this atrocity will unite the whole world in an effort to stamp out those responsible. Meanwhile, life must go on. To quote the words of the greatest Anglo-American of the last century, Winston Churchill: "Never give up—never give up—never EVER give up!"

New York agent **Richard Curtis** writes: "We have not had any direct losses but we are shaken and heartsick. Thanks for asking. We're trying to conduct business in the wake of this unspeakable horror.

Your caring thoughts are very welcome."

Kay Kenyon writes: "In August, I moved to Wenatchee, Washington, in the desert country of eastern Washington. I went for the sun, (and husband's new job) and I love it. I recently turned in my fifth novel to Bantam, *Maximum Ice*, which will be out in February, 2002. I will be at the Write on the Sound conference in Edmonds, Washington on October 6-7. And I will be Guest of Honor in the Tri Cities area of Washington State for Radcon in February, 2002."

Susan R. Matthews writes: "My new novel, *Angel of Destruction*, hits the stands on the 10th of October! I am finishing *The Devil and Deep Space* for **Laura Anne Gilman** at Roc. There's no telling whether that will be its title after she gets it. I plan on attending Orycon in Portland, OR in November and will be at Foolsap at the end of the month. I will also be participating in the Northwest Bookfest here in Seattle in mid-October!" Susan's Website is located at <<http://www.sff.net/people/susan.scribens>>."

From Minnesota, **Lyda Morehouse** writes: "I just delivered my revisions to Roc for *Fallen Host*. They were due back at **Laura Anne Gilman's** office on Sep. 11th. The Roc office is only 15 blocks from the former WTC. Amazingly, I heard from her [on] the 14th that my manuscript actually arrived. More importantly, no one at the Roc offices was injured. My upcoming events are: Saturday, September 29th, 8 a.m.-4:15 p.m., I will be attending the Midwest Fiction Writer's Autumn Harvest Workshop. I will be speaking at 11:00 a.m. on Science Fiction and Fantasy Romances. The conference will be held at the Doubletree Hotel in Bloomington, MN (across the street from the Mall of America). That evening, from 6-8 p.m., I'll be taking part in the Midwest Fiction Writer's mega-signing at the Mall of America's Barnes & Noble. Saturday, October 6th, 2:30-3:15 p.m., I'll be signing at the Romance Writers of America (Midwest

Fiction Writers) booth at the 2001 UMBA Trade Show. **Thursday, October 11th, 7 p.m., I'll be signing at the Mesa, Arizona Borders. They're located at 1361 S. Alma School Road, Mesa, AZ, 85210. [Across the street from Fiesta Mall, near Staples, CompUSA, etc.] Big thanks to Ginger for setting this up for me! For more information, call (480) 833-2244.** October 26-28, I'll be attending MileHiCon in Denver, CO. Looks like some really great programming. I'm looking forward to this con in particular. Sunday, November 18th, at precisely 10:23 p.m., I'll be turning 34. It's my birthday!" Congratulations, Lyda. You can send her a card at Lyda Morehouse, Industrial Station, P.O. Box 4312, Saint Paul, MN 55104 or email l_morehouse@hotmail.com.

Melissa Lee Shaw writes: "I've got a novelette called 'A Deeper Rest' coming out in the January 2002 issue of *Analog*, and I'm shopping around an SF novel, hoping to find an agent."

Brian Stableford writes: "I just turned in *The Omega Expedition* (sixth and last in my future history series) to Tor. Sarob just published *Knightshade* by **Paul Feval**, translated, annotated and introduced by me; I'm about to resume work on the translation of **Paul Feval's La Vampire**."

Veteran bibliographer **Phil Stephensen-Payne** writes: "The following biblios are in progress: **John Wyndham** (major new edition, probably to be published next month); **George Allan England** (new, by **Virgil Utter**, probably out by the end of the year); **Perley Poore Sheehan** (new, by **Virgil Utter**, probably out by the end of the year); **Michael Coney** (new; hopefully out by the end of the year); **A. Bertram Chandler** (revised new edition; probably early next year)."

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!

ConClusion

World Fantasy Convention 2001 A Review by Mike Willmoth

This year's World Fantasy Con was held in Montreal, Quebec, Canada. The site was the hotel Delta Centre-Ville (downtown). The dates were Thursday November 1 through Sunday November 4. The theme was "Je me souviens...", or "I remember..." which just happens to be the tag on the Quebec license plates. Guests of Honour were American author **Fred Saberhagen**, French-Canadian author **Joel Champetier**, American artist **Donato Giancola** and Canadian toastmaster **Charles de Lint**. Attendance was around 540 with maybe 400 on site.

Some other program participants include **Susan Allison**, **Coleen Anderson**, **Dr. Bob Blackwood**, **Charles Brown**, **Ginjer Buchanan**, **Jeanne Cavelos**, **Suzy McKee Charnas**, **Kathryn Cramer**, **Ellen Datlow**, **Alyx Dellamonica**, **Stephen R. Donaldson**, **David Drake**, **Jo Fletcher**, **Esther Friesner**, **Marcel Gagne**, **Sephera Giron**, **Paula Guran**, **Beth Gwinn**, **Joe Haldeman**, **Stephen Jones**, **Graham Joyce**, **Nancy Kilpatrick**, **Dr. Paul Levinson**, **Dennis McKiernan**, **L. E. Modesit Jr.**, **Yvonne Navarro**, **Patrick Nielsen Hayden**, **Steven Sawicki**, **Darrel Schweitzer**, **Joseph Sherman**, **Mandy Slater**, **Michael Stackpole**, **S. M. Stirling**, **Gordon van Gelder**, **Stanley Wiater**. Chairs for this event were **Bruce & Lea Farr** from Phoenix.

Thursday programming offered: *Broad Universe - Women in SF, Fantasy and Horror; Alternate Histories (which was quite interesting); Morality and Ethics in Heroic Fiction* and various readings. Friday they had: *Fantasy Worlds Have Economies, Too; Killing a Character You Love; Making a Business Out of Writing; Intersection Between Fantasy and Contemporary Issues; Editing Fantasy; Scientific Accuracy in Fantasy and Horror; Horror Archaeology - Humour Panel and Household Items*. Saturday brought: *Religion in Fantasy Literature; E-books - Is There a Napster in Your Future?; Tales from the Wonder Zone; World Building; The Research Phase of Writing a Book*. Sunday had: *World Fantasy Board Meeting; The Web and Literature* and the *Stigma Against Self-Publishing*; Canadian Fantasy; 2001 World Fantasy Awards and Banquet.

My trip started out on Wednesday with a 24 hour marathon of chores: yardwork, washing, bill paying, etc. By the time I finished packing I noticed that it was time to get cleaned up and pack the car. My family went with me thanks to the low airfares to Canada (less than US\$300 each). We dropped the car off outside the airport and caught the shuttle into Phoenix Sky Harbor Airport. Although Delta Airlines had a long line of folks waiting to check luggage, it moved rapidly and we headed for the gate. The first new thing was to have to show our ID to a security guard. Then we had to take our shoes off and place them on the conveyor belt for

the X-ray machine. All this was witnessed by two national guards and one Phoenix police officer. The security folks had a fit with my mother-in-law's plastic knife and fork, so they went into the trash. So did her nail clippers. They didn't balk at her dull-nosed scissors for some reason. As we reached the gate they were already boarding, so we waddled our way into our seats and fell asleep.

The flight wasn't too bad, some snacks but no meals. I slept most of the way. By the time we reached Cincinnati I felt better. We were forced to transfer to another terminal to catch the ComAir flight to Montreal. At least they had shuttle busses. When boarding they wouldn't let me carry on my standard carry-on as it was too big to fit overhead. It turns out the commuter aircraft was smaller than the typical jets, so I had to check it at the stairwell. Needless to say I didn't take that well considering our camera was in there and our contact info for our friends upon arrival in Montreal. At least the laptop fit under the seat!

We arrived in Canada and cleared customs without much hassle. I got to say hello to **Robert Sawyer**, Canadian sf writer, briefly before claiming luggage. Once out in the foyer I found a pay phone and called our friend whom we were going to stay with. We figured out a place to meet outside and I planted my family in the warmth while I stood in the heated doorway fighting the rain and cold. After almost 20 minutes our friend arrived, so we loaded up the car and headed to the west island city of Beaconsfield. For those who don't know Montreal, it is the largest city on an island in the St. Lawrence Seaway (river). As we came to learn, the cities on the island voted to consolidate into one metro city known as Montreal with some of the city names retained as boroughs. They are in the process of doing all this right now. Once we arrived our friends took their children out for Halloween. Then we ate dinner and caught up on things. I hadn't seen them for 13 years, originally meeting the wife on a trip to Europe 21 years ago. They have a nice home, 5000 sf in 3 levels. We got to stay in the basement where they have three bedrooms.

After rising my family decided to rest instead of going downtown with me. I had some hot tea and toast before checking with the mass transit folks about where to catch a bus, subway station, etc. My friend's husband drove me to the bus stop and I watched as no one, literally, stopped at the stop signs nearby. All they did was come to a rolling stop and go on. The bus ride took about 45 minutes to get me to Lionel-Groulx station. From there it was only 4 stops to Victoria Station. As I exited I followed the signs to St. Jacques street and spotted a sign for the Delta hotel. After wandering through a rabbit warren of walkways I opted to dine at a Chinese buffet restaurant for lunch. From there I wandered into Victoria Square where the hotel had an entrance. This took me through the restaurant and around the lobby. There were escalators going up and down, so I had to hunt various floors to find where I needed to be. Ultimately, the

second underground floor offered Registration for WFC.

Here I picked up my badge, program book (with a color cover of *Lord of the Rings* by **Giancola**), pocket program, program schedule, restaurant guide, and freebie books (paperback *The Bone Doll's Twin* by **Lynn Flewelling**, trade paperback *Dracula in London* edited by **P. N. Elrod**, trade paperback *Perdido Street Station* by **China Mieville**, and hardback *The Ill-Made Mute* by **Cecilia Dart-Thornton**). I took a look at the floor map and began to investigate where Con Office, Art Show, Dealers Room and Programming were. The Con Office was a small room behind Reg. To the left was another small room for con purposes, then farther left was the yet-to-open Art Show. I had volunteered to help there, but since they were all done with assembly they asked me to come back on Friday to spell folks for lunch. Farther left was the yet-to-open Dealers Room, then the two main Program rooms. To the right of Reg was another small room for readings. There were lots of chairs and tables scattered around between all these for conversation. I happened to spot **Paul Allwood** from the UK. He works on the Glasgow in '05 Worldcon bid. We chatted for awhile when photographer Ctein came by to converse. I then went to some programming before checking out the Art Show and Dealers Room before I had to leave.

My friends came by the hotel to pick me up and take me to the Canadian Legion for darts. It's been almost a year since I played darts, but once on the team and given details on how to play I quickly made a name for myself. Out of the 4 games played I won the game winning point twice! All during this I kept an eye on the World Series on the wall TV since the Arizona Diamondbacks were in their first series. Afterward we got a tour of the downtown area, picked up some chicken from Au Coq fast food and ate quickly at their home. My friends also have digital satellite tv, so we got to catch some surfing. Finally, I hooked up our laptop computer so my wife could get online and show our friends some internet stuff they've never done.

Friday I decided to take the train into town instead of the bus. I got dropped off at the closest train station where I had trouble figuring out how much I had to pay to go to town. I resorted to calling the mass transit folks again, got the fare and struggled to find the right track. They just don't sign things as well there as here, French or no French. I even had someone ask me if we were waiting for the correct direction. Luckily, we were. The train was C\$4.00 vs C\$2.00 for the bus. Each gave me a transfer for the subway. However, I was only one station away from the hotel when I arrived by train. I found the hotel again and met an online friend from Compuserve for lunch in the hotel restaurant. The service was slow, but the food good. Although he lives in Montreal, he couldn't afford to attend (C\$200 at the door, or US\$125). He wandered around a bit before leaving. I helped out in Art Show and managed to avoid any serious faux pas in their political conversations

while keeping an eye on things. Next I did some more programming, chatted with the Program Director of ConJose (2002 Worldcon) since she made me the Science Co-Liaison for her, and left in the late afternoon for bowling.

I took the subway to a new station, walked to a shopping center and found the underground bowling alley. In Canada they have our normal (big) bowling and also have little bowling. The balls are about the size of bocce balls, but are thrown down an alley with small pins. This game I sucked at. Hook left, curve right. I tried underhand, backhand, etc. It didn't matter. The only good thing was I was playing in a dummy position, so they got an automatic 100 points per game for me, which was more than I earned. Afterward we joined another friend for dinner at a Thai restaurant. We headed home for more computer work and tv.

