

ConNotations

Volume 12, Issue 1
February/March

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

24 Frames

Movie News & Reviews

By Lee Whiteside

Harry Potter & Lord of the Rings do Boffo Box Office

Opening in November, *Harry Potter and the Sorcerer's Stone* broke opening day and opening weekend box office records and had reached nearly \$300 million by the end of the year. Opening the Wednesday before Christmas was "*The Lord of the Rings: The Fellowship of the Ring*". Opening on a Wednesday instead of a



© New Line

Elijah Wood as Frodo Baggins in
LORD OF THE RINGS:
FELLOWSHIP OF THE RING

Friday and the longer running time meant that the LoTR movie didn't break any records other than having the highest one day box-office for a December opening with \$18.6 million. Through Christmas and New

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SF Tube Talk

TV News & Previews

By Lee Whiteside

We've got lots of news this issue. Some about series ending, some about new series and lots of news, information and rumors about your favorite ongoing genre series.

Enterprising Bottles

Reports are that the early episodes of *Enterprise* have used up a lot of the season's budget, so we'll be seeing more ship based, or bottle, shows the remainder of the season. This isn't



© UPN

T'Pol (Jolene Blalock)

necessarily a bad thing, since it may force the writers to be a bit more creative in the storylines. The series continues to do well in the ratings and with the demise of *Special Unit 2*, look for UPN to start running repeat episodes of *Enterprise* in the second hour of prime time on

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ReAnimation

Anime Reviews

By Craig L. Dyer

Akira

Gatekeepers Vol. 1:
Open the Gate

Hand Maid May Vol. 1:
Maid to Order

Hand Maid May Vol. 2:
Product Recall

AKIRA

Pioneer, 124 min, 16+
VHS \$19.98, DVD: - \$24.98

Katsuhiro Otomo's landmark sci-fi anime feature *Akira* arrived in U.S. theaters in 1988, and has often been described as the movie that created a mass audience for Japanese animation in America. But while audiences walked away enchanted with the overall effect of the film, the story itself was vague and unfocused when compared to the original graphic novel. This re-release restores focus and clarity in more ways than one. This re-mastered edition was produced by using the original negative, and this captures Neo-Tokyo's postapocalyptic luster. The new English translation makes more sense than the original. While the ending leaves many questions unanswered, the convoluted plot is easier to follow since it is far more faithful to Otomo's original text. This version should

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

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March 21: TBA
April 18: TBA
May 16: TBA
 For more info contact Eric 602-957-6660 or the-rock1@juno.com

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 This group is on hiatus for November and December and will resume in January.
February 27: White by Tanith Lee
March 27: TBA
April 24: TBA
May 22: TBA
 For details contact Tanya 623-487-9110

From the the SFWA News Site: Jack C. Haldeman II, 1941-2002

Author Jack C. Haldeman II, known to family and friends as Jay, died at 1:45 PM, January 1st. He was surrounded by family and friends, listening to music that he loved. He was in a hospice in his home town of Gainesville, following unsuccessful treatment for cancer.

Jay was the husband of Barbara Delaplace and the brother of Joe Haldeman. Both request that in lieu of flowers, donations be made in Jay's name to Hospice of North Central Florida (4200 NW 90th Blvd., Gainesville, FL 32606).

A memorial service will be held Saturday January 12. 2:00 P.M. at the Theatre of Memory in High Springs (the opera house above the Great Outdoors Cafe, 65 North Main).

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

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,

In January the CASFS Meetings move back the regular slot, the last Friday in the Month. The January meeting will be on Friday the 25th. The last Friday is the meeting slot except in October, November and December when it is the second Friday. Occasionally we move a meeting out of necessity. If this happens, all who attend the previous meeting will be told and those who don't will be notified by Email or snail mail if they have been good enough to keep their information up to date. If their information is not up to date they are technically inactive members per the by-laws.

In November and December we nominated for the President, Vice President, and three board seats. Dave Hungerford was declared President by Acclamation as he was the sole nominee for that office. So, too, did Lee Whiteside become our Acclaimed Vice President.

There were four nominees for the three board seats, Jim Cryer, Jeff Georg, J.B. Talbot and Ray Gish. Elected were Jim Cryer, Jeff George and Ray Gish. I am certain we will see more of J.B. whose work in securing ads for ConNotations should be appreciated by all.

The HexaCon 11 books have been closed with \$6166.82 available to turn back to CASFS. This is a record amount. Kudos to all those involved.

Work on HexaCon 12 is proceeding well. As of yet they don't have a guest.

CopperCon 22 is developing nicely. Barbara Hambly and Mojo are the currently announced guests. The programming group is meeting regularly and reports good progress. The Filk Guest is in the works. It should be a great Con.

Work on CopperCon 23 and HexaCon 13 are in the formative stages.

Until next time
The Busy Scribe



Who's Who This Issue

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

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Gamer's Corner

Lord of the Rings: The Games By Shane Irons Editor of www.justgoplay.com

After watching the movie twice, I find myself already counting down the days to December and the premier of the second Lord of the Rings (LOTR) movie. Luckily we have 6 new LOTR related games and even one expansion that has been recently released in effort to satisfy our LOTR needs for at least the next 332 days.

Back in 2000 Hasbro launched their version of **Lord of the Rings**, which quickly went on to be labeled the Best Family Strategy Game of 2002 by the Games 100.



Although Hasbro produced this game Reiner Knizia, one of Germany's leading game developers, created it. Unlike card and role-playing games it is very important to gain familiarity with board game designer names as their games are often published by several different companies on a contract basis. In other words if you like this game there is a high chance you will love some of Reiner Knizia's other works.

Unlike other board games where competition is key, this version of LOTR is a cooperative board game. Each player represents a Hobbit, each with different game play ability, and they must work together in effort to beat the game otherwise known as Sauron.

Even though united, winning this game is no easy task as players attempt to travel down multiple paths along multiple game boards including Moria. Each area specific board has one main path to cross in order to complete the area, as well as one or two other sub tracks, which can lead to bonus cards, which will be of great help along the way.

Players take turns helping the party along these paths by playing corresponding movement cards from their hands, but they must also remember to collect a sun token to keep their spirit up, a heart token to keep their health and a ring token to help resist the temptations of the one ring. If a board is completed and these tokens are not in your possession then your character will be moved closer to Sauron, and ultimately your individual character's demise.

Gandalf is also represented in the form of

5 one-time use spells that can be purchased with shield tokens gathered throughout your travels. These cards will definitely be needed to help deal with several special and often hard to be special events that occur specific to each area.

If all else fails there is always the ring; however, even use of the ring can ultimately bring Sauron closer than you may like.

Personally although I liked this game for the first five plays or so, it felt like the game pretty much played itself. Bad dice rolling or event draws ultimately can kill the party just as quickly as not cooperating.

If you've seen this game for over \$150 you've actually seen the special limited edition version that was released in 2001. Though game play is identical the extra hundred bucks buys you a gold plated one ring token, pewter figures, a picture and a limited edition certificate. Neat if you have the extra cash, but the \$50 or so version suits me just fine.

In 2001 Rio Grande Games released **Lord of the Rings: The Search** by Peter Neugebauer. This two-player tile laying game pits Sam and Frodo head to head as they search Middle Earth in search for the ring and then rush to Mount Doom to destroy it.

Both players take turns building Middle Earth tile by tile and moving their figures through newly completed terrain areas where random encounters award them with points.

Encounters can only occur within specific terrain types, forests and fields are always safe awarding the most points and allies to help you fight along the way. The ring can only be found in water which requires use of a boat to enter, and the boat must be bought by giving up

mountain encounter tiles where the bad guys may appear and cause you to lose your next turn or two.

While players are clearly competing for individual points in this game, player interaction is pretty much kept to tile placement only. While this is a much simpler game with a very short replay value, it does come with a simpler \$20-

25 price.

Also popular is Decipher's **Lord of the Rings collectible card game** released in 2001. While I'm very skeptical to buy any CCG anymore (they just seem to come and go so fast), the LOTR CCG has several nice concepts that make buying it very worthwhile.

First of all players are competing to make it through 9 areas of Middle Earth first. There are different areas available for each of the nine steps, for example area 1 can be The Prancing Pony Inn or Bag End, each area providing a different bonus or restriction. Players bid by corrupting Frodo to see who goes first (corrupting Frodo to 10 points is one way to win the game).

To progress through all nine areas you will require some powerful allies and equipment all of which have a certain shadow point cost that your opponent will then use in order to play various goblins, orcs or even cave trolls.

Most characters have different common, uncommon, and rare versions. While there are a few rare characters that are very powerful, most have different drawbacks that leave the common or uncommon versions to be more desirable at least in my opinion. The ring, although not quite a character, is the best example. The common and rare versions are identical except that the rare version gives your ring bearer an extra hit point in exchange for doubling the cost of ignoring damage.

This is currently the most fun LOTR game currently in the market; it is also the most expensive due to the fact that it is a CCG. My deck, which uses goblins and hobbits since they are cheaper, cost me roughly \$50 including the fact that I bought and traded for several rare cards. Unfortunately this did not include the

Cave Troll.

Although you may have to search online, **Der Herr der Ringe: Die Gefahrten** is currently very popular with the online crowd. It is currently available in German only, but the game itself is almost completely language independent (Very little text), and an English translation of the rules can be found at <http://www.boardgamegeek.com> or by requesting help in the Board Game newsgroup from <http://groups.google.com> known as rec.games.board.

This Ravensburger game, also created by Reiner Knizia, is not a CCG, but a simple tile laying game, only in this game players lay cards instead of forming a board out of tiles.

Each player is given a color-coded 22-card deck of similar point values but with different pictures taken from the movie. Players will use these cards in attempt to gain majority in each of 10 sites where points and even rings are at stake.

Each site can be surrounded by up to 10 different cards at which point the site is scored, and the player who placed the last surrounding card gets to chose a side to place the second site on. This allows already placed cards along a side to be used to help gain control of the next site.

Ring tokens allow special rule breaking actions to occur in order to gain a better foothold within the current site. The ring tokens have German writing and will definitely require an English set of the rules present in order to help all players use their powers.

Finally the game ends when all 10 sites have been used, or when an edge of the table has been reached, and the next site cannot be played with enough room left for the surrounding cards.

For all you Knizia game buffs out there

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Michael's Magic



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Musical Notes

by Tom Tuerff

Vyktoria Pratt Keating: This Guardian at Noon ***
Diaphanous 012

You're not likely to meet too many people at a science fiction convention (or anywhere, for that matter) who can casually say they spent five months touring as an opening act for **Jethro Tull**, but **Vyktoria Keating** can boast that quite proudly.

The Sedona-based singer has three albums out, and as she's planning to attend upcoming cons in the Valley, she sent yours truly a copy of her first CD, which she thought you, the discriminating ConNotations filk reader, would want to know about.

And trust me, you DO want to know about it.

1997's "*This Guardian at Noon*" is probably best described as ten aural landscapes. Keating plays a series of guitars, mostly tuned to different open chords. In this way, she evokes many different sounds and moods, making the guitar sound like a dulcimer at times ("*Multitudinous*") and almost electric at other points.

Also in the mix are a lot of dreamy sound effects and studio craziness that fortunately just add to the whole effect.

Then there's Keating's voice, a delightful thing that tracks well with itself and handles high notes that might otherwise be shrill with a warm smoothness I find remarkable.

Lyricaly, these are some of the most thought-provoking songs I've heard in a while. Keating is not your standard four-chord, oh-baby-I-dig-your-face kind of songwriter. You are definitely going on a trip here.

Check out this verse from "*Do We Entrain?*":

Do we entrain
Linking up like atoms
Are we the same
Or like magnets attracting
Will we remain
Synched up like watches
Can I change into who I was?

Make of that what you will. I like this. A lot.

Oh, did I mention she can also pick guitar notes like a demon on speed?

I also have to mention the song "*When I Dream*," which is probably the closest thing to something you can tap your foot to, and it's very funny.

However, tapping your foot is not

really what this CD is about. It's about being entertained and dazzled by a phenomenal performer. No wonder **Ian Anderson** and the Tull boys liked her so much.

Ms. Keating makes periodic appearances here in town at Fiddlers' Dream, and plans to attend both LepreCon and CopperCon this year. She says she'll be bringing along a bunch of new stuff, including songs about black helicopters, mutating frogs, disembodied voices, the Mars face, etc. I, for one, will be there to listen. And you should, too.

By the time you read this, **Nancy Freeman** and a cast of seven or eight of her close, personal friends will have performed her "*Stardust County*" folk opera three whole times in public, and chances are it will be performed at LepreCon, as well.

I will admit that as a participant in these performances, I may be a little biased, but all of the songs are good, and most of them are just freakin' wonderful. They're not EASY TO PLAY, by any means, but I don't know if there's a better songwriter in the Valley today than our own Ms. Nancy. She has a new CD coming out (produced by **Jeff Bohnhoff**) any time now, and we're all nagging her to record "*Stardust County*," regardless of how

monumental that project might be.

If you're at a con and you see that "*Stardust County*" is being performed, come in and check it out.

"*First House*," from my own CD, "*Something To Sell at My Gigs*," wound up as song Number 5 on the year-end Funny 25 of the Dr. Demento Show. Since Dr. D. doesn't air on any station here in the Valley, I had to download the show in order to hear it.

I think we should pick a station and just bug the crap out of them until they put the Good Doctor back on the air here. Who cares if it doesn't "fit the format?" We want "*Fish Heads!*" A city isn't a city until it has a station broadcasting "*Dead Puppies*" on a semi-regular basis.

If there's anybody reading this who works for a Phoenix radio station, FORCE the programing director, with incriminating pictures if necessary, to pick up Dr. Demento. Is that too much to ask? Pretty please?

Tom Tuerff writes about filk and folk music in general for ConNotations and other high-paying niche zines. He wants to review your stuff! Drop him a line at ttuerff@aol.com.



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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



ConClusion

LosCon 28 Review, by Mike Willmoth

LosCon is the annual Los Angeles Science Fiction Fantasy Convention traditionally held over the American Thanksgiving Day Weekend. 2001 was no exception as it was held Friday November 23 - Sunday November 25 at the Burbank (California) Airport Hilton Hotel. It's been at this site since I've been attending starting in the mid-90s. It is run by the Los Angeles Science Fantasy Society (LASFS) which holds weekly meetings at a clubhouse somewhere in LA since early last century (1940). If you're interested in more details, please let me know and I'll give you more available from their program book.

