

ConNotations

Volume 12, Issue 4
August/September
2002

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

24 Frames

Movie News

By Lee Whiteside

The next couple of months is pretty slim on genre movie releases. Look for Dreamworks to put *Ice Age* back in the theatre with some extra footage in advance of the home video release and Disney's *Beauty & The Beast* may show up in regular theatre sometime this month. September is a really dry genre month, with only the action flick *Ballistic: Eck Vs Sever* on the schedules as of press time.



© Disney

Early October sees the release of the fourth *Pokemon* movie as well as the **Jackie Chan** movie, *The Tuxedo*, which has had about a half dozen different release dates so far this year.

Starting out the month of August is **M. Night Shyamalan's "Signs"**. The movie is a thriller set in Bucks County, Pennsylvania focusing on the mysterious appearance of a five-hundred-foot design of circles and

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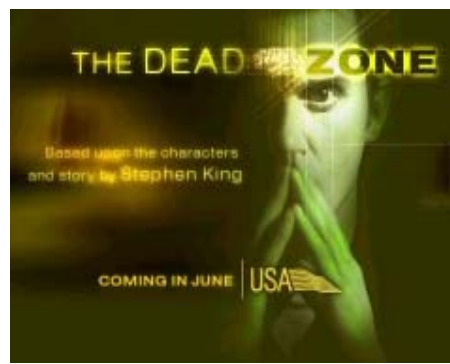
SF Tube Talk

TV News & Previews

By Lee Whiteside

This issue, we've got some summer success stories to talk about plus some more previews of new stuff coming this fall.

The big news of the summer so far is the success of *The Dead Zone*. Its debut on USA Network on June 16th set records for the debut of a cable series,



© Sci-Fi

drawing over 6 million viewers. Executive **Michael Piller** admitted they would have been happy with half that amount. The ratings have not dropped too much with subsequent episodes so it's likely the series will get more than its initial thirteen episodes. Repeat showings at other times have done so well that USA Networks has elected to start running the series on the SciFi Channel, leading off SciFriday at 8 pm ET/PT and displacing

(Cont'd on page 5)

ReAnimation

Anime Reviews

- ***** **Sailor Moon Super S: Pegasus Collection II**
- ***** **Sherlock Hound Case File II**
- **** **Justice League**
- **** **Batman: The Animated Series - The Legend Begins**
- **** **ZOIDS : The Battle Begins**
- **** **ZOIDS: The High-Speed Battle**
- *** **Power Rangers Time Force: Dawn Of Destiny**
- *** **Power Rangers Time Force: The End Of Time**

Sailor Moon Super S: Pegasus Collection II
Pioneer, 140 mins, 13+
DVD \$29.98

In *Sailor Moon Super S*, Hawkeye, Tigereye, and Fisheye tried to find Pegasus by looking into peoples dreams. Yet, no matter what the plan or monster, the sailor scouts will prevail. I really enjoyed this one. It shows that no matter what you can do anything if you set your mind to it and to always follow your dreams. - **Sean Martin**

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

BORDERS FANTASY & SCI-FIBOOK DISCUSSION:

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

July 24: Snow Crash by Neal Stephenson

August 28: Toreador by Stewart Wieck (A Vampire the Masquerade Clan Novel)

Sept 25: Canticle For Leibowitz by Walter Miller

October 30: Passage by Connie Willis
For details contact Tanya 623-487-9110

INFORMATIONLINE: 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

From Adam Niswander

Adam Niswander reports mixed news. The new tradepaperback edition of The Charm came out in February, and his story DOORS in Asylum II: The Violent Ward, and BAYER'S TALE in Dead But Dreaming were recently released by DarkTales Publications. Unfortunately, shortly thereafter, DarkTales announced they are closing their publishing doors (thought the discussion list will remain operating). darktales.com is now having an inventory clearance sale at deep discounts.