Saturday I got into town late using the bus and subway again. Art Show didn't need me, so I spent some time perusing the small Dealers Room. Art Show was also small at 42 panels. I didn't buy anything since we were touring post-con, so I just wandered. I caught **Robert Sawyer** at the end of his reading where he made an interesting observation. He said that Americans build great monuments, probably the best in the world. He said that Canadians wouldn't build anything for their prime ministers or much about the wars they participated in, but Americans do. I found this intriguing. I sat in on more programming before leaving early for the house out west.

After doing the bus/subway again I walked the last mile back from the stop. We went out for dinner with our Italian friends at a local Italian restaurant. It was wonderful food! Next we made plans for our tour after the con on Sunday. Since we were renting a van we had to figure out the logistics of how to get it, how to get me, etc. We also had to pack before retiring. Because I was going to pitch Phoenix for a possible World Fantasy bid for 2003/4/5 I needed to make the meeting by 10am.

Well, I did. My friend's husband dropped me off at the hotel with my sack full of hotel packets. For the pitch I asked the proposed site, Embassy Suites Phoenix North Hotel, for pocket folder with floor layouts, etc. I then had to weed through what they gave me and pare it down to a manageable level. I also had to prepare a committee summary, pick a theme and talk about what Phoenix has to offer. Since I did all this in my pre-con marathon all I had to do was to hand out the packets and summarize the contents. I managed to make it up to the Hospitality Suite for the first time for a quick drink and snack. The board meeting took place in a small room upstairs from the main WFC floor. There were about 20 folks there including other bidders and interested parties. **David Hartwell**, editor for Tor Books, is the Chairman of the Board. He started off the meeting with queries about who was there to bid. **Michael Walsh** from Baltimore was there to bid DC for 2003. Another fellow was there to discuss Albany, NY or another town nearby for 2005. The board

(Cont'd on page 14)

Videophile

**Star Wars Episode I:
The Phantom Menace**
20th Century, 133 mins; PG, \$29.95

This two-disc set brings us the first installment in George Lucas' Star Wars Saga as well as 6 hours of extra features.

Here we learn about the child, Anakin Skywalker, who will someday turn into Darth Vader. We meet a young Obi-Wan Kenobi (Ewan MacGregor) and his mentor Qui-Gon Jinn (Liam Neeson) as they take Anakin (Jake Lloyd) under their tutelage, and the evil Darth Maul who has turned to the Dark Side. Old favorites make appearances, most notably C3PO, R2D2 and Yoda, as well as the first appearance of Queen Amidala (Natalie Portman) and the oh-so annoying Jar-Jar Binks.

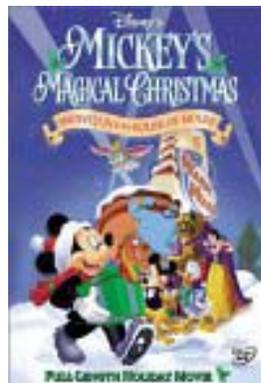
Special features include: Commentary by George Lucas, Rick McCallum, Ben Burtt, Rob Coleman, John Knoll, Dennis Muren and Scott Squires, exclusive deleted-scenes documentary features seven new sequences completed just for this DVD release, (complete Podrace Grid Sequence, Extended Podrace Lap Two, The Waterfall Sequence, The Air Taxi Sequence, Dawn Before the Race, Anakin's Scuffle with Greedo, Farewell to Jira); "The Beginning: Making Episode I," an all-new hour-long documentary film culled from over 600 hours of footage, including an insider's look at Lucasfilm and ILM during the production; Multi-angle storyboard to animatic to film segment featuring the Submarine and Podrace Lap 1 sequences; Five featurettes explore the storyline, design, costumes, visual effects, and fight sequences; Award-winning twelve-part web documentary series that chronicles the production; "Duel of the Fates" music video featuring John Williams; Never-before-seen production photo gallery with special caption feature; Theatrical posters and print campaign from around the world; Theatrical teaser and launch trailers, and seven TV spots; "Star Wars: Starfighter -

The Making of a Game" featurette from LucasArts and a DVD-ROM weblink to exclusive Star Wars content

A must for every Star Wars fan. -
Stephanie L Bannon

**Mickey's Magical Christmas:
Snowed in at the House of Mouse**
Disney Studios, 65 mins, DVD\$29.99,
VHS \$22.99

Disney's Saturday morning TV show, *The House of Mouse*, joins us in a feature film. Snowed in at The House of Mouse, Mickey and all his friends; including Pooh, Piglet, Belle, Snow White, Ariel, Minnie Mouse and others, pass the time by showing their favorite holiday home movies in an effort to cheer up a grumpy



Donald Duck. As they finally succeed in cheering up Donald they all join together and sing as they learn that the "Best Christmas of All" is the one you share with all your friends.

The House of Mouse format has Mickey owning a club that provides a setting both for the storyline of the over all video as well as a venue for unrelated cartoons. It is a nice mix and should do a good job holding the kid's interest.

The DVD includes two sing along songs sure to be a hit with the younger crowd as well as the premiere episode of *The House of Mouse* TV show. They may be on the VHS version as well but I couldn't tell from the on-line write up. -
Stephanie L Bannon

Monkey Bone

**Brendan Fraser, Chris Kattan,
Bridget Fonda, Whoopi Goldberg,**
20th Century Fox Home Video, 88 mins,
VHS \$107.99; DVD \$26.98

Stu Miley (**Brendan Fraser**) creates the ultimate crass cartoon "MonkeyBone". The cartoon has become a craze and is about to go national, when Stu is in a car crash. In the real world Stu is in a coma, but he wakes into the surrealistic realm of Downtown, the land of nightmares.

Downtown is a world that is a combination of '*Nightmare Before Christmas*', '*Beetlejuice*', '*Rocky Horror Picture Show*' and a 1950's freakshow, thrown together. Here Stu finds that his cartoon creation Monkeybone lives with the other nightmares.

Monkeybone always wanted to be real and tries, with the help of the head of Downtown, Morphius, to occupy Stu's body in the real world. Stu enlists the help of the Angel of Death (**Whoopi Goldberg**) to stop Monkeybone.

Anybody into the macabre needs to see this very unusual horror/comedy. Not necessarily a classic but a must see for cult horror enthusiasts. Definitely worth renting, possibly worth buying.

DVD contains extra 18 minutes and a Making of that includes interviews, biographies, an alternate ending and the original trailer. - **Barry Bard**

Unbreakable

Touchstone, 107 mins, PG-13, \$22.99

If you are looking for another *Sixth Sense* you will be disappointed. That said, you will not be disappointed in this film.

Unbreakable brings us the story of David Dunn (Bruce Willis), the uninjured sole survivor of a devastating train wreck. Approached by a mysterious stranger (Samuel L Jackson) who believes comic book superheroes are real David's life begins to change in many ways, some good and some frightening. The film builds to a surprise conclusion which was satisfying even if I did see it coming. Bruce Willis and director M. Night Shyamalan are a winning combo and I look forward to their future collaborations.

The DVD contains several extra features including fully produced extra scenes, a Behind the Scenes featurette with Bruce Willis, a Comic Books and Superheroes feature with Samuel L Jackson, the Train sequence from several angles an excerpt from an early M Night Shyamalan film. - **Stephanie L Bannon**

Space 1999: Set 1
A&E, 312 mins, \$31.99

This two disc set contains the first 6 episodes of the classic Gerry Anderson sci-fi TV show. Billed as the most expensively produced sci-fi series of its time, Space 1999 boasts guest stars such as Joan Collins, Christopher Lee and Brian Blessed. This DVD set has been remastered from the original 35 mm and contain up to 12 minutes of footage unseen in the US broadcast.



The first episode sets up the series premise in which the moon leaves the earth's orbit as well as introducing us to Moonbase Alpha and its crew, Commander John Koenig (Martin Landau), Dr Helena Russell (Barbara Bain), Capt. Alan Carter (Nick Tate), Sandra Benes (Zienia Merton), and Prof. Victor Bergman (Barry Morse)

While this is a must have for any fan of the series, the series has aged well enough to hold the interest of a new generation of fans. - **Stephanie L Bannon**

Tremors

Universal, 95 mins, PG-13, \$19.99

The camp classic *Tremors* is a wonderful way to spend an afternoon. Val McKee (Kevin Bacon) and Earl Basset (Fred Ward) decide to leave the dusty Nevada town where they live. Before they can leave they discover that their valley is infested with subterranean monsters they dub "grabboids". Aided by a variety of crazy characters they outwit the monsters and save their friends. The film includes standout performances by Michael Gross and Reba McEntyre as survivalist as well as fast paced dialogue that mixes laughs with shivers. - **Stephanie L Bannon**

Tremors 2: After shocks

Universal, 100 mins, PG-13, \$22.99

Tremors 2 takes us to Mexican oilfield where Earl (Fred Ward) has been hired to rid the valley of grabboids. Joined by a new sidekick (Christopher Gatlin) and aided by Burt Gummer (Michael Gross) and a beautiful scientist Kate Reilly (Helen Shaver) Earl battles the grabboids and a new variation of the creatures, saves the group from certain destruction and finds love.

While not quite as good as it's predecessor, this sequel stands up well enough to be enjoyable. Together they make an enjoyable Saturday evening's entertainment. - **Stephanie L Bannon**

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Shane and Laurie's Excellent Adventure: Six Amusement Parks East of the Mississippi River and West of the Atlantic Ocean (Part 3 of 3)

By Shane Shellenbarger

Heading to Ohio, we found our way to Cedar Point Amusement Park in Sandusky on the southern shore of Lake Erie. We were told that on a clear day you could see Canada, but over cast skies prevented us from seeing more than about a mile in any direction.

Cedar Point, the self-proclaimed "Worlds Largest Amusement Park," contains 14 coasters. The first one we headed for was **Raptor**, an inverted outside coaster with 6 inversions, composed of a zero-gravity roll, a vertical loop, two inverted corkscrews, and a cobra roll that flips passengers over, spirals them upside down into a 180-degree roll and repeats the twisting motion in the reverse order. It was a Wednesday and apparently Senior High School Day for hundreds of teenagers. We were in line for about an hour so we got to witness 10s of teens being pulled out for line jumping. Cedar Point security officers take the job seriously and their presence on this ride was much in evidence. Our law-abiding wait was well worth it. **Raptor** rises to 137 feet and then drops 119 feet, traveling on 3,790 feet of track at 57 miles per hour, and carries 32 riders on their 2 minute 16 second trip for a capacity of 1800 riders per hour. We really flew on this bird of prey.

Traveling up the midway, we came to the **Corkscrew**, a coaster that non-riders can walk beneath as they move along the midway. Built in 1976, **Corkscrew** was the first ride with a 360-degree vertical loop and two helical curves along its 2,050 feet of track. Rising to 85 feet with trains traveling at 48 mph, **Corkscrew** goes through 3 inversions in 2 minutes. We found this mild in comparison to **Raptor**.

It began to rain, so when we came to the **Magnum XL-200**, the lines were beginning to thin out. When we first got on this coaster, we didn't quite know what to expect. By our third ride in a row we had the drill down pat: Windbreaker hood down and toggles tightly tied, sunglasses to protect the eyes from rain hitting us at the rides top speed of 72 miles per hour, huge grins on our faces after an amazing ride! The first hill rises to 205 feet and then drops the train 195 feet at an angle of 60-degrees into the first of three tunnels. The second hill rises to 157 feet and the third hill to 80 feet, with the 36 passenger trains traveling over 5, 106 feet of track on this astonishing out-and-back coaster. This was our favorite ride in Cedar Point.

The parks dual racing coaster, **Gemini**, was closed so we made our way to the **Cedar Creek Mine Ride**, a runaway mine train which was quite a disappointment after our triple thrilling ride on **Magnum XL-200**. With only a few spiral turns to recommend it we deem the **Cedar Creek Mine Ride** not worth the trouble unless you've ridden everything else that you

want to ride.

Our next stop was **Mean Streak**, a wooden coaster containing about 1.7 million board feet of treated Southern yellow pine. The 5,427 feet of track that trace an oblong path three times includes banked turns, a course that rises up to 161 feet and falls 155 feet through 12 hills and valleys, crisscrossing the structure 9 times at speeds up to 65 mph for 2 minutes and 45 seconds. We enjoyed the airtime of negative gravity and I wish we could have compared it to another wooden coaster, **Blue Streak**, but it was closed when we got back to that end of the park.