Their theme was Education: Building the Future One Mind at a Time. Guests-of-Honor were **Patricia C. Wrede** (Author), **Chris Butler** (Artist) and **Lynn Gold** (Fan). The Chair was **Chaz Boston Baden** and Programming was done by **Rick Foss**. Other participants include: **Forrest J. Ackerman**, **Karen Anderson** (wife of late **Poul Anderson**, former CopperCon GoH), **Steve Barnes**, **Emma Bull**, **Chuck Cady** (Arizona), **Sue Dawe**, **John de Chancie** (former LepreCon GoH), **Harlan Ellison**, **Frank Kelly Freas** (former LepreCon GoH), **Laura Brodian Freas** (former LepreCon GoH), **David Gerrold** (former CopperCon GoH), **Mike Glycer**, **Ashley Grayson**, **Barbara Hambly** (future local GoH), **Francis Hamit**, **John Hertz**, **Aleta Jackson**, **Warren James**, **Dr. Lynn Maners**, **Craig Miller**, **Larry Niven** (former LepreCon & CopperCon GoH), **Val Ontell**, **Dr. Jerry Pournelle**, **Harry Turtledove** (future Westercon GoH), **Christine Valada**, **Chris Weber**, **Lee Whiteside** (Arizona), **Karen Willson**, **Janet Wilson-Anderson**, **William Wu** and **Janine Ellen Young**.

LosCon is much like a larger LepreCon or CopperCon with attendance usually over 1000. Besides the usual multitrack programming they have an art show, dealers room, con suite, anime room, gaming room, reading room, fan lounge, listening lounge (think audio books), kid's room, filk lounge, fan gallery and artists' concourse (similar to Comic Con). They had a blood drive, ice cream social (sort of like our Meet-the-Pros), regency dance, lux schoolhouse theater, rock dance and history of rock dance, masquerade, celtic-eclectic cabaret, filk concert and midnight horror reading.

The hotel itself has two towers, east and west. West tower is the quiet area with some events on the first floor. East tower is the party area and has some other events there. East of that is the convention center with the remaining ballrooms and such. It's really quite easy to get around in the hotel and if you fly into Burbank Airport the free shuttle drives you across the street to the hotel itself. There's not much within walking distance except one fast food Chinese restaurant, Fry's Electronics and a post

office. After flying in the first two years I attended I have opted to drive over on Thanksgiving Day (which is a sparse but quick drive from Phoenix) so that I can have wheels. Downtown Burbank is a short drive across the freeway (I-5) with lots of shops and restaurants. The hotel is under \$100/nt, but they charge for parking. Fortunately, it is less expensive than the airport parking that they do during the holiday weekend. The rooms are nice, the restaurant adequate but tiring after a couple of meals and the other amenities (pool, health club) no big deal.

We (my family) drove over on Thursday and arrived early in the evening. Since the hotel restaurant was open we opted to do turkey dinner there and ended up sitting next to some friends from the east coast. After eating and getting caught up I wandered the east tower looking for any early parties. I found one and socialized a bit before retiring for the night before the con started. Friday we did breakfast before shopping downtown on the busiest shopping day of the year. The hotel had a shuttle that was available to drop guests off and pick them up at a specific spot, but it took us 30 minutes to round up someone to do this for us. Since we were hanging out with our friends the ladies went one way and the gents the other. Robin and I headed to San Fernando Blvd. on the other side of the mall where I had seen some bookstores in the past. Sure enough we found them and spent several hours perusing their used wares. We grabbed a bite of lunch before wandering back to the meeting place where the ladies would be. We then called the hotel for the shuttle and while we waited Robin and I wandered the nearby Ikea department store. Returning just in time to meet the shuttle we returned to the hotel for the con.

The fan tables were located in the foyer area of the convention center. That's where Arizona had a table to promote its Westercon 2004 bid as well as local conventions (LepreCon, HexaCon, CopperCon and TusCon). Other tables nearby were ConDor (San Diego), ConJecture (San Diego), LosCon, Westercon (LA 2002), Worldcons (UK/Glasgow 2005, San Jose 2002), etc. I helped out periodically at our table throughout the con as well as the Saturday evening party. Programming started around 1pm with Opening Ceremonies, Blood Drive and Sex, Violence and Youth. Next came Our Little Corner of the Galaxy (Chris Butler), Researching on the Net and Enterprise: Does The Future of Star Trek Lie In Its Past? At 4pm came Making Rocket Engines As Safe And Reliable As Jets, The Selling Of SF Films and 2D to 3D: Making Costumes From Written Sources.

Since there was a break between daytime and evening events we went to a barbecue place in Van Nuys with some friends for dinner. Upon returning I caught the tail end of the Ice Cream Social (ran out of stuff), then the Lux Schoolhouse Theater which was pretty good entertainment, caught some of the Regency Dance, missed the Outdoor Rocket Motor Exhibit and the Celtic Cabaret (which is quite good as seen at

past cons). I visited the party floors where quite a few were already happening. Westercon 2002 in LA was in action along with Worldcon parties, various other cons and private organizations. I think I got to bed around 1am after making the rounds.

Saturday I missed breakfast (overslept while my family didn't). Events started up at 10am with Comets: Investigating the Visitors, Writing For Smart Kids, Wassamatta U (Rocky & Bullwinkle eps), NASA: After The Golden Years and The Third World In SF And Fantasy. Next came Kelly Freas Portfolio and Slide Show, Physics and Logic of Time Travel, Psychotic Fantasies and The Involuntary Human Is Dragged Kicking and Screaming Toward Sentience by the Cosmic Badger. At 1pm they offered The Best Film You've Never Seen, SF Fandom on the Net, Small Press, Smaller Press and No Press At All, and a real interesting one called Robocop Meets Real Cop. Of course they had the obligatory Harry Potter and the Movie of Fire, Charity Auction with **David Gerrold**, Astronomical Art and Scientific Truth, Who Watches the Watchers and Writers of the Future. 4pm brought Before the Killer App, Growing Up With The Space Program (**Chris Butler** again, really good), Human Cultures Are Weird and TV & Film As Comfort Food.

For the dinner break we headed out to Van Nuys (west of Burbank) again, but this time for Japanese. By the time we returned we missed all but the end of the Masquerade which was put into a really small room this year for some reason, even **Larry Niven** was originally denied seating. I headed upstairs again for parties. Ours (Arizona in 2004 Westercon) was reasonably well attended, so I figured I wasn't required and wandered. I ran into **Lee Whiteside** and **Emily Christensen** (of LA) so we party-hopped the rest of the evening. We had a great time and I got to pun Emily from party to party for about four hours! Besides the Worldcons and Westercon party there was LosCon, L. Ron Hubbard Writers Of The Future which was serving ice cream (lots of humor with the whipped cream and cherries), several

local groups, one couple celebrating their 10th anniversary, **John Hertz** with **Becky Thomson** and **Tom Veal** (Chair, Chicon 2000 Worldcon), etc. All together there must have been at least a dozen parties this year. This is in contract to two years ago where there were maybe six and only one going after

1am (ours, Westercon 2002 bid). So, I got to bed around 2am.

Sunday I missed breakfast yet again. Some events this day were Slide Show: Astronomical Art of Aldo Spadoni, Land Warrior: Soldier of the Future (**Chuck Cady**), Skeptical Teaching, Free Enterprise in Space, How Bad Can TV Get, World of the Dinosaurs, Societies Without Rules, Technology Seeks Application and Vice Versa, How Good Can TV Get, Vampire Hunters Club: Deliberately Making A Cult Film, Building a Better LosCon and Jeff Walker's Trailer Park.

Once **Rick Foss** wrapped up programming we did dinner with his family and friends at a steak house in downtown Burbank. The food was ok, but I got to split the bill since the restaurant wouldn't do it. Not only did they not bring me a calculator (so I had to do it by hand), not only did they not bring me a pen (so I had to use a crayon), but they hosed the gratuity when they removed the cash from the bill so two of us could pay with plastic. It was a cluster, er, mistake on their part. We had a good time otherwise. Upon returning I actually found one party going but got to bed early for once. Monday we checked out and drove home via San Diego where we met some friends for lunch and another for dinner. We got home really late and dove into the usual post con chores.

So, with another LosCon under my belt, I can say that I had a great time. The convention had interesting programming, we had wonderful meals with friends we only get to see once or twice a year, the bid brought in a fair amount of money and our party went over well. I got to network with folks about LepreCon's bid for World Fantasy 2004 as well as ConJose (Worldcon 2002) and my part as Science Program Liaison. It was a fun and fruitful weekend. Next year's con will be at the same site over the traditional weekend, so be sure to check it out on the web (www.loscon.org). I'm sure you'll have a great time. Maybe I'll see you there! - **Mike Willmoth**, 480-945-6890 mwillmoth@compuserve.com,

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Videophile

Buffy The Vampire Slayer: The Movie
Twentieth Century Fox, 86 min, PG-13
VHS \$9.98, DVD \$19.98

Buffy Summers (Kristy Swanson) is the ultimate Valley Girl - an empty-headed, high-school cheerleader whose only goal is to "graduate high-school, go to Europe, marry Christian Slater and die". Her life changes when she meets Merrick (Donald Sutherland) who tries to convince her that she is the latest in a long line of ancient vampire killers. Buffy is the Chosen One... she is the Vampire Slayer.

Even as she tries to deny her fate, Lothos (Rutger Hauer), the Master Vampire, returns to continue his on going battle with the Slayer. Aided by Pike (Luke Perry), a rebel, she battles vampires and plans the prom.

Paul Reubens, formerly Pee-wee Herman, appears as Amilyn, Lothos' accomplice. His death scene is hysterical. There are also minor appearances by Ben Affleck as a basketball player and Ricki Lake as Charlotte.

I enjoyed this the first time I saw it in the theater and it is just as much fun on DVD. The mix of actual horror and camp fun makes this one to watch over and over.

The DVD includes only a few extras, the theatrical trailer, two different TV spots and a very short (approx 3-4 minutes) featurette. - **Stephanie L Bannon**

Buffy The Vampire Slayer: The Complete First Season
CBS/FOX Home Entertainment, NR
DVD \$39.98

If you are a big Buffy The Vampire fan, you probably have already bought this DVD, even if you don't yet have a DVD player. If you haven't, I'll let you know the good parts about the release and the few negatives about it. The DVD contains the 12 episodes that made up the first season of Buffy The Vampire Slayer which debuted on The WB as a mid-season replacement in March of 1997. This was before Buffy became the phenomenon it is today, before The WB had bunches of teen dramas, when all people knew of Buffy was the original theatrical movie that was more of a comedy than a serious movie. As Josh Whedon explains in the commentary on the opening two episodes, they filmed the whole season before anything had aired and even had time to go back and redo some scenes from the first episode while they were filming the last episode. These initial episodes set up the whole series, introduces the main characters and some of the secondary characters that have continued on to become much more major as the years have gone by. Having only twelve episodes also makes the set very

affordable for even casual Buffy fans to check out or re-live the first season.

But those who have seen the episodes and have them all on tape may want to know what extras you get with the episodes. As with other FOX season sets for the X-Files, they make use of some archival material, in this case they use some interviews with Joss Whedon and David Boreanaz that I believe were done for the original video tape release of some of the episodes. They also have a photo gallery and biographies on the cast and producers you can page through. The only really new material for the DVD release is commentary by creator Joss



Whedon on the opening two episodes, "Welcome to the Hellmouth" and "The Harvest", which aired originally as a two hour movie. In it he talks about each of the characters as they are introduced, talks some about the production of the show, where they cut corners and where they did things only once and never did again because it was too much cost or work for television. Unfortunately, Joss has said in interviews that he really doesn't like to do commentary and will likely only do it for only a few other episodes for the entire series. That's a shame because it is interesting to hear as you watch the episodes.

If you've enjoyed watching the series and haven't seen these in a long time, it's a lot of fun to relive the early days. And for a box set, it's a good buy at under \$30 in most places. - **Lee Whiteside**

Babylon 5: The Gathering/In The Beginning
Warner Home Video NR
VHS, \$29.90, DVD \$19.98

Many Babylon 5 fans have been awaiting the release of the series on DVD, knowing that the series was filmed with wide-screen in mind (as it has been airing on SciFi Channel for the last year) and wanting to have it on DVD for their collections. But Warner Home Video hasn't been too quick to release any TV shows on DVD, let alone Babylon 5. This release contains the Babylon 5 Pilot movie The Gathering as well as the prequel TV movie In The Beginning with no additional supplementary material. It serves partly as a test for Warner Brothers to see if Babylon 5 fans would buy a DVD and determine if they should go ahead with putting the series out on DVD. From unconfirmed reports, the test has been

successful and Warner Brothers is planning on putting the series out on DVD, although no details are yet available. So those of you who bought the DVD right away helped to ensure there will be more of them. But what about the actual DVD?

The Babylon 5 pilot movie was done as a pilot a year before the show started airing the series. There were changes made between the pilot and the series and avid Babylon 5 fans will notice them right away. When Babylon 5 moved to TNT for it's final season and several TV movies, J. Michael Straczynski took the opportunity to re-edit the pilot, remove some stuff, add some stuff back in and redo the music score. That revamped version is what was included on this DVD. The pilot was also the only Babylon 5 show filmed without wide-screen in mind, so it is presented in full frame, not mock wide-screen as SciFi airs it. But the big drawback with the DVD presentation of the pilot is that there is no supplementary material or commentary included with it to detail the work that went into the pilot and changes made for the series. Hopefully some of this may be addressed when the series is released on DVD. The other movie on the DVD, In The Beginning, is a prequel to the series, detailing the events that happened during the Earth/Minbari War ten years before the series. We see most of the series regulars in it, some very briefly. It also answers a lot of questions that were not



answered right away in the series, so it actually could spoil some of the series viewing for newcomers. It was the best of the made for TNT movies, though, and does do service to the series and is something that can be watched multiple times. The DVD is good for essentially providing two movies for the price of one, but would have been much better if there had been something extra to go with the movies. - **Lee Whiteside**

Jurassic Park III
Universal, 93 mins, PG-13
VHS \$22.98, DVD \$26.98

Jurassic Park III captures the excitement of the first film with panoramic views of the dinosaurs, an improved Raptor, some new dinosaurs and non-stop action.

Paul Kirby (William Macy) and Amanda, his ex-wife (Tea Leoni) pose as wealthy tourists in order to trick

paleontologist Dr. Alan Grant (Sam Neill, reprising his role from the first film), and Billy, his protégée (Alessandro Nivola) to act as tour guides on a flyover trip to Isla Sorna. Actually they are on a search-and-rescue mission to find their missing son Eric (Trevor Morgan), who landed on the island due to a parasailing accident.

The plane crash is just the beginning of the action as they dodge multiple dinosaurs, rescue Eric and discover that the dinosaurs are much smarter and faster than anyone, including Alan Grant, had anticipated.