Next came our second longest wait in line at the parks newest coaster, **Millennium Force**. At 93 mph it's the fastest, at 6,595 feet of track it's the longest, at 310 feet it's the highest, and at 1 minute 45 seconds it the third shortest adult coaster in the park. Yet despite all of its record setting statistics and \$25,000,000 price tag, we still enjoyed **Magnum XL-200** better.

We walked across the way to ride the parks stand-up coaster, **Mantis**, which seemed to be having a few mechanical problems that were sorted out soon enough. This coaster sports 3,900 feet of track moving trains at 60 mph through a dive loop of 103 feet, an inclined loop of 83 feet, a 360-degree banked turn, a vertical loop of 119 feet, a 360-degree flat spin, with a figure eight finale. The problem for us is that the shoulder restraints give you an ear boxing that draws away pleasure as you wince from the pain. It was good for a stand-up coaster, about as good as the **Riddler's Revenge**.

The Iron Dragon's problems were due to the now heavy downpour. The line wasn't moving, but the ride didn't close. The ride operators kept sending the enclosed, suspended trains along the 2,800 feet of track until they were satisfied it was safe. We rode our four-passenger car up the first of two lift hills to drop 76 feet at 40 miles per hour. Although it looks similar to the **Ninja** at Six Flags Magic Mountain, we didn't enjoy **Iron Dragon** nearly as much.

The **Wildcat** wasn't in operation and we were so cold and wet that we bypassed the **Blue Streak**, made it to our car, drove to our hotel, checked in, and warmed up in a hot shower. We started thinking about the next day and our last coaster park. <http://www.cedarpoint.com>
<http://www.cedarfair.com/>

Bright and early the next day we headed toward Cleveland and the nearby town of Aurora, seeking out Six Flags Worlds of Adventure. Eating a fortifying breakfast and getting much needed directions, we followed the signs, parked the car and walked to the entrance. At 9:30 a.m. the Main Gate opened and we walked to the chain which separated us from our goal: **X-Flight**. This is a new type of coaster in which you are seated backward, harnessed in, the seats recline, you are carried up and over the lift hill and then the track rolls you over so that you are now hanging face down! We raced to where the ride should be, but soon found one fatal flaw in our flight: we were in the wrong park!

I'll admit I was blinded by my ambition to ride **X-Flight**. Laurie had voiced some concerns, but I had brushed them aside in my anticipation of this new thrill. It turns

out that Six Flags had purchased Sea World of Ohio and had kept their parking lot and their main gate and had built a Boardwalk between what was now called the Wildlife and the Wild Rides Sections: We were at the wrong end of the combined park!

We walked quickly past the short lines of the **Raging Wolf Bobs**, **Batman: Knight Flight**, **Serial Thriller**, past the OTHER main gate, and got in line at **X-Flight**. That's when we discovered the wait was about 2 hours. We had to leave for the airport in 4 hours. Should we waste half of our ride time in one line or should we save this bright and shiny flying coaster to the end? Laurie and common sense made their cases and we headed to the nearest coaster.

Superman Ultimate Escape is a unique vertical spiraling coaster that uses a linear induction motor to hurl an inverted shuttle at 70 mph along 2,700 feet of U-shaped track to a height of 180 feet, back through the station to the other end also at a height of 180 feet and then it stops and leaves you hanging for the longest 3/10's of a second you've ever experienced. Quite an experience, we rode it two times in a row.

The **Mind Eraser**, a boomerang coaster was not operating, so we went over to the **Serial Thriller**, which had now filled with people who had been on **X-Flight**. **Serial Thriller** is similar to the **Mind Eraser** (different than the before mentioned **M.E.**) at Six Flags Elitch Gardens in Denver, Colorado. They are both inverted coasters that take riders 120 feet up the lift hill, drop them 105 feet at 50 mph through 7 inversions along 2,037 feet of track. **Serial Thriller** is fun, but we again had the ear boxing that drains off the thrill and leaves you thinking more about the pain you've experienced.

We got in line at **Batman Knight Flight** and began to worry that we'd have to step out of line. Fewer and fewer trains were coming by and after we'd been in line for about 20 minutes, the move forward stopped. After 10 minutes of no trains coming by, rider-less cars began to appear and this went on for another 10 minutes before loaded trains again began to appear. This is a floorless coaster, where you're strapped into a flying chair, taken to a height of 161 feet and plunge at 65 mph along 4,210 feet of track. **Batman Knight Flight** is similar to **Medusa** at Six Flags Great Adventure in New Jersey.

Our time was running out. We had to leave soon so we trekked back to the other end of the park, advancing upon **X-Flight** and our hearts sank: the ride wasn't operating! I snagged a dejected looking passerby and asked what was going on. "They're having trouble with the change-over mechanism that allows them to add a second train," he told us. "It'll probably be down 30-40 minutes." Laurie and I looked at each other and silently decided to go for end of the line. 40 minutes later, we were on **X-Flight**.

I can't convey the anxiety of laying flat on your back as you are lifted 115 feet up a hill backwards, going over that hill and plunging head first toward the ground before you roll over and fly with nothing below you and only a harness to attach you to your car. Through 8 inversions at 51 mph along 3,340 feet of track you soar, dip, and glide along while G-forces ranging

from 0 to 4.3 play with your guts. WOW! You WILL believe that you can fly!

Time and flights wait for no man, so back to our car and back to Toledo we headed. Flying in an airplane just didn't have the same appeal. We'd flown in just about every angle and position through all kinds of weather and speeds you could imagine and made it back to the ground safe and sound. What's left to do?

Park admission prices range from \$26.00 to \$46.00 for General Admission without discounts.

Roller Coaster sites:

<http://www.aceonline.org/>

<http://www.aceonline.org/acelinks.htm>

<http://www.ultimaterollercoaster.com/>

<http://www.ultimaterollercoaster.com/resources/links/>

<http://www.coasterbuzz.com>

<http://www.coasterbuzz.com/sites/>

<http://www.rcdb.com>

<http://www.rcdb.com/links.htm>

Amusement Park Secrets: Many parks offer a ten percent discount to AAA (American Automobile Association) members and you can often find discounts in brochures available at nearby hotels. Fast food restaurants, soft drink manufacturers, and credit card companies also sponsor coupons, cans with discounts, and provide discounts when their credit card is used to purchase tickets.

We discovered while we went from park-to-park that many of them will allow you to use an annual pass purchased at a sister park, even if one is an amusement park and the other is a water park. As of this writing, I know this to be true of some Six Flags amusement parks and NOT true of any Disney parks. I believe this to be true of Busch Gardens, Paramount, and possibly of Universal Studios, but I warn you to check with each park prior to making your plans. Park policies can change at any time.

Most parks open their parking lots an hour or more before the scheduled park opening time. Many will admit annual pass holders into a staging area before the general public 30-60 minutes before the park opens. Again, check with each park prior to making your plans.

Fast Lane, Fast Pass, Express Lane are all variations on a theme: Bypassing long lines. The basic premise is this: You go to a location that dispenses a pass good on one ride at a certain time for a certain length of time, say Hypersonic: XLC between 11:00 A.M. and Noon. At the appointed time you proceed to the special line and watch the looks of envy on the faces of those people who had been in line for two hours as you move past them onto the ride. The restrictions vary from park to park: One ticket only, one ticket until after the expired time, one ticket per ride until after the expired time. Check with each park for guidelines.

When park hopping, be like the Boy Scouts: Be Prepared! It will be hot, cold, dry, wet, and often all on the same day! Check the weather report, bring along sunscreen, a hat, a waterproof jacket, and wear comfortable shoes and clothing. Most important: Have fun! That's why you're at an amusement park.

24 Frames (cont'd from page 1)

depth." From the reports on preview screenings of parts of the movies and from what we've seen in the trailers, it looks like **Jackson** has done a good job bringing the story to life on the screen.

Bringing the characters to life will be **Elijah Wood** (Frodo), **Ian McKellen** (Gandalf), **Sean Astin** (Samwise), **Christopher Lee** (Saruman), **Viggo Mortensen** (Aragorn), **John Rhys-Davies** (Gimli), **Orlando Bloom** (Legolas), **Billy Boyd** (Peregrin), **Dominic Monaghan** (Merry), **Hugo Weaving** (Elrond), **Sean Bean** (Boromir), **Liv Tyler** (Arwen), **Cate Blanchett** (Galadriel), **Brad Dourif** (Wormtounge), and **Ian Holm** (Bilbo). The score has been done by veteran composer Howard Shore with additional music having been contributed by singer **Enya** including the songs "May It Be" and Aniron (Theme for Aragorn and Arwen) which she sings in Sindarin, one of Tolkien's fictional languages.

In addition to the movie trailers that have been released, look for television specials on SciFi Channel and The FOX network leading up to the release of the first movie.

Opening in late November is *The Curse*, a low-budget high-energy horror comedy about a self-conscious single woman, Frida Harris, living in New York played by **Amy Laughlin**. She wants to be more like her vivacious friend Jennifer (**Sara Elena Knight**) who has no trouble meeting men. After Frida has an encounter with what may have been a werewolf, she starts being more aggressive with men and soon her lovers start turning up mutilated.

Late December sees *Jimmy Neutron, Boy Genius*, about a smart kid who isn't cool. When his parent's and all the other

kids parents get kidnapped by aliens, he must come up with a way to save them. It features the voices of **Martin Short** and **Patrick Stewart**.

Following the success of *Fantasia 2001* in its IMAX release, Disney is re-releasing their classic movie in an updated version for IMAX theatres featuring some new and updated animation.

January sees the release of the much delayed **Eddie Murphy** comedy *Pluto Nash*. The movie is set on the moon in 2087 and **Murphy** is a nightclub owner who gets in hot water when he doesn't sell his club to the local mob. Lots of hilarious hijinks as Murphy tries to stop the mob from taking over the whole moon, not just his nightclub. Also stars **Randy Quaid**, **Pam Grier**, and **Joe Pantoliano**.

Also opening in limited release in January is *Brotherhood of the Wolf*, a French film depicting the true story of the Beast of the Gevaudan that terrorized France in the mid-1800's. Desperate to end the growing unrest of the populace, the King sends in a renowned scientist and his Iroquois blood brother, an unconventional team whose combined methods and capabilities may finally bring the beast down.

In early February sees the long delayed release of the remake of *Rollerball*. It stars **Chris Klein**, **LL Cool J**, **Jean Reno**, **Rebecca Romijn-Stamos** and **Andrew Bryniarski**. Advance word on the movie is if you can't catch it in a free preview screening, don't bother with it.

Disney will release "*Return to Neverland*" in February. This animated sequel has Captain Hook returning to London man years after the events in the original movie intending to kidnap Wendy. Peter Pan once again comes to the rescue and discovers that it is Wendy's daughter,

Jane, who has been kidnapped.

Rounding out the delayed release cycle in mid-February is *The Queen of the Damned*, based on **Ann Rice's** third Vampire Lestat novel. Lestat is now played by **Stewart Townsend** who reinvents himself as a rock star in the current American music scene. His music awakens the Queen of All Vampires, Akasha, played by the singer **Aaliyah** (who died earlier this year), and all of the vampires must unite against her in order to survive. Also starring are **Marguerite Moreau**, **Claudia Black** and **Vincent Perez**.

Upcoming Movie Release Dates

Nov 16 - Harry Potter and the Sorcerer's Stone

Nov 21 - Black Knight

Nov 28 - The Curse

Dec 19 - The Fellowship of the Ring

Dec 21 - Jimmy Neutron, Boy Genius

Jan 1 - Beauty & The Beast (IMAX)

Jan 11 - Brotherhood of the Wolf (limited)

Jan 18 - Pluto Nash

Feb 8 - Rollerball

Feb 15 - The Queen of the Damned, Return to Neverland

Mar 8 - The Time Machine

Mar 15 - Ice Age

2002 - Jason X, Spiderman (May 2),

Star Wars Episode II (May 22),

Scooby Doo (June 14),

Reign of Fire (June)

Monsters Inc Reviews

The latest from Pixar is a winner! From the 5's light comedy style opening credits, to the heart warming ending, this is an engaging and masterful work. Pixar has gone far beyond the level of technology displayed in it's Toy Story series. In fact it's so unaffected that during most of the

movie I lost conscious awareness of it being computer generated. I didn't marvel at the technical savvy that made the whole thing possible, I just sat back and enjoyed myself. Now that is a remarkable achievement for Pixar.

The scenario of monsters being as afraid of children as children are of monsters is nothing new, but here it's taken a step further as monsters land/planet/dimension/whatever is fueled by the power of children's screams. This isn't as dark as it seems - remember it's Disney. When a little girl enters into the monster's world all heck breaks loose as the two monsters voiced by John Goodman and Billy Crystal try to get her home (uncovering treachery and skulduggery along the way). The film explores friendship, love and sacrifice in a way that children should be able to understand. On the other hand, the scripting doesn't have a great deal of depth to it, and what the adults "get" the children will too,



Sully, Mike and Randall in Monsters Inc
© Walt Disney Movies

There's a cartoon feature called "For The Birds" with the film that is a hoot! It well illustrates the principle that "he who lays a trap for his neighbor, lays a trap for himself" - **Scott Muir**

WARNING: SPOILERS

I thought Monsters Inc was a good movie. Some parts of the movie were a little boring. I thought the little girl was the best part. I also liked the little green guy named Mike. I liked the part when the little girl beat up the lizard type monster. I also liked the part where they saved the little girl Boo. But my most favorite part was when Mike put the door back together for his friend. I was sad when they shredded the door. But I think the ending made it all OK. I would see it again. - **Hilary LeMaster (age 11)**

I thought Monsters Inc was a very good movie. It is funny and interesting. It's about monsters that go through doors and try to scare little kids but, once a kid gets into the monster world trouble stirs up. Then the monsters have to fix it. - **Natalie LeMaster (age 9)**



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SF Tube Talk (Cont'd from page 1)

According to Comb's fan club, he will be making a return appearance as Shran later in the season. I'd expect to see the Andorians to turn up more often than not in the future. In the last new episode, we've finally seen a reappearance by the Siluban, Silik, who we first saw in the pilot. With the end of November sweeps, the next new episodes aren't likely until mid-January. Of those, there's been little



John Billingsley as the alien Dr. Phlox in ,
ENTERPRISE © 2001 UPN

advance info leaked. In *Silent Enemy*, the Enterprise must deal with a much more powerful ship that is following it as they try to return to Jupiter to install some more powerful weapons. In *Dear Doctor*, Dr.

Phlox is composing a letter to another Doctor detailing events he is involved with including a possible romance with Ensign Cutler, first seen in "*Strange New World*". In the episode, the Enterprise investigates a pre-warp planet whose population is suffering from a disease that is killing off its inhabitants. Dr. Phlox works to find a cure for the disease while Archer has to deal with the planet's leaders, who desperately want the secret of warp technology. The Andorians (and **Jeffrey Combs**) return in *Shadows of P'Jem* and in *Sleeping Dogs*, the Enterprise encounters a disabled Klingon ship where all of the crew is infected by a virus and unconscious except for their cook, a very paranoid female Klingon. In one of those episodes, when Archer finds out that Malcolm Reed's birthday is coming up soon, he gets in touch with Reed's parents, only to find out they know Malcolm as well as anyone on the ship does. Reed and Trip will also be stuck in a shuttle together for several days.

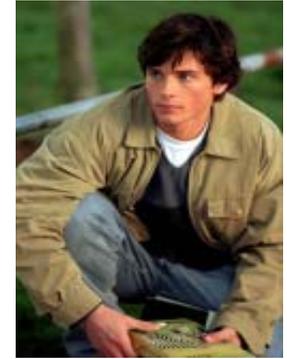
Elsewhere on UPN, the debut of *Buffy the Vampire Slayer* on the network did very well for the network. Not nearly the ratings of *Enterprise*, but the series did better than any other non-Trek drama has on UPN and has held up relatively well so far. The results for *Roswell*, however, have been less than stellar. The series debuted

on UPN with soft ratings, at best, and they have gotten even worse with The WB's *Smallville* proving to be a hit for The WB. If UPN hadn't committed to a full season of 22 episodes of *Roswell*, it likely would not be around much longer. *Special Unit 2* has done fair, garnering ratings better than most UPN dramas of late, but still dropping off almost half the audience from its lead-in *Enterprise*. The Halloween episode featuring **John DeLancie** didn't show any marked improvement nor did the *Roswell* episode with **Frakes** and **Billingsley** attempting to draw over the Trek audience.

Going back to Sunnydale, we've seen Buffy brought back to life and dealing with her having been taken out of a blissful place to be brought back to Earth. We've got the trio of warlocks (or whatever they can be called) causing problems for Buffy and there's also a larger developing storyline with Willow depending more and more on magic that may lead to dire consequences down the road. Trying to get much advance info that is accurate for either Buffy or *Angel* has been difficult with the new season. Look for mostly repeats for both shows until mid-January.

Over on The WB, *Smallville* debuted very strong and kept almost all of its debut audience for the following weeks, which is not the norm for any new show. Mixing in

elements of *The X-Files* and *Roswell* with the Superman mythos seems to have drawn the viewers in and kept them there. Not all episodes will deal with a Kryptonite "Freak of the Week". We'll have a few visits to Metropolis, including "*Rogue*" where Clark is seen performing a super feat by an investigator who contacts Lex to find out more about Clark's recent



High school student Clark Kent (Tom Welling)
in the pilot episode of SMALLVILLE.

© 2001 The WB

activities, especially how he has been around many accident scenes in recent months. We'll also see **Kelly Brook** guest star in this and other episodes as Lex Luthor's former girlfriend, Victoria. In "*Craving*", the main plot revolves around an overweight girl named Jodi and also

(cont'd on page 11)

CopperCon Ad

1/2 page

SF Tube Talk (cont'd from page 10) features Lex finding out more about the strange goings on with the help of a discredited Dr. Hamilton. In "Jitters", a Kent family friend who has been working as a janitor at LuthorCorp in Metropolis has come down with an affliction he thinks was caused by special corn fertilizer that LuthorCorp has been developing. He thinks a cure can be found in a secret "Level Three" in the Smallville LuthorCorp plant.

On CBS, *Wolf Lake* debuted to poor ratings that got worse and led to the series being canceled after airing five episodes. The other major network semi-genre series, "Alias", has done well for ABC on Sunday nights, gaining a full season order for the series. It's a good mixture of secret agent/super spy stuff with a contemporary setting. It's very fast paced (sometimes too fast) and may not be a major hit, but should continue to do well.

FOX finally debuted *The Tick* in early November. At press time, it has yet to air. Assuming that it does well enough to stay on the air, here's what to expect for the remaining episodes of the series. Unless the show does very well, it is highly unlikely it will be picked up for more episodes. In "The License", the Tick learns that all superheroes are supposed to have a license and inform the authorities of their secret identity, of which The Tick has neither; and in "Arthur Needs Space", Arthur meets a high school crush who is impressed by his new superhero look, but he can't get rid of The Tick to spend some time alone with her; and in "Couples", The Tick and Arthur meet other superhero/sidekick teams including Fiery Blaze (Ron Perlman) and Friendly Fire (Patrick Breen). In "Tick Vs Justice", Tick and Arthur go to court to prove that a supervillain who has eluded justice for thirty years is guilty. Tick doesn't understand why they can't just beat him to a pulp, instead. In "The Big Leagues", Tick and Arthur join The Legion Of Superheroes and Captain Liberty and Batmanuel are denied admission, leading to bad feelings between the two teams.

The X-Files got off to its latest start ever, with its opening two-parter in mid-November immediately followed by a pre-emption over Thanksgiving. It should continue with mostly new episodes through December and January. We'll see some emphasis on Scully's life dealing with being a single mother with a possibly exceptional baby. A.D. Kersh will play a larger role as well as Skinner and new A.D. Brad Follmer. We'll also see The Lone Gunmen (and maybe get some reference to the cliffhanger ending to their solo series) turn up to help out Doggett, Reyes and Scully. Upcoming episodes include "Daemonicus", where Doggett and Reyes investigate what may be satanic ritual killings while Scully teaches a class at the FBI academy in which her reputation has

preceded her. The investigation leads to a mental hospital inmate who may be controlling people and seems to know way too much about Doggett. "Hellbound" will focus on Agent Reyes as she investigates a death of a biker ex-con who is found skinned alive after having said he had dreams about it in a group therapy session. "4-D" has Reyes, with the help of Skinner, trying to clear herself when a killer named Lukesh shoots Doggett and frames her for the shooting. "Lord of the Flies" has the team investigating the death of a Cap'n Dare on a cable access show where flies come out of the body's eye sockets. Scully has to deal with a sleazy entomologist and lots and lots of flies. In "John Doe", Doggett awakens in a Mexican jail with amnesia and once he is out gets involved with "coyotes" moving people across the border. Both Scully and Reyes travel to Texas to track down Doggett. In the yet titled eighth episode, Scully observes her son controlling the movements of his mobile with his mind. She is contacted by a couple who claim their daughter is having the same thing happen to her and that the husband is with the NSA and has learned some information about their children and that he needs to talk to Mulder about them.

Debuting in January are two new productions from *Babylon 5's* J. Michael Straczynski. First to air on January 11 on Showtime will be the start of the series *Jeremiah* followed on January 19th by the premiere on SciFi Channel of the *Babylon 5: Legend of the Rangers* TV movie.

Jeremiah is based on Platinum Studios' award-winning graphic novel series by Belgian author Hermann Huppen and is developed for television by Straczynski for MGM Television and Lions Gate Entertainment. The series stars Luke Perry (*Beverly Hills 90210*, *Fifth Element*) as Jeremiah and Malcolm-Jamal Warner (*Cosby Show*, *Malcolm & Eddie*) as Kurdy. Also starring are Tricia Helfer as Jeremiah's love interest, Sarah, and Alex Zahara (*B5: Legend of the Rangers*, *Dark Angel* & other Vancouver based productions) as Ezekiel. There's been little information about the actual episodes from Straczynski, but he has indicated that he's been able to do things with this show that he couldn't with others since it was on pay cable which doesn't have the content restrictions of commercial television.

From the official MGM press releases we learn some about the series and the main characters: *Jeremiah* is set in a future post-apocalyptic world where, almost a decade before, a deadly virus wiped out the world's adult population sparing only those who hadn't reached puberty. Now in their 20s, the oldest survivors of the pandemic include Jeremiah and the colorful but cynical Kurdy. Jeremiah is on

a personal quest to relocate a mysterious place called Valhalla, which his father claimed might hold some hope for the survivors. As Jeremiah falls into a reluctant partnership with Kurdy, both explore new areas and encounter other groups of young adults who are divided into rival social groups. In the course of the season opener, Jeremiah's smaller personal quest is redirected when he discovers a group of highly organized survivors who want to enlist him to orchestrate peace among the warring factions and to try and prevent the killer virus from returning. Sarah is in her mid 20's, bright, personable and very attractive. Sarah is among those living inside Thunder Mountain, a colony set inside what used to be a military compound. Quite small when the Big Death hit, Sarah has lived most of her life inside Thunder Mountain. She currently assists leader David Quijana with "newcomer integration and orientation" - which is how she meets Jeremiah and Kurdy, who seek asylum here. Sarah shows Jeremiah around the elaborate compound and when the time comes for the visitors to make their exit, commemorates their departure by reading aloud Tennyson's "Ulysses." Ezekiel, in his mid 20's to early 30's, is a mysterious character with a haunted but somewhat demented quality and wisdom that goes beyond his years. He is a serious thinker with a mysterious purpose and a gritty offbeat demeanor. He subtly dogs Jeremiah's tracks, giving him cryptic prophecies about his future, while protecting Jeremiah from mortal danger.

The *Babylon 5: Legend of the Rangers* TV movie is currently only a TV movie, although if it does well in the ratings it could continue on as a weekly series. Like with the *Babylon 5* pilot, Straczynski has given the movie an individual title of "To Live and Die in Starlight". According to Straczynski, "Where *B5* was a heavy drama with some adventure/action elements, this one is a little more skewed toward adventure with underlying drama (which is about what you'd expect from the Anla-Shok)." The movie was written by Straczynski and directed by popular *Babylon 5* director Mike Vejar. The actors were reportedly only signed to a movie with no series options, so it doesn't appear that a series is a sure thing. The movie is set in 2264 after the wars are over and a new age of space exploration has begun. The Interstellar Alliance has been organized to establish and maintain peace among its member worlds, including Earth. According to Executive Producer Doug Netter, in the movie "the Rangers encounter a previously unknown alien race whose lethal power is far greater than any force previously known to Earth or any other world in the Interstellar

Alliance."