Additional features include a "Making of Jurassic Park III", Feature Commentary, New dinosaurs of JP III, Tour of Stan Winston Studio, Visit to ILM, Dinosaur turntables, Behind-the-Scenes Montage, Storyboard Sequences, JP III Archives and Theatrical trailer(s). Several of the shorter featurettes seem to be bits and pieces from the longer "Making of" feature.

All in all, this is a truly enjoyable film, one we will enjoy watching again and again. - **Stephanie L Bannon**

The Mummy Returns
Universal, 130 mins, PG-13,
VHS \$22.98, DVD \$26.98

The Mummy Returns is that rare thing, a sequel that is as good or better than the first film.

The action picks up 10 years after the events of the first film. Rick O'Connell (Brendan Fraser) and Evelyn (Rachel Weisz) are now married and have a son, Alex (Freddie Boath). On an expedition to Egypt they find the bracelet of Anubis and return to London. They are followed by a mysterious man, Baltus Hafez, (Alun



Armstrong) who has raised Lord Imhotep (Arnold Vosloo). Using the Bracelet of Anubis, Baltus plans to find and raise the Scorpion King, who has lain dormant for 5,000 years, under control of the Egyptian god Anubis, then use Imhotep to kill the Scorpion King and use the Army of Anubis to rule the world. When Alex puts on the bracelet he becomes the key to finding the Oasis of Ahm Shere and raising the Army of Anubis.

Filled with rip roaring action, stupendous effects, this film recreates both the London and Egypt of the 1930s as well as the grandeur of ancient Egypt. It is especially well done when Evie remembers her past life as Princess Nefertiri, protector of the Bracelet of

(Cont'd on page 7)

Videophile (cont'd from page 6)

Anubis and daughter of Pharaoh Seti I who was betrayed by his wife Anck-su-namun (Patricia Velazquez) and murdered by Lord Imhotep.

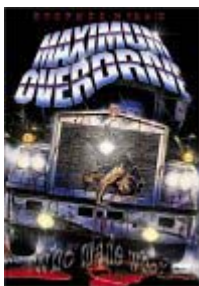
John Hannah returns as Evie's brother Jonathan and Oded Fehr returns as the mystical warrior Ardeth Bay.

The DVD is also packed full of extras, including a conversation with The Rock, a preview of *The Scorpion King*, Unlock the Secrets of the Scorpion King Commentary by director Stephen Sommers, Go behind the scenes with director Stephen Sommers and the cast, Outtakes, Live music video, Chamber of Doom": a virtual tour of Universal Studios' latest theme park attraction, "Egyptology 201": and a fun and educational look at ancient Egypt and Egyptian mythology.

This is a wonderful addition to our DVD collection and I can hardly wait for *The Scorpion King*. - **Stephanie L Bannon**

Maximum Overdrive
Anchor Bay, 98 mins, R,
VHS \$9.99, DVD \$24.98

This film has always been one of my favorites. I'm particularly pleased to have the theatrical release on DVD since my usual viewing has been on TV, with all the attendant cuts and edits dictated by nervous TV stations.



Based on Stephen King's short story *Trucks* the much-maligned *Maximum Overdrive* begins as Earth passes through the tail of a comet, causing trucks and assorted machines to become animated and homicidal. We follow the survival struggles of Billy (Emilio Estevez), a

paroled con working as a short order cook at the Dixie Boy truck stop, owned by Bubba Hendershot (Pat Hingle) along with hitchhiker Brett (Laura Harrington) newly weds Curtis and Connie (John Short and Yearley Smith) and assorted others as they battle rogue electric knives, electrifying pinball machines and, of course, rampaging trucks. Stephen King's only directorial outing also features appearances by Giancarlo Esposito, and Marla Maples as victims. There are only two extras on this DVD, the original trailer and a biography on King.

Schlock genre films are one of my guilty pleasures and this is one I'll enjoy watching again and again. - **Stephanie L Bannon**

Zenon The Zequel
Disney, 89 min, TV-G,
VHS \$14.99

This is the second of the Zenon movies produced by the Disney Channel. Set in the 21st century in a time not too far distant from the present, Zenon and her family live on a space station. Zenon is a typical teen, with boyfriend problems,



school problems, her enemy, Margie, has moved to space with her dad, Margie's dad is planning to shut down and destroy the space station and to top it all off, Proto-Zoa, Zenon's favorite musician has disappeared

When she accidentally gets into trouble again, the station Commander assigns Zenon the most boring duty he can think of - working in the Alien Patrol room. Since no one ever contacts the humans he figures he has safely found a place to stash Zenon where she can't cause any more problems.

But, not only do aliens contact the station, they do so through Proto-Zoa's hit song. Of course, no one believes Zenon so she stows away to Earth, followed by Margie, in order to find Proto-Zoa, bring him to space, and use him to make contact with the aliens. In the process, Zenon and Margie become friends and along with Proto-Zoa they help the aliens find their way home and save the space station to boot.

This is a fun romp for the whole family, the kids will identify with Zenon, the story is pleasant and parents will not be bored. I look forward to seeing Zenon in more adventures. - **Stephanie L Bannon**

Princess Of Thieves
Disney, 88 min,
VHS \$19.99, DVD \$29.99

Robin Hood has no sons to carry on the family tradition but he does have a daughter Gwyn (Keira Knightley), who has her mother's beauty along with her father's swashbuckling prowess. Raised by Friar Tuck, Gwyn develops into a headstrong young woman who is resentful of her father's repeated absences and who, wants more out of life than "plucking chickens and mending socks." When Richard the Lionheart is close to death he sends Robin to protect his son, Prince Philip, and see that Philip is crowned King of England instead of Richard's brother John.

Defying her father, Gwyn masquerades as a boy to help Robin in rescuing Prince Philip from Prince John and the Sheriff of Nottingham (Malcolm McDowell). Chance throws Gwyn and Philip together, though she believes him to be Prince Philip's valet, and the two form an alliance. When Robin is captured and thrown into the Tower of London, Gwyn and Philip rally his Merry Men to rescue him and stop John's coronation.

This is a made for TV film that is family friendly, both the adults and the kids watched with interest and no fidgeting. Granted it is historically inaccurate since Richard had no children and John did succeed him on the throne but it is still fun. There is no overt violence, just a few deaths by arrow, and even the evil Prince's rack is deployed, off-screen. Aimed at the 8-13 crowd this will give girls not quite ready for Buffy or Xena a strong female role model. - **Stephanie L Bannon**

Winnie The Pooh:
A Valentine For Eeyore
Playhouse Disney, 46 min, NR,
VHS, \$12.99

This video consists of four heartwarming tales that focus on friendship, imagination and self-esteem. With its lifelike puppetry and computer-animated set, these stories are gently paced filled with subtle humor.

In the first tale, "A Valentine for

Eeyore," Pooh and his friends all get very special Valentines. When they find out Eeyore didn't get one they try to prepare an extra-special valentine greeting for their donkey buddy with predictably comic results. This seamlessly segues into the second tale in which "Mr. Narrator", faced with the problem of an "unstory," invents one, with comical results.

The third tale, and admittedly my



favorite, has Pooh and Piglet imagining themselves as Don Quixote and Sancho Panza. And for our final tale we have Pooh and the gang trying to help Eeyore answer the question "If Tiggers bounce and Pooh-Bears eat honey, what do Eeyores do best?"

There is also a ten-minute Rolie Polie Olie short called Hiding In Plain Site which isn't listed on the box. - **Stephanie L Bannon**

Moulin Rouge
Fox, 97 min, PG-13,
VHS \$110.99, DVD \$29.98

I'm not sure what I expected when I popped this video into the VCR since I hadn't seen it in its theatrical release. I will say that, having seen the 1952 version with Jose' Ferrer this new version was surprising to say the least.

Christian (Ewan McGregor) is an idealistic and impoverished young writer in 1900's Montmartre. He meets the absinthe- and alcohol-addicted artist Henri de Toulouse-Lautrec (John Leguizamo), who introduces him to a world of sex, drugs, music, theater, and the Moulin Rouge's scandalous queen courtesan Satine (Nicole Kidman). When Satine mistakes Christian for the Duke of Roxbury (Richard Roxburgh), a comedy of mistaken identities ensues, quickly enmeshing the young poet in a love triangle.

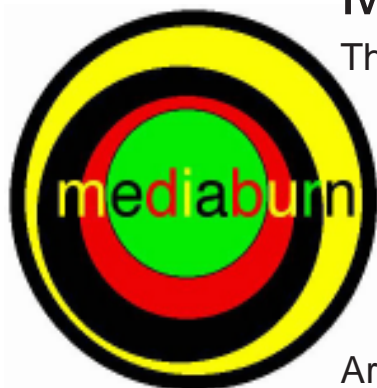
Mixing a period romance with anachronistic dialogue and songs which range from songs by Nirvana, Madonna, the Beatles, David Bowie and Queen as well as favorites such as "the Sound of Music," the story follows the tragically doomed romance of Christian and Satine as she becomes the star of the play he's writing.

Nothing is original in this love tragedy—you've heard the words and music before. However, when you filter it through Director Baz Luhrmann's love for pop songs and showmanship, somehow it all comes together

(Cont'd on page 15)

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We are pleased to present the winning story from the TusCon Writing Contest. Just a few weeks ago Eric Penner Haury sold a story (a different one) to a webzine.

Passing Over by Eric Penner Haury

"I'm back," the girl told the hill, after a moment's hesitation adding, "Hello? Are you there?" It was a silly thing to say. Of course he was there. He couldn't leave. Besides, she could see him. And he must have already smelled her; his nose was keener than a dog's.

But he never said anything until after she greeted him. It was as though she needed to wake him. But if he were sleeping, he did it with eyes open, gazing upwards.

"Ah, there you are," he answered. "I've been wondering." His voice was deep and loud. The branches of trees growing around him shook with each word, sending a sprinkle of still-green leaves fluttering down to litter his face. "What brings you here, once more, to an old, old man?"

"You're not old."

"And how would a wee girl know that?"

"Well. I guess... I don't know many people. Just my Mommy and my Granny and the nice woodsman and the... But he wasn't a person, was he? But my Granny's old and all her hair is white. And yours isn't. So you can't be old."

"Ah, but what of the hair that's underground? You never saw me before I fell from the clouds. And though it was not white before I fell, I've not seen it in so long, it may be now."

"And how long is that?"

"Long enough to lose count, my girl. Long enough to not quite care. But not long enough to forget that life could be different. Now come to where I can see you and tell me why you have come. Though I think I know."

He felt her hands and feet as she climbed up the mound that he'd become onto his chest, where at last he saw her and her expected little basket.

"I've got more food for you. Mommy made it, so it's good."

"Truly I thank you. And yet, did you not say when we last met that the food was for your Granny?"

"Yes. But Granny doesn't want all of it any more. She's given up meat. She says being eaten yourself changes your view on the subject. But Mommy still puts meat in my basket."

"Now why would she do that?"

"I don't know. She's always done it. Not just meat. Cookies, cheese assortments, little sandwiches with the crust cut off. And I always took it to Granny and she used to eat them. But then things changed. I took the basket to her. But it wasn't her. It was him. And he ate me and then I was cut free."

"Aye. And the next time you went to your Granny's, you found me. I, who'd not seen a human soul in the years since I fell to the ground. Strange, is it not, that an unchanging path led you where it never had before? But now you always come."

"Yes. Because Mommy makes a basket for me to take to Granny and I always take it. But Granny always says she doesn't want more meat, so I always give it to you on the way over."

"And I always eat it. And you always ask me to tell you a story."

"Yes," she said, her eyes glowing with hope.

"And I always say I know no stories."

"But you have to. You do. The day things changed, the day I met you, you told me a story. About the thief who went to your castle and stole all those things and cut down the stalk when you were still on it. That was a story."

"Was it now? Why did the fellow come to my castle? How did he find such a stalk as that? And where did he go once he sent me here? Find the thief and you'll find the story. He would not even leave me with that."

"But before. You lived in the castle in the clouds.

Tell me how you got there."

"I don't know. I have no memory of any time before the castle. Perhaps I had been there so long I *had* forgotten life could be different. But then, perhaps I'd always been there. As you always took food to your Granny."

"But didn't you ever see anything from up there?"

"Ah, that I did." He smiled as broadly as was possible for a giant lying imbedded in the ground with the hard earth tightly squeezing his face. "For days upon days, I peered down from my window. And though the ground was far, my sight was good, and I saw many things. I saw a lady in a castle throw a frog against the wall. I saw a warrior stand before a thorny thicket just as the thorns changed into flowers. I saw a man riding a horse toss a comb in the path behind him, only for it to turn into an impassable range of mountains. I saw a woman weeping before the bones of a fish that she had lain in the sand by a river. I saw tears and smiles, dances and battles, people wandering the wilderness and others staring down distant roads. I've seen all of those a thousand times."

"Then tell me! Tell me all!"

"Ah, but that is the pity of it, my girl. I just did. For my cloud was always moving, leaving me with nothing but moments. I saw the flowers bloom, but not what the warrior did. I saw the frog hit the wall, but never knew why it was thrown. I know a bit of all and all of nothing. When the cloud finally came to a stop, it grew large and thick, and hid the world from me. Then it was that the thief came. So you see, I can tell you no stories."

"Oh. I understand. I'll still give you the food. It's only fair. You told me about those giant bean pods where the stalk fell. They don't seem ever to go bad. Granny'll probably live on them for the rest of her life." A pause. "She's like you."

"Is she now?"

"You both lie around all the time. But she doesn't do it because she wants too. She's too weak. Are you?"

"Am I? It takes a lot out of a fellow to fall from such a height. On the way down, I was sure I'd die. When I found myself lying here, I tried to move and couldn't. I tried for the longest time. So long that, after a while, I failed to notice I was doing it. For all I know, I'm trying now. Still, if I am, I doubt I'll succeed. I think I'll always be here. And you'll always come feed me and ask for stories."

"Maybe not now. Now that I know you can't tell any."

"Ah, that is true. So maybe I won't always be here. Maybe I'll be taking a stroll pretty soon. No, I think not. This is where I'll stay."

"And I'll still come feed you. I like talking to you even if you don't tell me stories. You're another person to know. And I like this part of my day. But what about when I'm not with you? Do you get bored?"

"If I'd fallen on my face instead of my back, I may well have. But as it is there's much to see. Look there," he said. Following his gaze, she saw a hawk glide down to a tree limb and settle on a nest that she never would have spotted without his guidance.