The movie focuses on a group of Rangers led by human David Martel (Dylan Neal) on the Liandra, a ship that David was assigned to as punishment after retreating from a battle in his previous ship when he had no weapons capability and elected to retreat instead of die. On the ship is a mixture of Rangers of Human, Minbari and other races. Foremost is the Minbari Dulaan (Alex Zahara), who has been a friend of David's for several years, the Human Ranger Sarah Cantrell (Myriam Sirois) who is from Mars and is a weapons specialist, Human Malcolm Bridges (Dean Marshall) whose specialties are covert intelligence and infiltration, the Minbari healer Firell (Enid-Reye Adams), and the Drazi Ranger Tirk (Gus Lynch). Also making an appearance is Andreas Katsulas, reprising his role of G'Kar, who brings forth vital information to The Rangers about the new alien race.

In the syndication arena, Tribune's *Mutant X* series debuted to strong ratings, equaling that of *Andromeda* to be at the top of the syndicated ratings heap. There's not a lot of advance info on *Mutant X* to report on, though. The critical response has been lukewarm to the series, but a lot of actions fans appear to have taken to it and are tuning in each week. Over on *Andromeda*, the crew survived their season ending predicament with the Magog, but not everything was resolved. Hunt knows that he needs to unite the various races to fight the approaching Magog world ship and knows that he needs more than just one Nova Bomb to deal with them. Things haven't been good for some of the crew, with Harper having to live with dormant Magog eggs and Trance having lost her



Lexa Doig of ANDROMEDA
© 2001 Tribune Entertainment

tail in a subsequent episode. Airing at the tail end of the fall batch of new episodes will be the much anticipated *Into the Labyrinth*, guest starring James Marsters as the Nietzschean Charlemagne Bolivar while *The Andromeda* hosts a conference of allies to the Commonwealth and Harper is lured by unknown evil forces. Also

(Cont'd on back cover)

ReAmination (cont'd from page 1)

Issue 1), continued in Dual 2 and 3 (reviewed in ConNotations Volume 11 Issue 2) and now concludes in Dual 4 One Vision. The story follows nerdy Kazuki Yotsuga who has visions of giant robots fighting in the city where he lives. Pretty Mitsuki Sanada learns about the visions and takes him to her father, an eccentric scientist whose specializes in “dimensional physics.” Kazuki’s visions confirms the existence of a parallel world—where



Kazuki and Mitsuki are accidentally sent.

In the parallel world the Earth Defense Force has giant robots that engage in stylized battles against the troops of Rara ,

a fanatic scientist. Kazuki demonstrates that he can control one of the huge robots and wins a battle for its injured pilot. Of course, all the other pilots are girls so to hide the existence of his new star warrior the commander of the Earth Defense Force makes Kazuki dress as a girl.

In Dual 4: One Visions the story is concluded. The barriers between Earth and the parallel world begin to break down in the final episodes, threatening to destroy both planets. In order to save both worlds by the elimination of elements unique to one of the two Earths, but that means either the alien technology must be destroyed, or Kazuki must die!

If you have watched the first 10 episodes in volumes 1 thru 3, you won't want to miss the fourth volume of Dual which contains episodes 11: Real, 12: Ardent Desire, 13: The World, 14: Final Frontier The story really ends in episode 13, “The World” with the last episode, “Final Frontier,” being sort of a teaser suggesting that a sequel is in the works. If true I eagerly await the sequel, since this is one of the more enjoyable series I've watched. Rated 13+ for mild language, sexual humor, and violence, though it is robot versus robot violence. -**Craig L Dyer**

*****Black Heaven, Legend of 4: Into the Arena Pioneer, 80 mins, \$29.98 Rated 13+

In Black Heaven 1-3 (reviewed in ConNotations Volume 11 Issue 1 and 3) we learn that hard rock and roll can save space! We follow Oji, a middle-management drone with a wife who doesn't understand him, whose only grip on sanity amidst the drudgery of his life, are the memories of his past life as the amazing guitarist of Black Heaven, a heavy



metal band that almost made it. When a beautiful and mysterious woman tells him that only his special sound can save the universe from an evil alien invasion, the magic of performing is restored to him

Volume 4 picks up, where the last one left off with Oji and the new members of Black Heaven struggling to come together as a group as the enemy aliens' new weapon devastates the armada protecting what's left of the galaxy. Oji is in danger of losing everything with his music losing its power and his wife losing her patience! Oji sends out the call for all of the old Black Heaven fans because if the Earth is going to be destroyed, then at least he'll go down playing his guitar!

This volume contains episodes 11, 12 & 13 and features music by John Sykes and the Michael Schenker Group. Great music, great story, great series... I really enjoyed this one - **Craig L Dyer**

***Bastard: Complete Collection Pioneer, 180 mins, \$29.98 Rated 16+

This DVD contains all six episodes of the Bastard series which is about an evil warlock named “Dark Schneider” who has been freed from imprisonment and is bent on world conquest and the resurrection of an ancient evil. Unfortunately for him, Dark Schneider has been combined with a very good kid named Rushe and this makes him something of a hero to the people of Meta-Rikana” as he protects them from his old generals and army.

Rated 16+ for its violence this is a

(cont'd on page 13)

Blue Planet Books

ReAmination (cont'd from page 12) weird, off-beat series that has just the right amounts of humor, fighting and plot. - **Craig L Dyer**

- ******Trigun 4: Gun-Ho Guns**
Pioneer, 75 mins, \$29.98 Rated 13+
- ******Trigun 5: Angel Arms**
Pioneer, 75 mins, \$29.98 Rated 13+
- ******Trigun 6: Project Seeds**
Pioneer, 75 mins, \$29.98 Rated 13+
- ******Trigun 7: Puppet Master**
Pioneer, 75 mins, \$29.98 Rated 13+
- *******Trigun 8: High Noon DVD (Hyb)**
Pioneer, 75 mins, \$29.98 Rated 13+
- Trigun DVD Box Set (Volumes 1-8)**
Pioneer, mins, \$199.99 Rated 13+

Trigun is a series filled with action, adventure, comedy and even some drama and romance. It tells the story of Vash the Stampede, a man who the whole world fears so much that they even call him the Humanoid Typhoon. No matter where Vash goes trouble lurks but he doesn't know why.

In Trigun 4: Gung Ho Guns Vash's past comes back to haunt him in two linked episodes that have Legato Bluesummers and Monev the Gale trying to murder Vash. He escapes but refuses to kill his would-be assassin. This behavior puzzles investigators Meryl Stryfe and Milly Thompson and they then discover further hints about who Vash is (or was) when they see him without a shirt.... his upper body is a mass of horrible scars.

In Trigun 5: Angel Arms, insurance investigators Meryl and Milly defend a pair of homesteaders against an evil land baron and his hired thugs, the rather bizarre Marilyn Nebraska and Friends. In the background a discreet Vash supplies a little covert assistance.

In Trigun 6: Project Seeds, Nicholas Wolfwood finds Vash living in a two-bit town, trying to forget the Fifth Moon incident (Trigun 5 Episode 16). But Vash can't stay hidden for long and : Meryl and Milly of the Bernardelli Insurance Society are reassigned to "Vash duty." It's a happy reunion, but trouble is just around the corner as Legato Bluesummers's plot to destroy Vash keeps advancing.

In Trigun 7: Puppet Master, Wolfwood follows Vash to a Project SEEDS ship that didn't crash. The Gung-Ho-Guns follow as well with two purposes- destroy a sanctuary for humans, and to inflict as much pain to Vash as possible. The focus of this volume is the character interaction that sets this series apart from others and ends with a moral debate of Vash's idealism versus realism.

Trigun 8: High Noon brings us the final four episodes of this series It builds to the climactic confrontation between Vash and his vicious twin, Knives as well as sorting out the fates of all the other characters. The gun-toting preacher, Nicholas V. Wolfwood has a surprising past and the balance between Milly and Meryl shifts as sorrow gives Milly an unexpected strength. Vash also has to deal

with the last of the Gung-Ho Guns, including Legato Bluesummers. There are some agonizing decisions to be made, will Vash be able to save everyone? Can he save anyone?

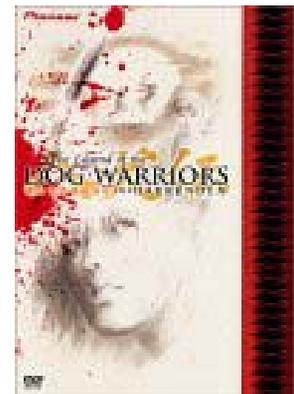
This is a great series that provides something different from the standard anime. While it has advanced, out of this world technology that isn't the main focus. It is set apart from the standard Anime by its strong plot and character development with just the right mix of comedy and drama. This is definitely a series that the serious Anime fan will want to view and own. - **Craig L Dyer**

***** **The Legend Of The Dog Warriors: The Hakkenden**
Pioneer, 420 mins, \$54.98 , Rated 16+

The three disc collection contains the entire story.

In the feudal Japan of 1457, in the area known as Awa, the Anzai clan, backed by demonic forces, has attacked the Samtomi clan. The Samtomi have retreated to their castle where they are slowly starving. The head of the Samtomi clan, Yoshizane Samtomi, sends his eldest son, Yoshinari, and young Daisuke to kill Lord Kagetsura Anazi, head of the invading Anza, but they fail. Daisuke apparently dies while Yoshinari returns to the castle to bring the news to his father. Now the Samtomi clan is faced with certain extinction. In jest, Yoshizane Samutomi offers their dog, Yatsufusa, unlimited food, his own

territory and the hand of Princess Fuse in marriage if he brings Yoshizane the head of Kagetsura. The dog returns later with the head of Kagetsura Anza. Without their leader, the rest of the Anza clan is easily defeated and the Satomi take over Tateyami, where young Yoshinari is installed as lord of the castle.



Princess Fuse mourns the death of Daisuke and Yatsufusa stays close to her side. Though the dog is well treated he refuses to eat since Yoshinari has not kept his promises. Finally Fuse insists that the promise be kept, even if it is a marriage of the heart only, and she and Yatsufusa leave the castle for the wilderness. Before she leaves, Fuse's mother gives her a set of prayer beads, on which suddenly

(cont'd on page 14)

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appear symbols.

After a year living together in the sacred Tomi mountains, Fuse finds out she is carrying Yatsufusa's offspring. Daisuke, who was not killed, reappears and finds Yatsufusa. He shoots the dog and accidentally hits Fuse as well. As he cradles Fuse in his arms she tells him her body is possessed by an evil spirit that wishes to destroy the Satomi. She asks him to break the curse on her family and then kills herself. The eight beads on the prayer beads begin to glow and then fly off to the four winds.

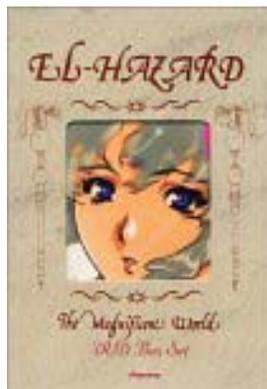
Each bead represents one of the eight virtues of Bushido. The unborn dog warriors are sent to the four corners of Japan where they are reincarnated, born to human mothers and grow to adulthood. We follow their lives and adventures as they grow, find each other and finally confront the evil and find their destiny.

This is a very stylishly presented Anime, filled with symbolism and interesting scene juxtaposition making it more reminiscent of foreign films than the typical Anime. You definitely have to pay attention or you won't know what is going on and at 6 ½ hours this is more than one evening of entertainment but over all I highly recommend this one.. - **Stephanie L Bannon**

***** **El Hazard:**

The Magnificent World Boxed Set
Pioneer, 245 mins, \$119.98 , Rated 13+

The three disc *El Hazard: The Magnificent World*, compilation encompasses the popular 13-part comedy-adventure broadcast series *El Hazard: The Alternative World* (Disc 1 & 2) and the four-episode *El Hazard 2: The Magnificent World* (Disc 3) from director Hiroki Hayashi, the co-creator of *Tenchi Muyo*



Two high school friends, Makoto Mizuhara, and Nanami, their enemy Jinnai and one of their teachers, Fujisawa, are mysteriously transported to the alternate world of El Hazard.

Drawn into the conflict between the Alliance and the Bugrom, Makoto Mizuhara helps the Princess Rune of Roshtaria by masquerading as her missing sister, Princess Fatora In El-Hazard,

Fujisawa, finds he has super powers only so long as he remains sober and Nanami has gained the ability to see through the illusions of the Phantom tribe. Meanwhile Jinnai allies himself with the evil Queen Diva, leader of the Bugrom, who wants to destroy the alliance headed by Princess Fa and take over the world.

Makoto, protected by a talking cat named Matsobo that wraps itself around him like armor, Nanami and Fujisawa set off to find the powerful Priestesses of Water, Wind, and Fire, Miz Mistal, Afura Mann, and Shayla-Shayla who are needed to prepare the Eye Of God to protect the world. When they awaken the demon Ifurita, Makoto not only finds his power is the ability to operate the ancient machines or El-Hazard he also discovers that Ifurita is the mysterious being that sent him to El-Hazard to begin with.

The story holds the interest with enough humor mixed in for fun but not so much it becomes a farce. The cat, Matsobo, was a particular favorite. The extra features run the gamut from previews of other series to art work previews and an explanation of each dimension.

This is definitely a welcome addition to our Anime collection. - **Stephanie L Bannon**

***** **3x3 Eyes: Collector Edition**
Pioneer, 270 mins, \$64.98, Rated 16+

3x3 Eyes is based on a popular Japanese comic book series written and drawn by Yuzo Takada. This two DVD set collects all of the animated episodes.

Yakumo Fujii, is the son of an archaeologist who devoted his life to learning the secrets of the Sanjiyan, "the immortal ones", powerful three-eyed demons that possessed the secret of immortality. Yakumo is just trying to scrape by, working nights and going to High School in the day. All that changes, however, when he nearly runs down a strange girl named Pai, a 300-year-old "adolescent" who is the last of this mysterious race of immortals. Carrying a letter from his estranged father, Pai begs Yakuma to help her find an ancient supernatural artifact called The Ningen ("Statue of Humanity") which can change her into a true human being.

When Pai's spirit guide Takuhi accidentally kills Yakumo, Pai uses the ancient powers of her people to resurrect Yakumo, who reluctantly agrees to join Pai in her quest. Traveling from Tokyo, to Hong Kong and Tibet they find themselves in the middle of a secret war between occult forces vying for possession of the powerful artifact and Yakumo is thrust into a secret world of monsters and sorcery filled with gunfights, grotesque monsters and arcane battles. His life, at least, what's left of it, will never be the same.

This set appears to cover 2 separate but related adventures. The first disc takes Yakumo and Pai to the apparent conclusion of her quest to become human but ends with her apparent death. Yakumo

knows she still lives since his life is intrinsically linked with hers, is she dies so will he. The second disc takes up the story four years later as Yakumo finds Pai in Tokyo, but she has no memory of him or her previous life.

A group of us watched this the other evening and the consensus was that 3x3 Eyes is interesting enough to watch more than once. The action is fast paced and there is humor mixed in with the serious plot twists. Due to the gore and language this really is one that shouldn't be viewed by those under 16 and the squeamish should probably take a pass as well since Yakumo dies repeatedly amid much gore and blood.. I look forward to others in this series. - **Stephanie L Bannon**

**** **Niea Under 7 Vol. 1: Poor Girl Blues (eps 1-4)**

Pioneer, 100 mins, \$29.98 , Rated 13+

**** **Niea Under 7 Vol. 2: Funky Water Blues (eps 5-7)**

Pioneer, 75 mins, \$29.98 , Rated 13+

Starving cram student Mayuko's life consists of many part-time jobs, a small apartment over a bathhouse, and sleepless study nights. As if this wasn't stressful enough, Niea, a young 7th class under-alien is living in Mayuko's closet, building flying saucers out of trash, eating Mayuko's food and being a bum.

Trying to draw more customers to the bathhouse the inhabitants try a series of strange gimmicks running the gamut from people eating pants to flaming oil. Along the way Mayuko attempts to hide her poverty and hunger from her schoolmates, Niea is taunted by the other aliens because she has no antenna, and the caretaker at the bath house becomes strangely obsessed with fire.



While each episode is more or less self-contained there is obviously an overall story building which presumably continues in further volumes. Between each episode is a strange interlude with an apparently Hindu gentleman which seems to have nothing to do with anything at all... very strange.

These were enjoyable enough but 7 episodes in a row are probably a little too much for one sitting. I look forward to seeing what the mother ship is doing as well as what other strange things these characters will do to the bathhouse. Niea Under 7 Vol 3: Sayonara Blues is due out sometime in December- **Stephanie L Bannon**

let DC talk about their facilities, rates, etc. Then he got grilled on some of the details. I passed out packets to all board members present and summarized our bid. They asked some questions, but overall I was well received and had only a few reasonable questions asked about the function space use. Since we've used it before for World Horror Con 1994 and 1998 about six of them knew all about the hotel. Finally, the fellow from NY talked about his 2005 inquiry. They also had received a bid by mail since the presenter couldn't make the meeting due to a family illness. That one was for Milwaukee or Madison for 2005/6.

After some general discussion they kicked us outside the room to deliberate. I chatted with Walsh about his past WFC experience where he ran one before. Suddenly, they opened the door and called us back. We found out that since DC was only bidding for 2003 that they got it. They were very interested in Phoenix for 2004 since we're the only bidder, but they felt that the site was too small for 850 people. Thus, we got a tentative nod for 2004 if we can find a more suitable site. So, it looks like I'll be going to Minneapolis to repitch the bid with a new hotel. Since 2005 wasn't really organized, they deferred that decision for a future meeting. I came out and told a few folks before waiting outside for my friend to pick me up. We then swung by the airport, picked up the van, and drove home. After packing it to the rear ceiling with our luggage my friend, her kids and mother, my wife and mother-in-law all piled in for the jaunt to the eastern province.

We were heading east towards New Brunswick when I listened to the Dbacks win game 7 of the World Series. My wife thought I had gone nuts! We spent that day and the next driving to Halifax, Nova Scotia. Our hotel there was nice, with a pool and breakfast included. It was cold and we saw some snow, but we did manage to tour out to Peggy's Cove for some tourist activities. Since my family was now sick we didn't tour much else of the province. My friend's sister lived nearby, so we socialized with her family numerous times. On our way back we took the ferry to Prince Edward Island and drove through Charlottetown to the Confederation Bridge. This took us back to New Brunswick. We made it back to Montreal on the following Sunday. I cooked dinner as a thank-you for their hospitality. On Monday we drove the van back to the airport, got through customs and our only hassle was having to pay a separate departure tax before they'd let us go to the gate. The flights back were uneventful and upon our return we grabbed some dinner before plowing into post-vacation chores. I'm only now beginning to get totally caught up.

If you have any questions or comments about this review, please call me at 480-945-6890 or email me at mwillmoth@compuserve.com.

LeprCon ad 1/2 page

In Our Book

Dogged Persistence

Kevin J. Anderson Edited by Marty Halpern

**Introduction by Kristine Kathryn Rusch
Golden Gryphon Press 2001**

**Dogged Persistence is a bit of a mongrel,
but Kevin J. Anderson is no mutt.
By Shane Shellenbarger**

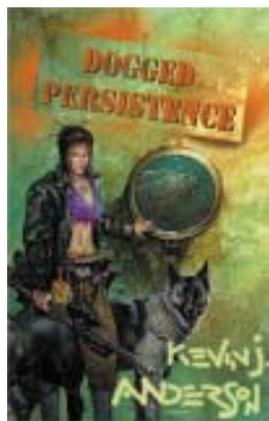
Sometimes people break out of the pigeonholes to which they are relegated. Sometimes it's a success.

Bo knows football, but he also knows baseball. Sometimes the experiment goes awry. Michael Jordan quietly removes his baseball cleats and snugs up his Air Jordans. Kevin J. Anderson is best known for his adaptation of media series such as X-Files, Star Wars, etc. However, he didn't begin there and while he may not want to be known exclusively as an adaptor of other writer's universes, the short stories contained in *Dogged Persistence* will not go far enough to prove otherwise.

Final Performance tells the tale of a haunted Globe Theatre set in Shakespeare's time. Ray Bradbury's *Sound of Thunder* subtly influenced *Music Played on the Strings of Time* and *Tide Pools* written in January and December 1993, respectively. These stories of alternate time-lines preceded the made-for-TV movie, *Doorways* and the TV

series, *Sliders*. What would you do if the hit song you dreamed of writing appeared in all of the stores of an alternate time line, but it drove the alternate universe "YOU" to suicide? What would you be willing to sacrifice in order to save a loved one?

Anderson was also ahead of the curve with *Entropy Ranch*, a time travel tale published in 1990 before *Early Edition* or *Seven Days* first showed up on the small screen. The premise in this story holds that trouble can only be averted within a ten-hour period and only in the Dallas-Fort



Worth area. If at first they don't succeed, they will try again and again.

More recent than Shakespeare is the influence of H.G. Wells' *The War of the Worlds*, first in the movie version by George Pal and then later when Anderson read and reread the novel by Wells. Anderson demonstrates his knowledge of

historical figures and his ability to bring them to life in the story *Scientific Romance* about the inspiration of the poor college student, Herbert Wells under the tutelage of T.H. Huxley, defender of Darwinism.

Anderson is nothing if he isn't versatile. In this collection of short stories, Anderson makes use of plots that cover a great deal of the science fiction landscape: Cloning, memory transference, profiting from alternate time lines, spending eternity alone, ten hour time travel, engineering immortality, reengineering humanity, fictional encounters between historical figures, resurrecting the dead to solve labor shortages, Japanese folktales, a heartbeat stolen to give voice to a special drum, dealing with ghosts in the time of Shakespeare and Dickens, and forays in to universes created by Harlan Ellison and Frank Herbert.

Anderson is a bit craftsman and a bit chef, taking a dash of suspense, a pinch of history, blending with the readers imagination he serves up a dish with subtle flavors and textures. He dovetails facts with his fiction and builds a new structure on the foundation of what had come before in fantastic literature. His regular readers will be comforted by his familiarity with the ingredients of history and personalities and new readers are likely to be intrigued by the new frontiers he explores in this varied collection. While it may not be varied enough to shake the mantle of adaptor, it's a start.

<http://www.goldengryphon.com/dog-frame.html>

<http://www.kevinjanderson.com>
<http://www.kevinjanderson.com/abstracts/dogpers.html>

<http://www.infinityplus.co.uk/stories/sciromance.htm>

Earliest story: *Final Performance*
Magazine of Fantasy & Science Fiction
January 1985

Most recent story: *Prisoner of War* The
Outer Limits: Armageddon Dreams, 2000

Quick Silver

**By Judith and Garfield Reeves-Stevens
Pocket Star Books., 728 Pages, \$6.99**

Tie together a super secret accidental weapons satellite, a cabal of top military brass from unexpected locations, a naval midshipman who missed her bus, an inexperienced non-military president and a Russia about to be inducted into NATO and you the elements of an excellent near-future novel of suspense.

The Day of the induction dawns. Amy Bethune misses her bus from The Naval Academy to the Pentagon where she and her Second year classmates are to provide services to the attendees. She ends up en route on her Harley. Meanwhile the Academy Bus is hijacked, her classmates are killed and replaced by terrorist lookalikes. Amy arrives separately. The stage is set.

The trap is sprung. The terrorists

(Cont'd on page 16)

In Our Book (Cont'd from page 15)

capture the Pentagon and all of the Brass who are attending the event. The president and his contrarian assistant alone escape. The president's wife and her secret Service agent disappear into a safe room somewhere inside the pentagon.

From here we have the usual impossible demands, the shooting of hostages etc. Gradually the realization comes to the President and his associates that the terrorists have a second agenda they are not expressing. What is it?

Meanwhile Amy Bethune and an employee of the top secret National Infrastructure Agency are wandering about the Pentagon learning about the second agenda of the terrorists while Amy builds a collection of her classmates' security badges which she removes from the bodies of dead terrorists.

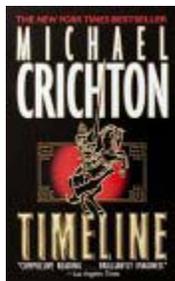
Outside the President decides to Nuke the Pentagon with a deep penetrating self sealing bomb to prevent the terrorists from gaining control of the Quick Silver satellite using equipment in a bunker deep under the Pentagon.. The Delta Force will attempt to rescue the hostages and take out the enemy while the bomb is in route. If they fail...

Amy Bethune as the military person coming age and living up to her training while retaining her humanity is wonderful. Tom Chase, NIA employee comes to see beyond his narrow anti-military views, but retains a healthy scepticism about the military. The President gains experience and broadens his view of the military without becoming a sycophant. The chief terrorist, Ranger stands forth as a man dedicated to the elimination of the Super Power status of the United States which he considers a threat to the World as a whole.