"I've seen that one before," he told her, "She comes in this part of the year and goes when the leaves are falling. There's another, her mate. I saw that nest built not long after I fell. It was strong at first, but after the birds left, it got weaker and weaker. Just when it was ready to fall from the tree, they came back and fixed it. That is how it is, now. Each year, it's abandoned and degrades until it's about to fall. When the early flowers bloom, they come and fix it. They raise a young hawk in summer warmth. And when the leaves turn, all three fly away. The young one I never see again. It is a fine thing

(Cont'd on page 9)

Passing Over (cont'd from page 8)

to watch when no people are around to speak to."

"But it won't be forever. Someday they won't be there when they should... Like... my Granny, I suppose."

"Aye, that is true. They won't. And then the nest will fall and be no more than twigs and leaves on the ground."

"And... won't you be sad?"

"Aye, that I will. And yet, not wholly. For it will be pleasant, if just once, to be around for an ending."

END

24 Frames (cont'd from page 1)

Year's the movie ran to full houses and had taken in over \$150 million in its first twelve days. With a lot of repeat business, it should end up with well over \$300 million in US box office alone. The movie has opened strongly in much of the rest of the world as well. The strong bow of the first Lord of the Rings movie vindicates New Line, who committed the \$270 million to film all three movies up front. Even as the first movie opened, director **Peter Jackson** has been at work putting together rough edits of the next two movies and overseeing the special effects work for "*The Two Towers*", which will be released in December, 2002. Reports are that New Line will be adding a preview of "*The Two Towers*" to the end of "*The Fellowship of the Ring*" before the end of the movie's run to entice fans to go back and see it one more time. The second

Harry Potter movie, "*Harry Potter and the Chamber of Secrets*" has been filming in England and is scheduled for a November, 2002 release with a likely third movie to follow the next year. That will make Harry Potter and Lord of the Rings a continuing 1-2 punch for the next couple of years for movie-goers.

Star Trek - Nemesis

The next *Star Trek* movie, *Nemesis*, is well into production. The main Next Generation cast will all be appearing and the majority of the guest stars have now been revealed. The main villain, Shinzon, is being played by newcomer **Tom Hardy**, who has been in the HBO series "*Band of Brothers*" and



© Paramount

the upcoming movie "*Blackhawk Down*".

Playing Shinzon's right hand man, The Viceroy, will be veteran genre actor **Ron Perlman**, best know for his role as Vincent on *Beauty and the Beast* and a co-star in *The Magnificent Seven* TV series. The Viceroy is a Reman, a sister race of the Romulans that are described as looking vampire-like with long, sharp talons and sunken features. Also appearing will be **Dina Meyer** (*Starship Troopers*) as the Romulan Commander Donatra and **Steven Culp** (*JAG*) as the Starfleet Commander Madden. From the Star Trek ranks we will see guest appearances by **Wil Wheaton** (Wesley Crusher), **Majel Barrett Roddenberry** (Lwaxana Troi), **Whoopi Goldberg** (Guinan) and **Kate Mulgrew** (Captain Janeway). The movie is scheduled for a fall release.

Jackie Chan dons The Tuxedo

This summer's action/comedy with **Jackie Chan** deals with what happens when Chan's character, Jimmy Tong, puts on a supernatural tuxedo. **Jason Isaacs** co-stars as a James Bond like superspy, Clark Devlin, who goes into a coma. When Tong find Isaacs's tuxedo and puts it on, he finds that he can do anything he wants to do. Tong ends up having to take on Devlin's spy role, paired up with inexperienced agent played by **Jennifer Love Hewitt**. Look for the movie in June 2002.

Spy Kids 2

In production for a summer release is the sequel *Spy Kids 2: The Island of Lost Dreams*. Again directed by **Robert Rodriguez** with **Antonio Banderas** and **Carla Gugino** reprising their roles of parents Gregorio and Ingrid Cortez, and **Alexa Vega** and **Daryl Sabara** returning as their kids, Carmen and Juni. In this movie,



The SPY KIDS themselves:
Daryl Sabara and Alexa Vega

Carmen and Juni do battle with another pair of spy siblings, Gary and Gerty Giggles (played by **Matthew O'Leary** and **Emily Osment**). *Spy Kids 2* also stars **Cheech Marin**, **Ricardo Montalban**, **Bill Paxton**, **Steve Buscemi** and **Holland Taylor**.

More Comics to Film Adaptations

With the buzz and anticipated success of

the *Spiderman* movie on the heels of the first *X-Men* movie, there's several movies in the works based on comics old and new. The **Ang Lee** (*Crouching Tiger, Hidden Dragon*) directed live action *Hulk* movie is gearing up for production with filming starting in March. Australian actor **Eric Bana** (*Blackhawk Down*) has signed to play the lead character, playing both the scientist and monster incarnations. Co-Starring as Betty Ross will be **Jennifer Connelly** (*The Rocketeer*), General Ross



will be **Sam Elliott** and **Nick Nolte** will play Bruce Banner's father. **Ben Affleck** has signed on for the lead in a movie based on *Marvel's Daredevil*, playing the blind superhero. Various actresses have been rumored for the role of Elektra in the movie, including **Jessica Albe**, **Penelope Cruz**, **Katie Homes**, and **Selma Hayek** and **Colin Ferrell** has been rumored to take on the role of Bullseye in the movie, which will be directed by **Mark Steven Johnson**. In other comic movie adaptations in the works, **Sandra Bullock** is still in the running to play *Wonder Woman*. Producer **Leonard Goldberg** has said that they are in the process of making changes to the script to make all parties involved happy and eager to proceed with themovie.


In other movie news...

E Online reported that the *Mummy* prequel *The Scorpion King* is undergoing major re-shoots and art direction changes in order to save the movie. Apparently responses from test audiences have not been good.

Movie Previews for February and March


We've got several movies delayed from earlier dates for various reasons plus a few new ones to look forward to.

Rollerball - If not for *Pluto Nash* (delayed yet again to August), this movie would probably win the award for one of the most delayed releases. In this case, it's more likely an escape. Advance buzz has not been good and any fixing up they may have done probably won't save it. The movie stars **Chris Klein**, **LL Cool J**, **Jean Reno**, **Rebecca Romijn-Stamos**, and **Andrew Bryniarski**. It's about a futuristic (well, 2005) game called Rollerball that combines Wrestling, Roller Derby and basketball (and other assorted mayhem) into a popular sport that fills arenas. When the team owners starts sacrificing



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SF Tube Talk (Cont'd from page 1)

Wednesday nights.

First up in February will be *Shadows of P'Jem*, which features the return of the Andorians when Archer and T'Pol are kidnapped by a militant faction of another alien race. Next is *Shuttlepod One*, which focuses on Tucker and Reed, who end up trapped in a shuttlepod thinking the Enterprise has been destroyed and they've only got a couple of days of air. After that will be *Equilibrium*, which deals with a group of renegade Vulcans, who have rejected logic and set out to explore other ways of life. In *Rogue Planet*, the Enterprise comes across an alien race of hunters called the Eska, who are hunting to extinction another race on the planet.

X-Files Calls it Quits

The producers of *The X-Files* and FOX have confirmed that this season of *The X-Files* will be its final season. With lower ratings and **Gillian Anderson** not willing to return for a tenth season, they decided to end the series now. Don't expect a lot of mythology episodes to tie things up, however. Most of the remaining episodes of the season will be standalone ones. They are planning a two-part series finale to tie up some of the loose end and bring things to a close, sort of. According

to creator **Chris Carter** «We've built toward a cliffhanger ending every season,» he said. «This will be the ultimate cliffhanger.» This would be a jumping-off point for a theatrical movie, which Carter



© Fox

Gillian Anderson as Agent Dana Scully on THE X-FILES.

hopes to get started on shortly after the TV series ends. It is also possible that **David Duchovny** may take part in the final episodes.

Between the Super Bowl and counter programming against the Olympics, the next new episodes won't be until the end of February. Beginning with *Underneath*, Scully, Doggett and Reyes investigate an old case of Doggett's in Brooklyn dealing

with «The Screwdriver Killer». When the man convicted for the crimes is released, there becomes some doubt as to if he was the one responsible for the murders. Other upcoming, yet untitled, episodes will feature one mythology episode where someone being chased by the Border Patrol in Idaho turns out to have rubbings similar to those of the spaceship Scully found in Africa. Another will have an agent with a mysterious artifact related to Scully's baby and may be a continuation of the previous episode. *Scary Monsters* will feature the return of the fannish Agent Leyla Harrison, who brings Doggett and Reyes into an investigation that she thinks should be an X-File. In *Audrey Pauley*, Reyes is in a car accident and is in a coma. She has an out of body experience and is able to see other patients in the hospital who are also in comas, which may not be natural ones. Also expect an episode to heavily feature *The Lone Gunmen* that will serve as closure to their spinoff series.

Straczynski Returns to cable with Jeremiah and Legend of the Rangers

The *Babylon 5* TV movie *Legend of the Rangers* aired in late January and depending on how the ratings went, it could turn into a second *Babylon 5* spinoff series. *Babylon 5* creator **J. Michael Straczynski** has not been sitting

around waiting for word on that possible series. He's been spending the last six months in Vancouver overseeing the new series *Jeremiah* which will debut on Showtime Sunday, March 3rd at 8 pm and will then air weekly on Fridays after *Stargate SG-1* at 10:45 pm. The original intention was to start the series in January, but in light of the events of Sept 11th, it was decided to push the start of the series back. Based on the Platinum Studios graphic novel series by Belgian author **Hermann Huppen**, the premise is that ten years ago, a virus wiped out the world's adult population, sparing only those who hadn't yet reached the age of puberty. The series will focus on some of the oldest survivors, now in their 20's, who need to try to keep civilization from completely collapsing. Starring as Jeremiah will be **Luke Perry**, with **Malcolm Jamal-Warner** as Kurdey. The series debut will be a 90 minute movie titled «*The Long Road*» in which Jeremiah is searching for a mysterious place called Valhalla, a place where his father had indicated might be the best hope for the survivors. He reluctantly joins up with Kurdey and when they encounter an organized group of survivors living in Thunder Mountain, his personal quest gets redirected into a larger

(cont'd on page 11)

CopperCon Ad

1/2 page

SF Tube Talk (Cont'd from page 10)

one. They ask him to help bring about peace between warring factions and prevent the virus from returning. Also starring in the series will be **Peter Stebbings** as Markus Alexander, **Tricia Helfer** as Sara, who befriends Jeremiah when he comes to Thunder Mountain, and **Alex Zahara** as Ezekiel, a mysterious character who aids and gives advice to Jeremiah.

Buffy Gets Dark, Angel Gets Domestic, Joss Does Firefly

As we are at the midway point of the season for both **Buffy** and **Angel**, **Buffy** will be taking a darker turn as the season progresses while **Angel** has gotten a bit lighter with the addition of a baby to the mix and **Cordelia** becoming part demon. Coming up on **Buffy** will be *Dead Things*, where the death of someone close to the Scooby gang will take its toll on them as the reality of **Buffy's** resurrection begins



Buffy & Spike

© Fox

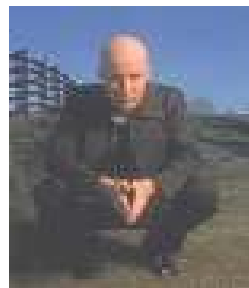
to finally sink in with Willow. Next is *Older and Far Away*, which is **Buffy's** 21st birthday. During the party at **Buffy's** house, when **Dawn** begins to feel neglected, her wish to keep people from leaving her is answered by a demon, who binds the party-goers to the house, with the demon inside. In the final February episode, **Buffy's** former lover **Riley** returns. Now married, his perfect relationship causes **Buffy** to reflect on her relationship with **Spike**. Later episodes include *Asylum*, where **Buffy** becomes possessed by a demon, putting her in a mental hospital when she can't distinguish between what is and isn't real. According to producer **Marti Noxon**, the trio of villains will become more of a threat and less comic relief as the season continues. Over on **Angel**, the advance word is not near as detailed (why can't these people who come up with spoilers for **Buffy** do the same for **Angel**?). With **Cordelia** now being half-demon and able to handle her visions much easier, look for her relationship with **Angel** to get even more friendly. It also appears that **Gunn** and **Fred** will be drawing closer to each other. I guess **Wesley** will get to do a lot of babysitting while the two couples have their fun together.

Buffy and **Angel** creator **Joss Whedon** will be taking on another series this fall for FOX, this one a science fiction space series called *Firefly*. It will be part western, part ensemble space drama and was inspired by **Whedon's** reading about the battle of Gettysburg and the reconstruction era. It will be set 500 years in the future and focus on the crew of a firefly class spaceship. It won't be a best of the fleet crew, but one just trying to stay alive and keep out of trouble. It's a good bet that the series might take over the Sunday night *X-Files* time slot next season. **Whedon** is also working with the BBC to make a mini-series about **Buffy's** watcher, **Rupert Giles**, and is still developing an animated **Buffy** TV series, which will need to find a new home since FOX is shutting down their FOX kids Saturday morning block.

Alien Teens and Mutagenics

Moving on to teenage aliens, *Roswell* has gotten an order for 7 more episodes to give them 20 total this season, which likely will be it's last one. Ratings have not been good opposite *Smallville* and unless UPN gives it a shot in the post-*Enterprise* time slot, it will not be renewed. They will be shaking things up a bit in the rest of the season, however. **Liz** begins to experience some side-effects from **Max's** healing of her and elects to leave *Roswell* and go off to the boarding school in Vermont. **Jesse** will likely learn the truth about **Isabelle**. For the season (series?) finale, they are planning a two part episode that is scheduled to air in a two-hour block.

In *Smallville*, where Metropolis is only three hours away, we'll likely be seeing more of the big city as the season and the series progresses. The WB has given the go-ahead for a second season already and the series looks to be sticking around for a while. As part of the show's development, we'll start seeing more continuing storylines and less of the Kryptonite mutation of the week, although the affects of the meteors will still play a significant role in things. Over the next couple of episodes, the storyline with **Lex's** old flame, **Victoria**, will continue as she and her father try to recruit **Lex** to join their business and compete against his father. In the episode *Hug*, a traveling



Michael Rosenbaum as Luthor in SMALLVILLE

© The WB

salesman with Kryptonite enhanced powers of persuasion convinces **Clark's** dad to sell the family farm. In *Leech*, a lightning strike transfers **Clark's** power to a

classmate, **Eric**, who gets stronger as **Clark** gets weaker. In *Kinetic*, **Lana's** boyfriend **Whitney** gets involved with a gang of ex-jocks who have been organizing bank robberies and burglaries. When **Chloe** is injured, **Clark** takes over her investigation into the gang. In *Zero*, we'll learn more about **Lex's** past when **Jude Boyce (Doogie Howser's Neil Patrick Harris)** comes to *Smallville* and warns **Lana** that **Lex** is bad news. **Jude** was supposedly shot and killed in the now-closed Metropolis nightclub Club Zero several years ago. We'll see flashbacks to that time and **Clark** will travel to Metropolis to investigate. (Thanks to www.kryptionsite.com for the info).