The novel is not simplistic. It is well plotted and researched. It held my attention from start to finish. - **Gary Swaty**

Timeline
by **Michael Crichton**
Ballantine Books, 496 pp., \$7.99

Crichton has finally written a science fiction story riot set in the present! The setup: a corporation is doing secret time travel research. A scientist goes missing in fourteenth century France and has to be rescued. The last 300 pages are of historical appeal then, a medieval



adventure full of thrilling action. There's a gritty realism here that you just won't find in any fantasy novel. Lots of good
Page 16

historical details, and even a bibliography for it at the end of the book. As usual, this story is imbued with Crichton's genuine concern for public health and safety. That's part of his bestselling, mainstream appeal. His stories work a marginal science fiction edge, applying familiar ideas to our contemporary world. The stories are more believable for the average reader that way. But Crichton indulges the Frankenstein phobia by catering to a mass audience. Some new technology is introduced and threatens the world. The problem is solved by the containment of that technology. The world is not changed, the status quo is merely upheld. Expect diatribes on the hubris of scientists who unleash powers man was not meant to have. Expect another movie with each book. Aside from that, this book is an interesting and enjoyable read. Maybe one day Crichton will dare to speculate on what the future could be like, when some new technology improves life. But who'd want to see a movie about that? - **Michael Griffin**

Dark Cities Underground
by **Lisa Goldstein**
Tor Books, \$13.95, 252 pp.

If you only read one book in your life combining children's literature, mythology, London's and San Francisco's underground subway systems, then you should read this one. It is a delight. The style is as simple and unaffected as any juvenile fantasy, but adult relationships are still dealt with. Jerry Jones is a middle-aged divorcee whose mother made a fortune writing fantasies based on stories he told her as a child. Ruth Berry a single mother writing a biography of Jerry's mom. They discover that Jerry's childhood stories are true, and that subways have entrances to the mythic underworld. They have to rescue Ruth's daughter from the Shadow Committee, stop the Egyptian god Set from going on a killing spree, and save the world from a diabolical engineer's mind control machines. If a few references to sex were deleted from this novel, it could become the first of an American Harry Potterish series (think about it, Lisa) - On an adult level, it does make some good use of Jungian theory, on the dangers of possession by archetypes. Only a few other science fiction authors have used archetypes explicitly, that I know of. Robert Holdstock's trilogy, Lisa Mason's two cyberpunk novels, and Peter David's short story I've covered in previous reviews. The Frenchman Roland C. Wagner does in 'L'Odysee de l'Espece.' The first one of all may be RA. Lafferty, or perhaps James White's 'The Dream Millennium' from 1974. That rare company now has an excellent addition. - **Michael Griffin**

Dracula in London
Edited by **P.N. Elrod**
Ace trade paperback, \$14.95, 263 pp

This is a collection of short stories about Dracula's other activities while he was in London besides the one we all are already familiar with. For a true Dracula fan, this is a fun collection. Not being one



myself, I cast a rather jaundiced eye.

Some of these stories attempt a light-hearted look at Dracula's social life such as when he met a brash American who introduced him to the Prince of Wales in Tanya Huff's tale. One of the best is Fred Saberhagen's look at Dracula through the eyes of two street urchins. Nigel Bennett and P.N. Elrod wrote a charming little tale that I can't describe as it would ruin it for you. Roxanne Conrad contributed a very trite tale. Judith Proctor's was also unmemorable. K.B. Bogen tried for a little humor but I think it fell a little short. Julie Barrett introduced the Count to Nikola Tesla in a boring little offering. Curtain Call by Gary Braunbeck was, hands down, the best horror in this anthology. Chelsea Quinn Yarbro's contribution was a bit disappointing, but, a cut above most of the rest simply due to her sophisticated style. And, the best of the lot came from Jody Lynn Nye, whereby we get a peek at the Count's private life when we watch his three sisters/wives go shopping. Have fun. - **Catherine Book**

The Invisible Ring
by **Anne Bishop**
ROC, \$6.99, 398 pp

Ms Bishop gained much critical acclaim with her Black Jewels trilogy, which, if you've never read, you should. This story, while set within the same realm, is a stand-alone story. Chronologically speaking, the story takes place before the events in the trilogy.

This realm of witches is unlike anything you may have seen or read before. These men and women are possessed of varying degrees of power depending on birthrights and a passing-of-age ceremony. There is a strict hierarchy that is defined by the level of power each possesses. It is most fascinating to observe how men and women react to each other. The degree of violence, more so at darker levels of power, is stronger than anything that is permissible in our culture. Gentle readers should beware: there is a great deal of violence and sex; a lot of it isn't very pretty.

Our hero is a Warlord who was enslaved by a powerful Queen when he was only sixteen and forced to serve as a pleasure slave. (A little titillating already. . .) He is purchased at a slave auction by the mysterious Gray Lady (gray being 3rd most powerful jewel color) along with a broken Black Widow, a broken Warlord and several children. All know that anyone purchased by the Gray Lady are never seen again; but she is not all she appears to be. The poor man is challenged to trust the unseen and unknown when it becomes apparent that they are pursued by his former owner, the nasty Queen, who wishes to dispose of this apparent rival. It quickly becomes clear that his new Queen and the broken Black Widow are keeping secrets from the men; it is unclear if the other male slaves will trust their new owner even though it will mean their lives if they do not. For our hero, it will mean much more than simply his life if he fails her.

An altogether darkly fascinating trip to a very different society. This story is not quite as dark and ugly as the trilogy, but if this one is not totally unpalatable, I hope your tastes are whetted for more. I promise the trilogy will give even more insight into this wonderful world. - **Catherine Book**

Time Future
by **Maxine McArthur**
Warner Books, 445pps, \$6.99

Maxine McArthur's first novel Time Future is an interesting political thriller and murder mystery. Her well developed characters, interesting story lines and surprise plot twists make for a well written story. Her protagonist is Halley, the beleaguered commander of the deep space station Jocasta. Blockaded by hostile creatures, with communication systems jammed, life support systems failing and rations low she must find a way to navigate the minefield of tension and suspicion separating the humans and their supposed allies. And just to make things more difficulties she must deal with an impossible murder just when she least needs another problem.

How does it all work out? You will have to read the book to find out. Maxine McArthur has written a good book and I look forward to May 2002 when her next book Time Past continues the adventures of Commander Halley. I hope you all enjoy her work her work as much as I did. - **William B. Whitmore**

Kingdom of Cages
by **Sarah Zettel**
Warner Books, 467pgs, \$24.95

Sarah Zettel is a master of character development and interpersonal relations. She is highly imaginative and her views on what bioengineering and mind control technologies can do in a society under stress are very interesting. Unfortunately

(cont'd on page 17)
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In Our Book (Cont'd from page 16)

her total lack of any action or adventure makes her story so boring that after 146 pages I simply could not force myself to finish this book.

I suppose someone who likes a touchy feely type story might like this book, but I cannot recommend it. Dull, boring and totally lacking in action, this book get my thumbs down. - **William B. Whitmore**

Ultimate X-Men
by Peter Sanderson
DK Publishing, 176 pps, \$19.95

I don't really remember the X-Men comics though I suspect I read some during the long lazy summers of my childhood. I do remember the movie, which awakened my interest in the X-Men and



this book is the next logical step. The illustrations here are gorgeous and the book is packed with just about everything anyone would want to know about the X-Men. It covers the almost 40 year history of the comics and, for the appropriate characters, includes sidebars explaining how the movie character differs from the comic version.

This is a book that is both useful as a reference and fascinating enough to sit down and read cover to cover. - **Stephanie L Bannon**

Second Contact
by J.D. Austin
Ace Books, 199pp; \$5.99

A comedy in the best sense. While poking fun at the follies of mankind, it effortlessly slips in comments on how good life should be. The planet Kivlan has a leisure society, because they've harnessed zero-point energy. They look just like us except they have green or blue skins. Every 700 years volcanoes erupt and pollute the air with fallout that makes people mean. The various nations of Kivlan then go crazy and destroy civilization in a world war. An earth ship makes first contact at this time of volcanoes, and is fired upon to warn it off. So, the ship is refitted with nuclear bombs and sent back for a second contact, to

(Cont'd on back cover)

Musty Tomes

The Complete Paratime
By H. Beam Piper
Science Fiction Book Club

This collection brings together all the Paratime stories that H. Beam Piper wrote, including the Lord Kalvan stories. The Lord Kalvan stories were first published in Analog in the 1960's, the other stories were written in the 40's and 50's. According to the informative introduction by John F. Carr, these stories represent Piper's lifelong interest in history, reincarnation and alternate worlds, and the time theories of J.W. Dunne.

As most readers are well familiar, alternative world adventures usually postulate a key event in history causing a branching of history and creating the



alternate world. The farther back in history at the branching, the more bizarre the alternate world is from the familiar. Piper's template world, is an advanced civilization based on Martian colonization of the earth some 75-100,000 years ago. This particular civilization has the unique discovery/invention of a transposition field that enables them to travel between the alternate worlds. Having depleted their own earth of all resources, they use this opportunity to tap resources from thousands of earths, thus saving their own world but not destroying any other in the process. They recognize the danger of abuse of the tool, so develop the Paratime Police whose primary mission is to guard the secret. As Piper puts it: "Smart parasites never injure their hosts, and try never to reveal their existence."

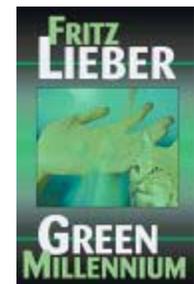
In four of the five Paratime stories, we encounter Verkan Vall, a Paratime Policeman whose job it is to investigate abuses of the system. In one story, he finds evidence of slave trading between worlds, obviously by someone in control of a Transposition Field generator; another story deals with the repercussions of a Paratimer who takes his pet Venusian nighthound with him on a mission and then ends up dead from an accident with a primitive automobile and the pet escapes into the woods. Verkan Vall has to track down the creature before a local finds it and begins to wonder at the origin of the beastie.

The second part of the book, Lord Kalvan of Otherwhen, is my favorite. Lord Kalvan, otherwise known as Cpl. Calvin Morrison of the Pennsylvania State Police, is accidently picked up by a transposition field and deposited in a very primitive

culture (pre-steam engine). This "hitchhiking" is a perpetual problem for the paratimers but doesn't usually cause any trouble. Most hitchhikers are killed by locals for being so strange or spend the end of their days in mental institutions, unable to adapt to the changes. Cpl Morrison, though, is the exception to the rule. He adapts so well, that he eventually establishes an empire over several petty kingdoms and becomes Lord Kalvan. Verkan Vall is sent to investigate and to determine if Cpl Morrison has divined the method of his transposition; a possible danger to the secret of Paratiming. *Try it, you may like it.* - **Catherine Book**

The Green Millennium
by Fritz Leiber
Olmstead Press/E-Reads, \$14.95

For cat lovers! A green cat has the psychic power to make people happy, and lots of people want it. Lonely Phil Gish has to contend with robots, fauns, secret aliens, and the feds to rescue his cat. This



1953 novel is a charming social satire. The USA is run by Fun Incorporated and the Federal Bureau of Loyalty. The Korean War is in its fiftieth year, making the time of the story ... right now! - **Michael Griffin**

Damnation Alley
by Roger Zelazny
Pocket Books/ibooks, \$12.00

A straightforward journey tale from 1969, with no hidden or deeper meanings. The setting: a world devastated by nuclear war. A criminal gets a pardon if he delivers a serum cross-country. He faces a hostile landscape of killer storms, tornadoes, murderous gangs, mutated flora and fauna. The 1977 movie adaptation is the first of the road warrior genre. - **Michael Griffin**

All In Color For A Dime
Krause Publications, 272 pp., \$14.95
The Comic-Book Book
Krause Publications, 368 pp., \$14.95
Both edited by Dick Lupoff and Don Thompson

This 1970 book and its 1973 sequel still make the best history of super hero comic books. While reminiscing, each contributor cites the most important things to know. Authors include Harlan Ellison, Ron Goulart, Ted White, and Roy Thomas. These reissues have new introductions, illustrations, and indexes. - **Michael Griffin**



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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.

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@earthling.net Web: <http://www.lanparty.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

C.R.O.F.T. Celtic Reenactment of Fellowship and Trades is Phoenix based Reenactment group specializing in the western European renaissance. As an organization, it is our goal to promote fellowship while researching lifestyles and trades concurrent with the Celtic Peoples from 400 BC until 1746 AD. Although most members claim Scots, Irish or Welsh ancestry and do Celtic re-enactment, it is our intent to open participation to anyone with an interest in period crafting and entertainment, no matter what his/her ethnicity. The sense of being a real village surrounding Croft is vital to promote a feeling of family and fellowship which was a reality in earlier times. Croft is a family-oriented and kid-friendly organization. C.R.O.F.T. members can be found demonstrating in events such as the Highland Games, Scarborough Fair, and the Arizona Renaissance Festival. Web page <http://www.crofters.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 www.darkones.org

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/jbanderson/daystarholt.html>

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 (Phoenix) (602)937-6995 or Leonard Bird (Tucson) (520)742-2432

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

MIB The Men in Black is the official organization of field operatives for Steve Jackson Games. They attend local conventions to demonstrate and promote products of Steve Jackson Games. The also schedule demos in local gaming stores. If you have a gaming store or convention that you would like to have official Steve Jackson Games representation at, please contact the MIB Arizona Cell Leader at justjessie@mindspring.com.

PAREx is a non-profit, just for fun organization dedicated to the proliferation of robotics as a hobby. Monthly meetings will be held and will be announced under the Meeting Information page, <http://www.parex.org/meetinfo.htm>. All interested persons are invited to participate. We are currently in the process of getting organized and becoming an official organization with tax status. Web page: <http://www.parex.org/> E-mail Contact: John Kittelsrud, johnkit@teamdroid.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 meeting at 8159 W. Weldon in Phoenix every Sunday from 3pm-9pm (except during conventions and other special events). Open to new members - call (602) 849-9515. WWW.rawgames.org

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 table top, 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 Ysgith 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: myrddinal@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:

(cont'd on page 19)

Club Listings (Cont'd from page 18)
costumers@casfs.org or Website: <http://members.aol.com/souwesgld/guilg.html>

SPACE ACCESS SOCIETY Space Access Society's sole purpose is to promote radically cheaper access to space, ASAP. We think it's possible within ten years, with a little luck and a lot of hard work. Join us and help us make it happen! SAS membership is \$30 for one year, which gets you emailed Space Access Updates the instant they pass final edit, plus discounts on our annual conference on the technology, politics, and business of radically cheaper space transportation, featuring leading players in the field. Email us at: Space.Access@Space-Access.org Web page: www.space-access.org/

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

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 on the Arizona State University campus, with dates and places 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 DMitchell@Juno.com.

USS STORMBRINGER The Storm-bringer is a correspondence Star Trek fan club chapter of Starfleet, Intl. based out of Tucson AZ. The chapter was

commissioned as the USS Stormbringer NCC-74213, attached to Division 31, Starfleet Covert Operations, on 10/31/98. As of 11/29/98 there were 32 members. There are no dues other than the \$15 for joining Starfleet Intl.. Members are scattered world wide but the primary clusters are in Tucson, AZ and Plano, TX. They don't meet on a regular basis since they are a correspondence chapter. Their web site is: <http://www.geocities.com/Area51/Vault/9505/> and their contact/CO is Capt. Dave Pitts, thepitts52@hotmail.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 PHOENIXA 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/per 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/~hgadng/uwotclub.htm>

Convention Listings

LosCon 28 (Burbank CA) **November 23_25, 2001** Burbank Airport Hilton, Burbank, CA Guests: Author Goh: Patricia C. Wrede, Artist Goh: Chris Butler, Fan Guest: Lynn Gold. Memb: \$45 at the door. Info: LosCon c/o LASFS, 11513 Burbank Blvd, North Hollywood, CA 91609 Email: loscon28@lasfs.org <http://www.loscon.org/loscon/28/>

The Thirteenth Floor of Gallifrey One (Los Angeles, CA) **Feb 15-18, 2002** The Airtel Plaza Hotel, Los Angeles, CA Guests: Nicola Bryant, Carole Ann Ford, Frazer Hines Memb: \$35 thru 8/31/01, \$40 thru 11/30/01, \$45 thru 1/31/02 and \$50 at the door. Info: Gallifrey Conventions, Post Office Box 3021, North Hollywood, CA 91609 Email: info@gallifreyone.com Web: www.gallifreyone.com

LepreCon 28, (Phoenix, AZ), **May 17-19, 2002**, Embassy Suites Phoenix North, Artist Guest: Monte Moore, 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 or 800-527-7715, 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

WesterCon 55: Conagerie (Los Angeles, CA) **July 4-7, 2002** Los Angeles Airport Radisson Hotel, Los Angeles, CA Author Goh: Harry Turtledove, Editor: Beth Meachem, Fan: Robert Lichtman, Artist: Ross Chamberlain Memb: \$60 through Feb 28, 2002 Info: WesterCon 55, c/o SCIFI, Inc., PO Box 8442, Van Nuys, CA 91409 Web: www.westercon.org/55

HexaCon 12 (Phoenix, AZ) **July 26-28, 2002** Embassy Suites North Phoenix. Arizona's Largest Annual Gaming Convention Memberships: \$15 July 30 - Dec 31, 2001; \$20 Jan 1 - June 30, 2002; \$25 at the door. Special Thursday night events for pre-registered members only. Location Info: Embassy Suites North, 2577 W. Greenway Rd; 602-375-1777 or 800-527-7715 Rates: Standard: \$74 S/D; Boardroom Suite \$74 S/D/T/Q; Executive Suite \$94 S/D/T/Q Rooms INCLUDE a full breakfast and Happy Hour. Info: Hexacon 12, PO Box 62613, Phoenix, AZ 85082 Phone: (602) 973-2341; Email: dyer@casfs.org

San Diego ComicCon International (San Diego, CA.) **Aug 1-4, 2002** San Diego Convention Center, San Diego, CA. Guests: Lots & Lots including Craig McCracken (Powerpuff Girls), Peter David, Bob Oskener, Jaime and Gilbert Hernandez (Love & Rockets) Info: Comic_Con, PO Box 128458, San Diego, CA 92112_8458. Phone: (619) 491_2475, Email: cciweb@aol.com

CopperCon 22, (Phoenix, AZ) **Sept 6-8, 2002** Author GoH: Barbara Hambly; Media GoH: Mojo; Location: Embassy Suites North, 2577 W. Greenway Rd; Phoenix AZ; 602-375-1777 or 800-527-7715 Info: CopperCon 22, PO Box 62613, Phoenix, AZ 85082, info@casfs.org or www.casfs.org

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Map showing the location of JB's restaurant at the intersection of 27th Ave and Indian School Rd. A north arrow is on the left, and a box with a downward arrow points to the restaurant location. The map is labeled with '27th Ave', 'Indian School Rd', and 'I-17'.

TusCon 29 (Tucson, AZ) **November 8-10, 2002** at the really spiffy InnSuites. GoH: TBA; AGoH: TBA. 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: \$30 for now, \$45 at the door. kids 6-12 half price. InnSuites, 475 N Granada Avenue, Tucson, AZ 85701 (near I-10 and St Mary's Road) (520) 622-3000. Room rates include a real breakfast! Info: TusCon 29, PO Box 26822, Tucson, AZ 85726. Webpage: <http://home.earthlink.net/~basfa> Email: basfa@earthlink.net

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

In Our Book (cont'd from page 17)

ascertain if Kivlan is an aggressive threat to earth. Meanwhile, fallout-crazed Kivlan generals are plotting a military coup. These serious issues are dealt with as a light comedy, and it works.

Traditional elements of comedy are included in the mix. Will the starship captain marry the female president of the USA? Will his second in command, a Frenchwoman, marry a Kivlan president? I detect a new trend as well. Set in the near future, the story starts off as a satire on political correctness. This is the third science fiction book I've gotten to review that takes this tone, but it finally settles down into the story. The sex and swearing and violence are so minimal that it's a tale suitable for all ages. Hats off the J.D. Austin. Just thinking about this story makes me smile. Gladly - **Michael Griffin**

Batman: The Ultimate Guide To The Dark Knight

by **Scott Beatty**

DK Publishing, 128 pages, \$19.95

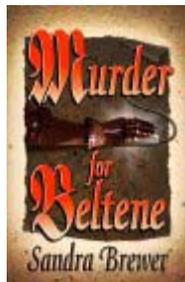
This is a beautifully illustrated book chock full of all sorts of details, sure to thrill any Batman fan. There is biographical information on Batman, his alter-ego Bruce Wayne, Alfred, the various Robins as well as the other notables in the Batman universe (Catwoman, Commissioner Gordon and others). Also include are sections detailing Wayne Manor, the origins of Gotham City and Arkham Asylum. The illustrations include wonderful drawings detailing the Batcave, Batman's utility belt, the Batmobile and more. This is an indispensable guide for the hard-core fan and yet the casual fan will also find much interest and amaze them. - **Stephanie L Bannon**

Murder For Beltene

by **Sandra Brewer**

Write Way Publishing, 309 pps, \$18.99

I stumbled across this novel in the mystery section of the library but I believe the premise will appeal as much to fantasy readers as it does to mystery fans, being both I found this book delightful.



Rhiannon Beltene writes vampire novels. On a late night outing for ice cream she finds a bloodless body, and then the next night there is a second body and so on. This, I grant, is fairly straightforward mystery territory but then we learn more about Rhiannon's family: starting with Grandmamma who fought the Romans in the first century and became

the recipient of extended life via an ancient Druidic ritual. cousin Righdonn, a really experienced mercenary, cousin Trystan with an obsession for vampires.... and then we have Merlin, who runs the local bank. Toss in some science, magic, secret ceremonies, tabloid reporters and you have a wonderful mystery with a delightful cast of characters.

I read this cover to cover in one sitting and then went out and bought my own copy so I could read it again.. I can only hope this is the beginning of a series since I long to know more about these people and their lives. - **Stephanie L Bannon**

Batman Sticker Book **DK Publishing, 16 pps, \$6.95**

This book is aimed at the Batman fan in the 5-8 age group. There are 60 stickers and captions on the pages guide the kids into selecting the correct sticker for that caption. Also include are several pages that are backgrounds on which one can create one's own story using the stickers provided. A good addition to any collection or a fun afternoon for the kids. - **Stephanie L Bannon**

SF Tube Talk (cont'd from page 11)

airing will be *Home Fires*, where a stranger with a message from Dylan's long-dead fiancée arrives onboard Andromeda, leading the crew on a diplomatic mission. Following the holiday repeat run in mid-January should be "*The Prince*", where Dylan and Tyr become co-regents to a young Prince after his father dies.

According to **Keith Hamilton Cobb**, the episode is "one of the strongest of the season thus far. It's rife with politics and intrigue, which, as we know, is sort of the Nietzschean's stomping ground. And so there is room for character exploration and development." Following that should be "*Bunker Hill*", where the crew makes a visit to Earth, "*In Heaven There Now are Three*", and "*Lava and Rockets*" for which no episode info has been leaked. One of the upcoming episodes will feature **Lexa Doig** playing five different incarnations of Andromeda during the episode, the most she's had to do so far. Later in the season we may see **Virginia Hey** (Zhaan on *Farscape*) turn up in a guest star role. She has auditioned for the show a couple of times and the producers have indicated they'd like to create a character specifically for her.

As a follow-up to SciFi's announcement that they have picked up *Stargate SG-1* for its sixth season comes word that **Michael Shanks** (Daniel) will not be returning to the series for the sixth season and will depart by the end of the fifth season currently airing on Showtime. The producers are planning a theatrical movie to follow the sixth season and are planning on bringing Daniel back for the movie.

Your Full Page Ad could be appearing here for only \$150

They are also looking to do a spin-off series tentatively titled *Stargate: Atlantis*. SciFi has also announced that it has renewed *Farscape* for two more seasons. However, it is holding back the final four episodes of *Farscape's* third season until March or April, instead of airing them in January. This will allow them to start the series fourth season in June at the same time as *Stargate SG-1* debuts on the channel and likely allow them to do much more promotion for both series. Studios USA has indicated that *The Invisible Man*

although it could suffer from the same problems as *Invisible Man* since it also films in San Diego with the same production company. *The Outer Limits* does not appear to be continuing, although that could change or a spin-off series could be commissioned. The producers of *Lexx* have indicated that the current series would be its last, so it's not likely to continue to a fifth series. SciFi does have series in development based on *Riverworld* and *Anonymous Rex*, but there's been little news on those possible



SG_1 team member Daniel (played by Michael Shanks) uses the dialer to plot a course back home
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will not continue for a third season, despite good ratings both on SciFi and in syndication. Reports are that the show was just too expensive to make in San Diego and the studio would rather end it than try to continue it on a lower budget. There's been no official word from SciFi on their other first run series. *The Chronicle* has done well and will likely get renewed,

series. By January, SciFi will need to have made some more commitments to series in order to have them available by mid-summer to air along with *Farscape* and *Stargate SG-1*.

More schedule information, news and links, visit the Magrathea/SFTV Pages at www.sftv.org