On FOX's *Dark Angel*, which has had it's time slot moved back an hour, we've got the following upcoming episodes to look forward to. In *Harbor Lights*, **Max** is shot and hospitalized while **Logan** must



© Fox

race **White** and a curious CDC doctor to keep **Max's** transgenic identity a secret. In *Love in Vein*, **Max** tracks down a gang of trouble making transgenics, only to discover that their fake bar codes are a tribute to a transgenic master with a messiah-like hold on his human disciples. And in *Shush*, **Max** and the gang are taken for a ride when a hypnotically persuasive transgenic uses an Eyes Only case for her own self-serving agenda.

Some Notes on Semi Genre Network Shows - Alias, 24 and Glory Days

There isn't much advance info for these shows, but I felt I should make some comments about them. *Alias* has turned out to be one of the better new shows of the season and has been doing respectable for ABC and has gotten a second season commitment already. It's a good mix of action, spy thriller and 20-something angst that moves at a very fast pace with some science fiction elements that may surface stronger as the series evolves. It features a strong ensemble cast which earned it the best new series People's Choice award. FOX's new drama *24* got rave reviews from the critics but hasn't been able to muster an audience to match. It's «each episode is one hour in a day» premise works although there's an awful lot happening in this one day we are seeing. Whether they can keep the tension and excitement going for the full 24 episodes is still to be seen. Reports are the **Dennis Hopper** has signed on to appear in the latter half of the season as the

mastermind bad guy behind the assassination plot. The WB has brought on **Kevin (Dawson's Creek, Scream) Williamson's Glory Days** as a mid-season replacement for *Felicity*, a suspense thriller about the strange goings on in the small, northwest island town of *Glory*. The WB has supposedly steered the show more towards a lighter tone with less of an emphasis on the darker side of things. At press time only the first episode has aired, so the jury is still out on the show.

So Long Tick, Special Unit 2, Outer Limits and Invisible Man

As expected, FOX has canceled *The Tick*, leaving one episode unaired. It's not certain if FOX has the rights to air a ninth episode or if they only bought eight of the nine produced episodes. Over at UPN, after giving *Special Unit 2* an order for the «back nine» episodes, new management put in place by UPN's parent owners rescinded that order and production was halted after thirteen episodes. The last two episode will air in early February on UPN. The final episodes of *The Outer Limits* seventh season aired on SciFi in January and will appear in syndication later this spring. The last two episodes were clip shows, leading the series to pretty much go out without much fanfare. The show's producers are gearing up to produce a theatrical *Outer Limits* movie, however. *The Invisible Man's* final episodes aired on SciFi in January as well and will be airing in syndication in February. In the final episodes, the counter-agent for the quicksilver gland has not been working as well and has led to several complications. In the series finale two parter, **Darien** finds out that **Arnaud** has allied himself with **Chrysalis** in search of a cure for the quicksilver gland. He and **Hobbes** also learn that the Agency may be keeping a major secret from them about the whole quicksilver process when a farmer claims that his crops were destroyed by invisible locusts.

As the Andromeda Turns....

Expect to see some major changes in **Gene Roddenberry's Andromeda** during the remainder of the season and into next season. The producers have let go Executive Producer and co-creator **Robert**



ANDROMEDA's first officer Beka Valentine (Lisa Ryder)

© Tribune Entertainment

H. Wolfe and have brought on **Robert Engels** to be the head writer/producer for the third season. Tribune has confirmed

(cont'd on page 12)

SF Tube Talk (cont'd from page 11)

that the series will go at least four years and made the move as a change in direction for the show to more action oriented standalone episodes and less continuing storylines. **Wolfe** departed midway through the second season and some of the changes will be very apparent in some of the new episodes airing in February. **Engels** has previously been a writer/producer on *Twin Peaks* and *SeaQuest DSV* as well as the Matthew Blackheart Monster Smasher pilot which almost went to series on SciFi. Of the current writing team, only co-producer **Ethlie Van Vare** will not be returning, citing «creative differences» as the reason. There will also be a cast change this season with actor **Brent Sait's** character, Rev Bem, departing the show by the end of the season. Sait has had major problems with the makeup and has been in only a few of the second season episodes so far. There's no word yet if there will be any new cast members for the third season, which will start filming in February. Both Trance Gemini and Andromeda will have make overs and will look much different in the latter half of the season. According to comments from **Kevin Sorbo**, the «Reunite the Commonwealth» storyline will likely be resolved by the end of the season, setting the stage for the third season to be very much stand-alone episodes.

The episode *Ouroboros* airing at the first of February will signal the beginning of some of the changes. According to the official web site «The past and the future converge on the Andromeda Ascendant and all we can say is that what was meant to be - happens, and nothing will ever be the same. « It is reportedly the final episode with Rev Bem and will involve time travel. Next up is *Lava and Rockets*, a raucous action episode where Dylan

hijacks a Pyrian Torch ship and things get steamy. In *All My Sins Remembered*, Dylan, Beka and Harper are lured to the planet Cascada Sueno in order to identify the body of Beka's former lover, Bobby. It turns out to be a trap and during flashbacks to Beka's time with Bobby, we also learn more about how Harper joined up with her. In *Dance of the Mayflies*, the crew are pitted against plague victims infected with nanobots. Ending up the current batch of new episodes will be *In Heaven Now Are Three* where Dylan, Beka and Trance embark on an Indiana-Jones type quest to recover a lost artifact. Starting out the next batch of new episodes in April will be *The Fair Unknown*, which is rumored to feature the return of the Vedran race, the centaur like aliens who founded the Commonwealth. After that will be *The Knight, Death, and The Devil*, which will feature guest stars **Michael Hurst (Hercules)** and **Christopher Judge (Stargate SG-1)** as avatars for Commonwealth ships discovered in a prisoner of war camp.

If you've been wondering when new *Stargate SG-1* episodes will start on Showtime or when new *Farscape* episodes will air on SciFi, we finally have some answers! Both series were delayed from their normal airing schedules by their respective channels, adding two-three more months to the cycle of repeats. Showtime normally would have started airing new *Stargate's* in January, but decided that they wanted to hold back the last new episodes to air along with their new series, *Jeremiah*. Since *Jeremiah* was delayed until March, that also delayed *Stargate* until March. It will resume new episodes in it's usual Friday night time slot in early March, with new *Jeremiah* episodes airing right afterwards. *Stargate* also figures into SciFi's decision to hold back *Farscape*. Normally, the final four episodes of the current *Farscape* season

would have aired in January and the new season would have started in March. But, SciFi has picked up *Stargate SG-1* for it's sixth and final season and plans to start airing it in late June. They decided that they would rather start up the new season of *Farscape* at the same

time to maximize their promotional efforts. They decided to hold back the final four season three episodes until April, making *Farscape* fans wait seven months for the new episodes.

So, what can we expect in those episodes? For *Stargate SG-1*, the new episodes start with a two part episode that sees Daniel captured by the Gou'ald and delivered into slavery while Osiris has put together a powerful army and is going on the offensive against the Gou'ald System Lords. SG-1 and the Tokra plan to sabotage a summit of the System Lords who meet to negotiate an alliance. In *48 Hours*, Teal'c is lost in transit while en route back to Earth and the rest of the SG-1 team must work quickly to save him. The SGC base is compromised while O'Neill is training a bunch of new cadets. He must take them into battle unproven in order to save their project. In *Fail Safe*, Earth is threatened not by aliens, but by a large asteroid on a collision course with the planet.

Over on *Farscape*, when we last left the crew, Crichton had talked them into stopping Scorpius from developing the wormhole technology into a weapon. In



© Sci-Fi

Commander John Crichton (Ben Browder) and Aeryn Sun (Claudia Black) star in *FARSCAPE*

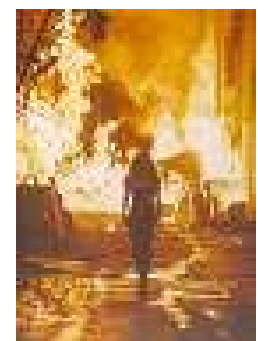
the remaining season three episodes, D'Argo and Rygel meet with Scorpius on a remote planet to arrange a deal for Crichton to help Scorpius in exchange for immunity for Moya and her crew. In order to assure their co-operations, Scorpius has D'Argo and his Peacekeeper Lt. where I-Yensch bracelets that will case each of them to feel the other's pain if anything happens. Talyn begins to become more and more unstable and when he learns that Craise is going to dismantle his weapons, he goes out of control and destroys a defenseless hospital ship and it's passengers. After things are worked out, Crichton joins Scorpius on his flagship to help with perfecting the wormhole technology, but in actuality planning to sabotage it. The season finale will deal with the aftermath of the previous three episodes. To say more would be more spoilers than I like to put here.

Lexx will continue with their adventures on Earth, partly because no one has yet to figure out that the Key is

being held by one of the Moth builders. Upcoming episodes include «*Bad Carrot*» where Prince, The President and Bunny take yet another space shuttle to the Lexx in an attempt to take it over, but things go awry when one of the alien carrot robots (or whatever the hell they are..) gets on the ship and starts taking control of some of them. In *769, 790* agrees to help Prince if he arranges for him to get a body. When 790's robot head is grafted onto the Moth builder with The Key, hijinks ensue. In Prime Ridge, the Lexx crew return to Earth and settle down in a small American town. In *Mort*, Stan, Kai and Xev are sheltered by a mortician with a bizarre obsession. In the episode *Moss*, the Lexx crew is caught up in the post-Waco politics of a band of obsessed patriots. In *Dutch Treat*, The President and Bunny attempt (again) to hijack the Lexx and in *The Game*, Kai plays chess with Prince in a surreal high-stakes game. Subsequent episodes will see The Lexx meet up Halley's Comet, the Lexx crew visit (and likely destroy) Las Vegas and may visit southeast Asia in *Epicalyx Now*.

Starting on February 8th, SciFi will begin airing the full run of the 1999 ABC series *Strange World* that was pulled after airing only 3 episodes in its original run. This will be the first time all episodes have been seen in the U.S. It stars **Tim Guinea** as an Army scientist who was infected with a deadly toxin while on a secret mission to Iraq in 1991. He has been kept alive by receiving regular injections from a mysterious Asian woman (**Vivian Wu**), who gives him missions and special investigations that leads him to believe that others are using science for non-beneficial results that include cloning, organ harvesting, bio-weapons and other activities. The series was created and overseen by former *X-Files* producer **Howard Gordon** and was ABC's attempt to try to have their own *X-Files* like series. But, as usual, the initial ratings were not good and ABC pulled it quickly and never aired the remaining episodes. The series will air in the Friday 8 pm ET/PT time slot on SciFi.

Coming to SciFi during March will be the four hour miniseries *Fire starter: Rekindled*. It picks up 20 years after the



© Sci-Fi

Marguerite Moreau as Charlie McGee in *FIRESTARTER: REKINDLED*

events seen in the original movie that was based on a **Stephen King** novel. Charlene

(Cont'd on back cover)

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stand as the definitive version of Akira.

The year is 2019, 31 years after Tokyo was destroyed by a top secret weapons project during World War III. Now, Neo-Tokyo has risen from the ashes to become a dark and dangerous megalopolis infested with gangs and terrorists. Two childhood friends - slight, resentful Tetsuo and confident, breezy Kanada- are part of a



biker gang, but trouble grows when Tetsuo start to resent the way Kanada always has to rescue him. Elsewhere, a group of scientists, military men, and politicians try to decide what to do with a collection of withered children who possess enormous psychic powers. They are especially frightened that the mysterious, rarely seen Akira will awaken. Tetsuo is captured by the military and subjected to experiments that make him a powerful psychic. While Kanada attempts to find and rescue his friend before Tetsuo's powers rage out of control, Akira awakens and Neo-Tokyo may not survive.

The special edition DVD has English and Japanese soundtracks along with English subtitles and the "Capsule mode" which offers brief explanations of some details and translations of signs in Japanese during the feature. "

There is also a 2 disc Deluxe edition for \$39.98. Disc 2 bonus material includes "Akira Production Report" - Making of Akira documentary; "Akira Sound Clip by Geinoh Yamashiro Gumi" - Making of the Akira music; an Interview with Director Katsuhiro Otomo; Over 4,500 stills of production materials; Over 100 terms and definitions in the Akira Glossary; the Original teasers and trailers and Interviews with restoration staff

Akira was created back in 1988 and it remains one of the classic Anime films of our time. While this revision has been completely restored and digitally remastered, Akira still remains the explosive and intensely violent saga of power and corruption that gained it an R rating in its theatrical release.

This is definitely a necessary addition to everyone's Anime collection. It is so beautifully redone I only wish we had gotten the deluxe version. - **Craig L Dyer**

Gatekeepers Vol. 1: Open the Gate Pioneer, 80 min, 13+ VHS \$24.98, DVD \$29.98

In 1969 stranger alien invaders threaten Japan's recovery from the devastation of World War II. The aliens can only be defeated by the Gatekeepers, teenagers from Japan with the psychic power to channel energy from other dimensions. These teenagers are sought out and trained by the Earth Defense Force, A.E.G.I.S. Shun Ukiya is an unlikely hero - goofy kid who's read too many comic books. When he is recruited by A.E.G.I.S. forces Shun is transferred to a special high school where he meets other



agents he'll be working with: mechanical whiz Megane, immature musician Reiko, and Ruriko, whom he knew as a child. He is also forced to face his troubled relationship with his late father and his family responsibilities.

Gatekeepers is a mixture of comedy and sci-fi adventure, making it very enjoyable and believable. There is lots of action and the humor is slightly risque teen humor. There are at least four more volumes, though Vol 4 and 5 haven't been released yet, and I will have to get them as well. - **Craig L Dyer**

Hand Maid May Vol. 1: Maid to Order Pioneer, 100 min, 13+ VHS \$24.98 , DVD \$29.98

Nanbara, the villain, is a self-absorbed rich kid, who has always resented Kazuya, the main character and hero. Nanbara has developed a computer virus to exact revenge on Kazuya but the plan backfires when Cyberdyne delivers a 1-foot tall cyborg maid to his door. May, whose sweetness is exceeded only by her cheerfulness turns Kazuya's life upside down and then the \$1,450,000 bill arrives.

The characters are crazy, the action is fast paced and the humor is non-stop which makes this a pretty fun series. The rating is too low, it should be 16+ due to a few too many over done sexual overtones. I look forward to the rest of the series - **Craig L Dyer**

Hand Maid May Vol. 2: Product Recall Pioneer, 75 min, 13+ VHS \$24.98, DVD \$29.98

Further lunacy with the gang from Volume 1. Due to Kazuya's failure to pay the \$1,450,000 for May, Cyberdyne keeps



trying to repossess May. Before she is returned to the factory, Kasumi arranges for Kazuya and May share some wonderful last-minute memories. After May is taken back to the factory the mysterious Cyber-X appears in Kazuya's apartment late one night and asks him to help with the hand maid project. Kazuya's price is the return of May and sure enough she returns... but this time she is a full sized!

The next volume is *Hand Maid May Vol. 3: Memory Failure* and I look forward to seeing how the adventure continues. - **Craig L Dyer**

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We have a new, **LARGER** site and plan to have all our regular features such as **RPGA events, Magic ThG, Chess, Computer Gaming, LARPs, Board Games, Miniatures, the Miniatur Painting Contest, our popular Used Game Auction, Consuite and Anime** plus as many new events as we can think of. If there is something you would like to see at HexaCon or if you want to schedule a game, please contact us at hexacon12@casfs.org or 602-973-2341

Scheduled Events Include

Memersership Rates:

\$10 at HexaCon 11
\$15 July 30 - Dec 31, 2001
\$20 Jan 1 - June 30, 2002
\$25 thereafter and at the door

Contact Info

HexaCon 12
PO Box 62613
Phoenix AZ 85082
Email: Hex12chair@casfs.org
Phone: 602-973-2341
Web: www.casfs.org

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PRIZE DRAWING

Those pre-register with the convention and reserve a hotel room by **July 1, 2002** will be eligible for a drawing for the following prizes:
1 free room night
2 memberships to HexaCon 13
\$40 in coupons for the HexaCon 12 Dealer's Room

Sanctioned Magic &
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Contest
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It has been said that from behind the screens of the Ki the Elders guide their pawns across a multitudes of their power is undeniable. What happens when the power fades? For times endless the Cliath's of the Garou Nation have in the individual beliefs of their Tribes which when the what choices will they make and what will be the consequer

At HexaCon 2002 you will have the chance to taste the centers on the schemes of an Elder and the leaders of the desire the same goal, which is locked away in the how to get them? Should they work with the Wyrms to gain or should they slay each other and to the victor goes the

This tournament, put on by the White Wolf Demo Team will be held on both Friday and Saturday. Prizes will be opportunity to customize. Prizes will be awarded on bot Saturday.

For answers contact David Martin at davidshome@mindspring.com
<http://davidshome.home.mindspring.com/>

There will be special Thursday, July 25, events and prizes available only to those who pre-register. Gaming starts at 10:00 AM on Friday, July 26 and runs **NON-STOP** until Sunday, July 28 at 3PM

Dealer's Room

For information about reserving a table in the dealer's room please contact Michael Bauerlein <mesaman22@aol.com>



Videophile (cont'd from page 7)

We got a VHS for review but a quick check on amazon.com shows that the DVD is a two disc set which includes the following extras not found on the VHS tape: Production commentary by director Baz Luhrmann, production designer Catherine Martin, and cinematographer Don McAlpine, Writing commentary by writers Baz Luhrmann and Craig Pearce, 8 behind-the-scenes branches, Audio track for the visually impaired, "The Making of Moulin Rouge" HBO special, 5 "Star" featurettes: Nicole Kidman, Ewan McGregor, John Leguizamo, Jim Broadbent, Richard Roxburgh, The Story Is About...: interview with writers Baz Luhrmann and Craig Pearce; Craig Pearce reads early treatment; old storyline and script comparisons, The Cutting Room: interview with Baz Luhrmann and editor Jill Bilcock; unseen footage of abandoned edits (Come What May, Twice, Across the Sky, Eidler's Rap, Outside It May Be Raining, Green Fairy Previsualisation); director's mock previsualisations, The Dance: A Word with Baz, Tango (extended & multicam), Hindi (extended), Can Can (extended & multicam), Coup d'Etat, (extended & multicam), The Music: The Musical Journey, interview with Fatboy Slim, The Lady Marmalade Phenomenon, Come What May, The Design: Interview with production designer and co-costume designer Catherine Martin, set design, interview with co-costume designer Angus Strathe, costume design, graphic design, smoke and mirrors, and Marketing: International sizzle reel, photo gallery, the little red book, poster gallery, trailers, music promo spot, extended scenes & 4 re-cut dance sequences. - **Stephanie L Bannon**

Planet Of The Apes The Complete TV Series Twentieth Century Fox, 644 min, NR, DVD, \$49.98

This 4 disc set includes all 14 episodes of the 1974 TV series that was based on the Planet of the Apes films. Included is The Liberator, an episode that never aired during the show's original run.

Two astronauts from 1981, Alan Viridon (Ron Harper) and Pete Burke (James Naughton) inadvertently travel through time and land on earth in the year 3085. There they find that apes rule the



world and humans are reduced to little more than servants or pets. They are befriended, somewhat reluctantly at first, by Galen (Roddy McDowell) as he begins to question the almost religious belief that humans have always been inferior and the world has always been ruled by apes. After Galen is imprisoned for his heresy he is rescued by Viridon and Burke. Pursued by General Urko (Mark Lenard) who seeks to kill them before the heresy spreads, the three friends flee. Burke is convinced there is somewhere on earth that still has the technology to read the computer disc he salvaged from their destroyed space craft and help the astronauts return to their own time

Thoughtful stories have the astronauts trying to bridge the human-ape gap and address serious issues such as violence and equality in a sci-fi setting. Also of note are guest appearances by such now notable actors as Marc "Beastmaster" Singer ("The Gladiators"), Roscoe Lee Browne ("Tomorrow's Tide"), Sondra Locke ("The Cure"), and a pre-Bad News Bears Jackie Earle Haley ("The Legacy").

The series holds up surprisingly well considering it originally aired 28 years ago. I enjoyed the series during it's very short original run and was always sorry it aired prior to the purchase of my first VCR. I was very pleased to see the series was being released on DVD in it's entirety and I certainly am pleased that we picked up this set. So far everyone who has wandered through the room while I was watching has ended up sitting down and watching it as well so it seems to be a hit with new fans as well. I highly recommend this as an addition to everyone's collection. - **Stephanie L Bannon**

Mad Max (Special Edition) MGM/UA, 94 min, R, DVD \$19.98

Mad Max is the film that introduced Mel Gibson to American audiences even though the American distributors did all they could to toss this film into oblivion, they even redubbed the film with American voices. Now, in this Special Edition, we get to see and hear Max as director George Miller intended.

By now we are all familiar with the Mad Max saga. In a near future world, not too different from the present, society is on the verge of the total collapse. We see in the post apocalyptic regression to medieval conditions that we see in the other Mad Max films. The police have their hands full keeping the roads safe from roving gangs. Max (Mel Gibson) is tired of being a cop and quits, but then his wife and child are murdered by the vicious cyclists. Max sets out to avenge his family....and then rides off into the wilds to return in the popular sequels.

The DVD features a choice between the Original Australian Language and

English Dubbed soundtracks with the available subtitles being English, Spanish, or French. I'll admit I found it amusing that we are offered English subtitles for an Australian language film.

The extras on this Special Edition include Commentary by designer Jon Dowding, cinematographer David Egby, special effect designer Chris Murray & Tim Ridge, "Mel Gibson: The Birth Of A Star" Documentary, "Mad Max: The Film Phenomenon" Documentary, Theatrical Trailers, "Road Rants" Trivia & Fun Fact Track which sort of like the pop-up videos on VH-1 showing bits of trivia on the bottom of the screen, Photo Gallery, and TV Spots. - **Stephanie L Bannon**

The Adventures of Buckaroo Banzai Across the 8th Dimension (Special Edition)

**MGM/UA, 103 min, PG,
DVD, \$19.98**

Peter Weller stars as Buckaroo, an acclaimed neurosurgeon, particle physicist, and, of course, rock star. He travels with the Hong Kong Cavaliers, a band of hard-rocking scientists who are also Buckaroo's mercenary force. Buckaroo's interdimensional experiments with his Overthrunder throw him (and the Earth) straight into the middle of an alien war, and before you know it, he's got just a few hours to save the world.

There really isn't much plot development, you never really get



involved with the characters and the effects aren't that stupendous considering the advances made since the film's release. On the other hand, the dialogue is full of weird jokes like the voice on the hospital loudspeaker that calmly announces that "lithium is no longer available on credit" and total non-sequiturs like "You're like Jerry Lewis: you give me hope to carry on."), and weirdness just for the sake of weirdness like the exchange of "Why is there a watermelon there?" "I'll tell you later."

The DVD extras include Commentary by director W.D. Richter, Special Features for Nuon Players (which we couldn't use), Rare Prologue Sequence, Never-Before-Seen Deleted Scenes, Making-Of Documentary, Character Profiles, Banzai Institute Archives and Easter Eggs. In many respects the extras are more informative and interesting than the film is. Amusing enough to watch once but it probably won't get a repeat performance anytime soon. - **Stephanie L Bannon**

Gamers Corner

(Cont'd from page 3)

this game is very similar to an earlier Reiner game known as Samurai. Then main differences being the addition of the rings, and playing one site at a time instead of laying all sites on the table allowing players to play on any site they wished.

Fantasy Flight Games just recently released the Reiner Knizia expansion for the Hasbro version of LOTR entitled **Friends and Foes**.

Friends and Foes adds two new game boards for Bree and Isengard, 3 new Gandalf spell cards, 13 new feature cards including Pipe Weed (heals 3 hit points, very nice), and two new card types including character abilities and foe cards.

In the original game there were dice rolls or events that could lead to discarding cards. Now discarding has been replaced with adding a foe. Foes usually require a special card to be played or specific condition be met to remove them from play. They can be ignored, but they carry over from one board to the next, and if there are ever 8 foe cards in play at one time the game ends with everybody losing. If you have no foe cards in play at the beginning of Moria, Helm's Deep or the Sheleb's Lair you can opt to skip the entire board simply by adding four new foes to the game.

General consensus is that while the expansion makes the original game harder, it also makes it more fun and doesn't effect the time it takes to complete a game by very much.

Also of note but not yet played games include Games Workshop's **Lord of the Rings the miniatures tabletop game** a skirmish style battle system. I honestly do not know much about this game other than the fact that the miniatures are beautiful.

Fantasy Flight Games also released **The Hobbit** by Keith Meyers and Michael Stern. Players are hobbits up against the dragon Smaug in attempt to defeat the dragon by stealing all its treasure.

Next issue Games that Put "Family" back in Family Game Night. Until then send all comments or questions to shane@justgoplay.com and visit <http://www.justgoplay.com> for detailed reviews and pictures of other great board games.



In Our Book

Magic Time

by Marc Scott Zicree and Barbara Hambly
EOS, 384 pp, \$26.00

Magic Time is the first of a planned trilogy about what happens when magic returns to present day Earth, disabling technology as it does. It follows the path of several ordinary people who find themselves involved with the changes that have taken place. With lawyer Cal Griffin in New York City, residents of a West Virginia coal town, and Secret Service Agent Larry Shango, we get varied perspectives on the affects of the change and their involvement in trying to figure it out and hopefully do something about it.

As the book opens, a secret government project in South Dakota known as The Source goes awry and instantaneously disables all technology in the United States and possibly the world. This shuts down all power sources, disabling cars, planes (including those in mid-air) and leading to many dangerous situations all over the country. As a result of this, some people begin to change, turning into various types of humanoid creatures. New York lawyer Cal Griffin sees his sister change into a fairylike being while his boss has turned into a monster. Miners trapped in a West Virginia coal mine find out some of them are turning into beasts of some sort while a schoolteacher in the same town starts exhibiting cat like abilities. Secret Service Agent Shango tries to track down another agent who was bringing information about The Source to the President but was on a plane about to land in Washington, D.C. when the change hit. As events transpire, the transformed humans are drawn toward The Source, both it's location in South Dakota as well as the coal mining town in West Virginia. Cal, his sister, and a group of other New Yorkers must escape from New York and find their way to West Virginia to try to find out what has happened and figure out a way to stop it, assuming they can.

The opening chapters of the book depicting the immediate results of the change come across as very realistic, especially in light of recent real world events. Seeing how people in New York are affected by this and how they rise to the challenge reflects a lot on how the city responded to tragedy in real life. Zicree and Hambly spend time to introduce the characters so that we can appreciate how they react to the changes they must deal with but still move the story along, moving back and forth between the different locales as the story progresses. Knowing it was the first of a planned trilogy, I was not expecting a full resolution of the situation by the end of the book, but the end point is satisfying in resolving some of the events, but leaving us ready to go

on to the next leg of the adventure. Overall, the novel mixes fantasy elements with present day situations to make a very good start to a new series.

This is Zicree's first novel. His previous published work is The Twilight Zone Companion and he has numerous writing and producing credits in television. Barbara Hambly has numerous Fantasy, Science Fiction and Mystery novels to her credit. Magic Time was originally developed with a television series in mind and was then transformed into a series of novels. The acknowledgments of those who gave advice and suggestions is pretty impressive (Ray Bradbury, Harry Turtledove, Joe Straczynski, Rockne O'Bannon, Leonard Maltin, Kim Stanley Robinson, Orson Scott Card, Frank Darabont and many others) and their contributions helped to make this an even better story. - Lee Whiteside

Narcissus in Chains

By Laurell K. Hamilton
Berkley Books, 432 pps, \$22.95

This is the tenth in Ms. Hamilton's Anita Blake, Vampire Hunter series. The series is about St. Louis as it would be today if all the tales about Vampires, Werewolves, Demons, Witches,



Necromancers, etc. were factual. Anita herself is a Vampire Executioner and a Necromancer. Given this, her relationship as lover and Human Servant of the Master Vampire of St. Louis, Missouri seems improper and inconsistent. She has spent the last nine books learning/rationalizing this.

I would subtitle this "Anita Blake comes to terms with herself." I don't think we're going to be afflicted with any more excruciating self-analysis from this character. She'll now leave that for Richard, the werewolf pack king.

We begin with Anita rescuing some wereleopards she has made herself responsible for from a Dance Club called

"Narcissus in Chains." They were being abused. After this, there are assassination or abduction attempts on every shape changing Alpha in St. Louis. Oddly this includes Anita herself, who is not a shape changer. Since the different groups don't talk to each other, it takes a while for anyone to realize the generality of the danger.

Anita gradually grasps the nature of the problem and at the last organizes opposition. The clues eventually lead back to "Narcissus in Chains" where she meets an old opponent in an unexpected guise. During this time Anita discovers new powers, a new boy friend and a new place for herself in the wolf pack. Also, she acquires a Vampire Servant for herself as Master Necromancer and chairmanship of the new shapeshifters' coalition.

This is not a book for those who are squeamish about blood or sexuality. I would recommend it to any adult fan of the genre - Gary Swaty

The Parable of the Talents

By Octavia Butler
Warner Aspect, 345 p.p.s., \$6.99

"God is Change." "God is Chaos," says Lauren Oya Olamina to her little group of Earthseed gathered at the tiny community of Acorn in near future anarchic Northern California. "Shape Chaos, shape God. Act," she commands.

Earthseed embodies the concept of an impersonal God, by whom mankind can shape its own Destiny among the Stars. Olamina has tried to collect Truths, which if followed, will shape this Destiny and result in interstellar colonization. These

Truths are compounded of common sense, hard work, response in timely fashion to historical trends, immediate response to unexpected events... It is a harsh and unforgiving belief which promises nothing except the chance that Mankind might have a greater Destiny if they have the courage to grasp it in their hands and shape it.



In the book we meet her husband, Bankole, and the various members of her community. Their daily struggles to survive are a good test of the Earthseed concept. People are being murdered and enslaved all around them and the government does nothing. They survive. They take in anyone who is willing to work hard and respect their beliefs whether they join or not. Olamina tries to maintain the direction of Earthseed and not get completely bogged down with mere survival.

She envisions Earthseed spreading out and building many communities like Acorn across California and the chaotic United States. She reckons without the advent of President Jarret, the ultimate redneck Fundamentalist with followers who go out killing and burning anyone who is in the least odd.

(Cont'd on page 18)



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In Our Book (cont'd from page 16)

Her little group must re-think its methods and respond to this new challenge if it is to survive and have a chance to achieve its Destiny. She has to figure out how to spread it faster and farther. The grassroots bottom up approach does not have a good chance in the chaotic environment.

Through all the difficulties she strives to build a structure which will survive her as she fears that she will not live to see the launch into space.

The book will captivate all who believe that Man's Destiny lies among the stars.

It is a sequel to "The Parable of the Sower" which describes Olamina's journey across California to found Acorn.

—Gary Swaty

Second Chances

By Susan Shwartz

Tor Books, 384 p.p.s., \$24.95

Susan Shwartz has done the unforgivable and done it well. She has taken Lord Jim, Josef Conrad's non-hero and carried him into outer space. Susan's Jim is a man tormented by a past transgression. He spends his life attempting to expiate this sin. Every time



he approaches greatness he finds a way to flee away from it into new obscurity.

In parallel to this we have the story of Caroline Marlowe, who overcomes enormous physical and mental problems caused by delayed revival from frozen sleep. She does not torture herself about the past, what she has failed at or anything. She works, strives and conquers. She helps Jim when he disappears and saves him from himself several times but at the last Jim manages an inglorious death with all he loved hating him and his sin is expiated. The man needed a good swift kick.

Jim's and Caroline's characters are well-developed. Flat stereotypical characters are thin on the ground. The backdrop of a disastrous human Civil War fought to a stalemate is vividly drawn. The motivations of the survivors are starkly drawn. The Alliance Fleet officers, The Secessionists, The Scavengers and The Wreckers are all of them alive in the minds of the reader.

The book is a must read.. - Gary Swaty
Page 18

Hawkwood's Voyage by Paul Kearney Ace, 376 pp, \$6.50

Hawkwood's Voyage is a well written story of political intrigue, venal self-serving priests, and foreign conquerors. Our title character Captain Hawkwood is a reluctant Christopher Columbus forced into a voyage of exploration to find a mysterious and unexplored western continent. The corrupt Inceptine order is a thinly disguised Jesuit order and their inquisition and the unstoppable



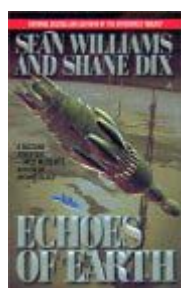
conquering Murduk are a very convincing Ottoman Turk Empire. For people interested in early European Renaissance history it will be interesting to see how Mr. Kearney has set his story in a remarkably similar alternate world.

With the Inceptine order starting a pogrom to undermine the authority of the crowned kings, civil war threatens while the conquering Murduk horde overruns the holy city of Aekir and threatens to bring the whole world under their rule. Young king Abeleyn tries to form an alliance to curb the power of the Inceptine order and defend the land from the Murduk. In this, Book One of the Monarchies of God, Paul Kearney has made a good start on an epic adventure series. His characters are well-developed, his story is interesting and his action is believably written.

For people who like epic adventure series this is a very good choice. -
William B. Whitmore

Echoes of Earth by Sean Williams and Shane Dix ACE, 432pps, \$6.99

Echoes of Earth is a very interesting book that raises some interesting questions. The basic story line is that earth of 2100s wants to explore the stars. But the only technologically feasible way



for them to do it is to record people's minds and turn them into an AI computer program and then "man" the interstellar probes with the AIs. The adventure of what they find at one of their destinations and what they find when they return to earth make an exiting backdrop for several interesting questions such as; if you make an exact copy of yourself which one of you is really you? And if there are multiple copies of you and one is killed, is this murder? Because after all, you are still alive.

Sean Williams and Shane Dix have succeeded in producing a very thought provoking novel. I would recommend *Echoes of Earth* to anyone interested in novels about the near future. - **William B. Whitmore**

Queen of the Demonweb Pits

by Paul Kid

Wizards of the Coast, 320 pp, \$6.99

Queen of the Demonweb Pits was an engaging book to read. The story follows the quest of an adventuring party, led by a ranger known as the Justicar, to stop Lolth, the Demon Spider Queen, from wrecking havoc on his world. Seven years previous, Justicar and his friends banished Lolth, and now that she's free, she wants revenge.

The opening of the book introduces readers to the Justicar as a younger man in the tutelage of a Grass Elf sword-master named Recca. Their last battle together is detailed and then the story moves ahead several years to Lolth getting a new body in which to terrorize Oerth. During this time the adventurers have reached a city where they plan to ask for news and re-

provision themselves. The party consists of the Justicar, a young man he's training named Henry, Escalla the faerie, Enid the sphinx, and Polk the badger (who used to be a man). Also along is the Justicar's sentient hell hound pelt, named Cinders and Justicar's magic sword, Benelux, also sentient. After being in the city awhile, they discover that a massive army of demons, spiders and other grotesque Abyssal beings are converging on the city and must accept that the reason behind it is Lolth. The party has several close calls before making it out of the city as the Justicar and Escalla learn that Lolth has special enemies waiting for them. Harried and pursued by enemies, the group decides to take the fight to Lolth's home plane. Their perilous journey continues, until they reach their quest's end and a final battle unfolds, with some surprises thrown in to make it interesting.

This book is not hard to read at all, and once started is easily finished. Fans of the Greyhawk universe will surely find this a welcome addition to their library, unless, of course, they are fans of Lolth. - **Tanya Gouchenour**

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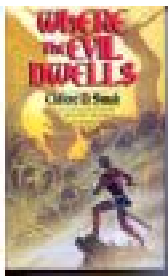
Full page

Musty Tomes

Where The Evil Dwells
by Clifford Simak
Del Rey, 249 pp

While 1982 doesn't seem like very long ago to me at all, Mr. Simak has been writing since at least 1951 which certainly qualifies him as a Musty Tome. I chose this later work to represent Mr. Simak for a couple reasons. Any fan of his would recognize that almost all his stories deal with First Contact and many of the earlier ones were very simplistic. I'm afraid our more sophisticated and jaded palates might not appreciate Mr. Simak's earliest work if we weren't already a fan. This novel shows a greater degree of maturity and sophistication and is an alternate history story.

Since the ancient days, the Empty Lands had stood between the eastern barbarians and the 2000-year-old civilization of Rome and the Church.



Unfortunately, the Empty Lands are not really empty as every evil creature from myth lives there. Four humans find reason to invade the Empty Lands. Harcourt leads them as he searches for his lost love, stolen by the Evil. His Abbot, an old friend, hopes to find and recapture a precious prism said to hold the soul of a saint. The Knurly Man, who is somewhat other than human, goes to protect his friend, Harcourt, and to find his death. And the last of the group is Yolanda, a strange orphan who seems to possess an unnatural amount of familiarity with the Empty Lands. They travel secretly but apparently everyone in the Empty Lands seems to know about their journey. For the inhabitants of the Empty Lands have strong reasons to prevent them from completing their journey - it could mean the end of their existence. For behind all the Evil is hidden a most ancient power that is waiting for the unsuspecting humans to set it free. - **Catherine Book**

Tower Of Glass
by Robert Silverberg
Sterling Publishing, 208 pp, \$14.95

In this time of human cloning, one can expect that any science fiction book on this subject may be reprinted. This 1971 novel is close enough, with its android workers created by billionaire industrialist

Simeon Krug. He's building a Tower of Babel, to reply to a message from the stars. What he doesn't know is that his androids secretly worship him as their god. The religious implications of cloning are explored herein, with a result comparable to the Babel story in the Bible. Another issue is a character study of Krug's android foreman. The explicit description



of his loss of virginity is very insightful. Sex and religion mix well in this story, which is unusual for the genre. - **Michael Griffin**

Nightwings
by Robert Silverberg
Pocket Books/iBooks, 240 pp, \$12.00

This story well deserved its 1969 Hugo Award. It shows a future Earth regressed into high-tech medieval decadence. Skilled craft guilds preserve knowledge, like the Watchers and Defenders. Aging Wuelig the Watcher uses his machines to project his mind into the far reaches of space. His companions are the petite flying girl Avluela and the strong Gormon. Wuelig's job is to watch for alien invaders. One day the aliens do come, and conquer Earth. Wuelig's career then changes; he joins the Rememberers and Pilgrims guilds. This portrayal of one possible path of civilization is truly masterful. While the writing is plain and easy, the effect is lyrical and poetic. And this new edition is revised by the author, with a historical and biographical introduction. - **Michael Griffin**

The Fellowship of the Ring
by J. R. R. Tolkien

Well, I thought I'd take a look at what the hubbub is about and reread the Fellowship. It has been easily 20 years since I read it last. And I assume, for most of our readers, the characters and situations are very familiar. And of course, the movie helps.

As you know, The Fellowship of the Ring is the first of a trilogy of books (and a trilogy of movies). It has always been my favorite.

In it Frodo sets off on

his amazing adventures (long after Bilbo's eleventy-first birthday and not so quickly as it seems in the film.) I love the lush setting and Tolkien's descriptive ability, his obvious love for the soil and countryside: the Hobbit holes, the gardening, the love of mushrooms.

And because of his linguistic ability, (he was a professor of Anglo-Saxon and of English literature at Oxford University) the language flows and is liberally flavored with long poetical sagas and songs. He developed in detail the Elvish and Dwarvish languages that are utilized throughout the books.

The dialogue can be witty though frequently serious and formal as the story progresses. We even have some comic relief, but not for long. As the story moves on, the doom of all seems to seep into the pages like a noxious miasma from Mordor.

Basically, Frodo gets his affairs in order and sets off in the autumn. Actually not sure where he's supposed to go, Frodo follows instructions from Gandalf the Grey, a wizard and good friend to the Baggins', who tells him he needs to get the One Ring, bequeathed to him by an absent Bilbo, out of the Shire where the Hobbits all live and head for Rivendell where the elves dwell. Frodo lets all and sundry know he is planning to retire at nearby Crickhollow in Buckland and will sell his home to his relatives. Ah, the Sackville-Baggins' are thrilled to finally get their hands on Bag End, Bilbo (and then Frodo's) wonderful cozy hobbit hole in Hobbiton (and so wonderfully depicted in Peter Jackson's current film). The Sackville-Baggins' are certain there's gold hidden in Bag End from Bilbo's previous adventures with the Dwarves and dragon.

But many months have gone by and Frodo has not heard from Gandalf. He sets off anyway with his faithful Sam and friends Merry and Pippin. Merry and Pippin were always of the party and not just a lucky(?) happy coincidental meeting on Sam and Frodo's way out of the Shire (as in the film).

Their way is dogged by the evil Black Riders (nine wraiths once kings of men and now ghostly slaves to Sauron the Dark One and sworn to track down the whereabouts of the Ring Sauron covets).

The hobbits have many adventures before they meet the mysterious Ranger Strider at the Prancing Pony in Bree. They meet up with a merry band of elves along the road, cross paths with the Black Riders, discover the irrepressible Tom Bombadil and his wife Goldberry and have a harrowing run in with some barrow wights.

But once Strider joins the group in Bree, their way gets even more dangerous. He decides to take the hobbits to Weathertop, an old look out hill that the much-delayed Gandalf, if he is following, would undoubtedly make for.

Weathertop, once called Amon Sul, proves a disaster. It is there that the Black Riders finally track down the hobbits and while Strider and the others valiantly fight them off, Frodo is compelled to put on the Ring, which makes him invisible, and sees the Riders for the ghostly apparitions they are. Their leader pulls out a sword and stabs Frodo in the shoulder. Before pain engulfs him, Frodo takes off the Ring.

Frodo's gradually festering wound exacerbates an already worsening situation and Strider rushes them through the wild to Rivendell where it is hoped Elrond, the lord of Rivendell can save Frodo from the creeping nasty Morgul magic.

It takes two weeks to get Frodo to Rivendell (he really hangs in there!) and before they arrive, they meet up with an elven prince, Glorfindel sent out by Elrond to find them. He helps get them through a gathering of Riders at the River of Bruinen (the border of Rivendell) where Elrond commands the river to rise and sweep the encroaching Riders away before they can take Frodo. These actions in the film are taken on by Arwen, Elrond's daughter and the love of Strider.

Elrond's skill saves Frodo and he and
(cont'd on page 21)



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Musty Tomes (cont'd from page 20)

his companions spend several weeks in Rivendell (Oh, would that I could!) resting and recuperating. And as Bilbo has been living in Rivendell all this time, they have a merry reunion.

But all things must pass and Elrond convenes a Council to decide the fate of the Ring. Elves, Dwarves and Men show up for this meeting and great dissension takes place. No one can decide what exactly is to be done. Boromir, a man of Gondor, is confused as to why they just don't wield the Ring themselves and defeat Sauron forthwith.

In the midst of this arguing, Frodo realizes that he must be the one to take the Ring South and see this quest to an end.

So, it is decided. Elrond establishes the Fellowship of the Ring of which there is nine: Strider (who is revealed to be Aragorn and heir to the throne of Gondor), Gandalf, Boromir, Legolas, an elf from Mirkwood (the foxy Orlando Bloom in the movie and new teen heartthrob), Gimili son of Gloin, a dwarf and the four hobbits: Frodo, Sam, Merry and Pippin.

So they set off at the edge of winter on the perilous path to Mount Doom in Mordor where the Ring must be destroyed.

Through foul adventures and fair, the

Fellowship is tested as they go forth.

Defeated by weather magic from crossing a mountain pass, they make for the Dwarven Mines of Moria where Gimli assures them of a warm welcome.

Barely getting in through the Gates of Moria, they discover all has gone hideously awry: the Dwarves are dead, Moria is sacked and destroyed and evil is abroad.

A grim march of four days reveals that among other things, they are being tracked by that unhappy creature Gollum. Gollum had owned the Ring for five hundred years, living in dark caves obsessed by it, until one day when Bilbo (on his adventures 60 years earlier) came across the Ring, which had left Gollum (seeking better action than a wet cave) and took it home. These adventures of course are contained in Tolkien's previous work, "The Hobbit."

Gandalf has lead them almost out of the mines when they are confronted, not only by marauding orcs and a cave troll, but a darker, older evil from millennium ago called a Balrog. Gandalf sends them running for the Bridge of Khazad-Dum where as they rush over, Gandalf stops to confront the demon.

And here Gandalf, thinking he has bested the Balrog by breaking the bridge beneath it, is pulled into the chasm by the

falling demon and both are swallowed into the echoing dark.

Crushed, the Fellowship runs blindly out of the Mines of Moria.

Strider rallies them and they make for another elven stronghold, Lothlorien where Lord Celebron and Lady Galadriel rule.

Here Galadriel reveals to Frodo through the use of her "mirror," a basin of enchanted water, what may happen in the future to the Fellowship, and the rest of Middle Earth.

Frodo, though disheartened by the visions, knows he must go forward and destroy the Ring. (Poor Frodo, it is here, hoping to dump this miserable trinket, that he offers the Ring to Galadriel, who though tempted, knows it's evil would eventually corrupt, and declines).

After a few weeks in Lothlorien, they finally take their leave of the Fair Folk. And using lovely elven boats, sail down the River Anduin ever south.

Several weeks later, finds the Fellowship on the western shore deciding which path to take: Gondor or Mordor? Frodo has wandered off and is followed by a troubled Boromir whose obsession with the Ring has grown alarmingly since Rivendell. He confronts Frodo and demands the Ring. Anguished, Frodo puts on the Ring on to escape.

He runs away, ever more determined to see the quest through, knowing now he must go on alone, and take the Ring to Mordor.

The rest of the Fellowship, alarmed at Frodo's absence, go off in search of him.

Sam is about to join them when he realizes what Frodo is about and makes for the river. He is just in time to see Frodo take off in a boat intending to cross to the east. Without thought, Sam flings himself into the river to follow.

Appalled by his foolhardy bravery (Sam cannot swim), Frodo saves him from drowning and the two hobbits make off for the east, and Mordor.

And here ends the First Book.

Now, wasn't that fun? You probably knew all that already...and I imagine a good many of you have seen the film. Read the book (again): See the movie. And though many have been distressed that the film takes liberty with the book (it was ever thus), this reader couldn't have been happier. None of the changes or compressions of plot bother me. And the actors couldn't have been better cast! When I was a young lass, many a summer night would be taken up by casting the trilogy (I remember discussing Patrick McGoohan as Strider). The actors they chose work so well and are so compelling. And the New Zealand scenery!! Buy me a ticket!

Hype aside, both the book and the movie are lyrical and engrossing works and not to be missed - **Sue Martin**

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

(cont'd on page 22)



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Club Listings (Cont'd from page 21)

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/jeanderson/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 JEDIKNIGHTS 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@al.pc.maricopa.edu. The SFACE Web site is found at <http://www.pc.maricopa.edu/departments/studentact/organizations/sface/>

SHADOWKEEP BBS Intelligent conversation, awesome graphics, stupendous door games, unworldly filebank, RPG forums, QWK message system and online RPG BBS-moderated games! Our BBS is mainly RPG oriented and we offer many services to GMs and players. No fees necessary for users who post intelligent messages! \$5 in credits to new users. Over 20 conferences and 10 doors to choose from! Shadowkeep BBS - PCBoard 15.2/M - US Robotics 28.8 Modem. Phoenix, AZ (602)245-0919; Connect at 2400-28800

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

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

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 DMitchell1@Juno.com.

USS STORMBRINGER The Stormbringer 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 PHOENIX A Phoenix area Star Trek and general SciFi fan club. We are a social club that

(cont'd on page 23)

Club Listings (Cont'd from page 22)

meets every two weeks at various locations around the Phoenix area. The UFP has been meeting for over 25 years of continuous activity. Dues are \$15/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/~hgadlng/uwotclub.htm>

Western Science Fiction Association

(WesternSFA) A non-profit corporation that sponsors the ConRunners seminars and is sponsoring a bid for the 2004 Westercon. Dedicated primarily to educational activities relating to literature, music, and visual and performing arts, especially in the genres of science fiction, fantasy, costuming, gaming and science. Applicants for membership in WesternSFA must be sponsored by a current active WesternSFA member. Dues are \$10 yearly plus a \$5 non-refundable application fee. General Meetings are held on the first Friday of February, May, August and November, usually at the home of a member. Guests are welcome. For more info contact Craig Dyer at WesternSFA, PO Box 87457, Phoenix AZ 85082, (602) 973-2341, Email: craig@dovertkeep.com. Webpage: www.westernsfa.org



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Convention Listings

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

ConDor IX (San Diego, CA) **Feb 22-24, 2002** Doubletree Hotel - Del Mar. Guests Robert Trebor. Membership \$45 at the door. Info: ConDor, PO Box 15771, San Diego, CA 92175 Web: www.condorcon.org Email info@ConDorCon.org

ConFurence (Burbank CA) **April 26-28, 2002** Hilton Burbank Airport & Convention Center. Guests: Eric Garcia, Roz Gibson, Ed Luena. Memberships \$35 thru March 15, \$45 at the door. Info: The ConFurence Group, PO Box 84721, San Diego, CA 92138-4721, Phone 619-303-9380 Email info@confurence.net Web: confurence.net

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: ccweb@aol.com

ConJose (World Science Fiction Convention) San Jose, CA **August 29-Sept 2, 2002** McEnery Convention Center, San Jose CA. Guests: Vernor Vinge, David Cherry, Bjo & John Trimble, Ferdinand Feghoot. Attending \$160, Supporting \$35. Info: Conjosse, PO Box 61363, Sunnyvale CA 94088-1363 Web: www.conjose.org Email: info@conjose.org

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

ConTours 2002 (Burbank, CA) **Sept 20-22, 2002** Hilton Burbank Airport & Convention. Guests Mark Sheperd, Nene Thomas, Heather Alexander. Memberships begin at \$25 Info: Web contours.roleplayingguild.com

Conjecture (San Diego, CA) **Oct 18-20, 2002** DoubleTree Mission Valley Hotel, San Diego, CA. GoH: Steven Brust. Memb: \$30.00 to 6/1/02 (checks to Conjecture). Info: ConJecture, PO Box 927388, San Diego CA 92192; email: info@conjecture.org; website: www.conjecture.org

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 27307, Tucson AZ 85726-7307 Webpage: <http://home.earthlink.net/~basfa> Email: basfa@earthlink.net

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Kenny & Maureen Borden

LosCon 29 (Burbank CA) **November 29-Dec 1, 2002** Burbank Airport Hilton, Burbank, CA Guests: Author Goh: David Weber. Memb * \$30 December 1 until February 28, \$35 until July 1, 40 until October 31 : \$45 at the door. Hotel Room Rates: \$94 Single-Quad * \$114 Executive Sxuites Info: LosCon c/o LASFS, 11513 Burbank Blvd, North Hollywood, CA 91609 Email: loscon29.info@lasfs.org Web: www.loscon.org/loscon/29

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

anything and everything to achieve higher ratings, the players have to expose the treachery and corruption before it does them in.

Collateral Damage - Delayed due to it's original release being shortly after the events of September 11th, this **Arnold Schwarzenegger** action movie features Arnold as Gordon Brewer, a firefighter who sees his wife and child killed by a bombing credited to international terrorist Claudio "The Wolf" Perrini (**Cliff Curtis**). When official investigation into the bombing stalls, Brewer travels to Columbia to take matters into his own hands.

In a rare theatrical sequel, Disney brings back Peter Pan in "Return to Neverland" with Captain Hook, Peter Pan and Tinkerbell trying to save Wendy's daughter, Jane, after Captain Hook travels to England and kidnaps her (thinking he has Wendy).

The Queen of the Damned is a film adaptation of **Ann Rice's** third Vampire Chronicles novel. It follows the legendary vampire Lestat (**Stuart Townsend**) as he reinvents himself as a contemporary rock star. His music awakens Akasha (**Aaliyah**), the queen of all vampires, and Lestat and other vampire must unite to stop her from taking over all of them. Also starring are **Claudia Black** and **Marguerite Moreau**.

Dragonfly is a supernatural thriller about a



man (Kevin Costner) who believes that his deceased wife (Susanna Thompson) is trying to communicate with him through the near-death experiences of her patients. **The Time Machine** arrives in March after being pushed back from Christmas due to some reworking of the ending (originally having pieces of the moon falling on New York). Alexander Hartdegen (**Guy Pearce**) invents a time machine in the late 1800s



that takes him 800,000 years into the future. There he discovers that mankind has evolved into two races: the Eloi and the Morlocks. Also starring are **Mark Addy** and **Jeremy Irons**. The movie is directed by **Simon Wells, H.G. Wells** great-grandson with Morlock effects done by **Stan Winston**.

Ice Age is a new CGI animated movie being released by FOX and produced by Blue Sky Animation studios. Back in the ice age, a woolly mammoth, saber-toothed



© Fox
Scrat's one mission in life - to retrieve a precious acorn - triggers the ICE AGE

tiger, and a pair of giant sloths find a human infant. They must cooperate and work together in order to return the child back to its missing parents. It features the voices of **Ray Romano, John Leguizamo, Denis Leary, Kristen Johnston, and Jack Black** If the movie is half as good as the trailer, it should definitely be worth checking out.

Wesley Snipes returns as **Blade in Blade 2: Bloodhound**. Blade must fight against a fearsome pack of undead creatures that prey on vampires and humans. He must form an uneasy alliance with a band of elite vampires to battle this new threat. Also starring are **Kris Kristofferson, Tcheky Karyo, Luke Goss, and Leonor Valera**

Upcoming Movie Release Dates

Feb 8 - Rollerball, Collateral Damage

Feb 15 - Return to Neverland

Feb 22 - The Queen of the Damned, Dragonfly

Mar 8 - The Time Machine

Mar 15 - Ice Age

Mar 29 - Blade 2: Bloodhound

Apr 19 - The Scorpion King

Summer movie release dates include

Spiderman (May 3), **Star Wars Episode II**

(May 16), **The Tuxedo** (June 7), **Scooby**

Doo (June 14), **Minority Report** (June 28),

Men in Black 2 (July 3), **Reign of Fire**

(July 12), **Stuart Little 2** (July 19), **Austin**

Powers in Goldmember (July 26), **Spy**

Kids 2 (Aug 7), **Pluto Nash** (Aug 16)

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SF Tube Talk (cont'd from page 12)

«Charlie» McGee is played by **Marguerite Moreau** (*Queen of the Damned*) and she is tired of running from the government that created her. As she searches for answers to her psychic fire starting ability, she runs afoul of Rainbird (**Malcolm McDowell**), a sociopathic government agent who wants to control Charlie's powers. **Danny Nucci** and **Dennis Hopper** also star. **Philip Eisner** (*Event Horizon*) wrote the miniseries, which is directed by **Robert Iscove**.

In other genre TV news, SciFi has announced casting for two upcoming shows, the **Taken** miniseries and the pilot movie for **Riverworld**. Scheduled to begin airing in December of 2002, **Taken** will follow three generations of alien abductees with historical events as backdrops over ten two-hour movies. Similarities to the NBC series «**Dark Skies**» will seem to be more pronounced with one of the cast members being **Eric Close**, the lead character in **Dark Skies**. Originally, **Dark Skies** creator **Bryce Zabel** was to be involved with the series but was dropped from it as it stayed in development limbo for a couple of years. Writing all 20 hours of the series is **Leslie Bohem** (*Dante's Peak*) who is also producing along with **Steve Beers**. The cast will feature **Eric Close** (*Dark Skies, Now and Again*), **Michael Moriarty** (*Law and Order*), **Julie Benz** (the late Darla on *Angel*), **Steve Burton** (*The Last Castle*), **Joel Gretsch** (*Legend of Bagger Vance*), **Willie Garson** (*Sex & The City*) and many more. I'll have more information as we get closer to the airing of the miniseries. Expect lots of promotion for it from SciFi over the coming year.

Filming has started on the pilot movie for **Riverworld**, based on the **Phillip Jose Farmer** series about a world where everyone from Earth's history is reincarnated along the banks of an endless river. The movie is being executive produced by **Alex Proyas** (*The Crow*,

Dark City) with **Kari Skogland** (*The Crow: Stairway to Heaven, Queer as Folk*) directing from a script by **Stuart Hazeldine**. **Brad Johnson** (*CSI, Always*) will play astronaut Jeff Hale, **Emily Lloyd** will play Alice Hargreaves (the inspiration for Alice in Wonderland), **Cameron Daddo** (*Models, Inc.*) will play Samuel Clemens (i.e. Mark Twain), **Jonathon Cake** (*First Knight*) is Roman Emperor Nero, and **Kevin Smith** (*Hercules, Xena*) will play Valdemar, a likely villain. Filming began late last year in New Zealand and it is expected to air as early as this summer. SciFi has not yet committed to a weekly series and may wait to see how the movie does before committing to one. The other project announced by SciFi at the same time as **Riverworld**, **Anonymous Rex**, appears to still be in development.

In other cable network news, USA Network picked up **The Dead Zone** for a full season, picking it up after UPN decided not to go with it as a mid-season series. The cast used for the pilot will be there for the series, which will start airing in June on USA Network, debuting with a two hour movie. It stars **Anthony Michael Hall** as Johnny Smith, who develops psychic powers after being in a coma. Co-stars include **Nicole deBoer** (*Deep Space Nine's* Ezri Dax), **Chris Bruno** (*Another World, All My Children*), and **John Adams**. The series was developed by **Michael Piller** (*Deep Space Nine, Legend*) and his son, **Shawn Piller**.

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