Adam and his agent are currently negotiating to place the Shaman Cycle novels with a new publisher. Placing the anthologies done by DarkTales is being negotiated by their editors.

A selection of five of Adam's short stories (three previously unpublished) will shortly be featured at HorrorMasters.Com.

Adam also notes that he has relocated from Maricopa back to Phoenix.

Visit Adam's Bookstore online at: http

CASFS Business Report

July 2002

Supernal Readers,

We have HexaCon 12 coming July 26, 27 and 28. Things are looking good. It will be a wonderful Convention. If you are at all into Gaming, Attend and Enjoy.

There is now more space for open gaming in response to many requests. There will be gaming in all categories. There will be Role Playing, Chess Federation, Sanctioned Magic & Miniature Painting Contest, CCG Tournaments, Dealer's Room, Board Gaming, Game Auction, Miniatures, Anime Room, LARP, Full Consuite, Computer Gaming, Panels, Steve Jackson Games, White Wolf and Announcing the HexaCon 12 Chess Challenge! Keep our expert from checkmating you within 2-minutes and win a free membership to HexaCon 13.

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.. Membership Rates: \$25 at the door.

At long last the 19 boxes of Old Pulp and Digest SF magazines donated to CASFS have been examined and evaluated. Surprisingly Larry Halleck found them to be in generally good condition needing only minor repairs. He valued them at about \$2000, though getting that much would entail hundreds of hours of work. Given that it was decided to look into disposing of them as a whole. Members attending the WesterCon have been asked to check with one or more of the attending dealers.

Elections were held per the By-Laws. Elected as procedural Officers were President David Hungerford, Vice President Lee Whiteside, Secretary Gary Swaty and Treasurer Stephanie Bannon. The foregoing were elected by Acclamation. Elected to the Board were David Hungerford, Lee Whiteside and Mark Boniece. The Continuing Board Members are Jim Cryer, Jeff George, Ray Gish. Better luck next time to J.B. Talbot who made his first try at a Board Seat. The Election of the Hex 14 and CopperCon 24 officers was delayed to await the outcome of the vote on the Phoenix WesterCon

Until Next Time
The Busy Scribe

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

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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

by Shane Irons

<http://www.justgoplay.com>

Puerto Rico: Andreas Seyfarth

I've decided to change up the format of this article to cover in detail one specific game that you **must add** to your own game collections. Let's start with this year's runner up for the Spiel des Jahres. Yes you heard me right – the runner up. In my hard-core gamer opinion Puerto Rico is superior in every aspect to every game released in the past year. So why didn't it win? Must have been the politics (imagine that).

In Puerto Rico players work towards building up the island of ... well you guessed it, Puerto Rico. Each turn players will pick from a pool of available roles (Prospector, Governor, Settler, Trader, Captain, Builder or Craftsman) in attempt to earn victory points and ultimately win the game. While this game looks intimidating at first due to all of this game's wonderful components there are really only 7 things you can do on any given turn. Once one role is picked it is removed from the pool, and the remaining players take their turns picking from the leftovers.

If you pick the **Prospector** you get a doubloon (used to purchase buildings and

nothing else). This is the only role you can choose where everyone else does nothing. While this is seldom going to be your first choice, you will pick it when other available roles help out the other players more than they help yourself.

Picking the **Builder** let's everybody take turns buying one building of their choice, if they have the money. This role is good for two reasons. First it allows you first pick of all remaining buildings. In most cases there will be two buildings of each type, and note that there are never enough buildings for every player to buy one in a 4 or 5 player game. But wait there's more you get your building for one less doubloon. Buildings are also worth varying amounts of victory points at the end of the game.

Buildings are nice, but they require workers to reap the rewards of their bonuses. That's where the **Governor** comes in. As new colonists (or workers) are shipped into Puerto Rico you get to help hand them out to the other players. The benefit of this card fluctuates, as everyone will take turns receiving colonists until they run out. This exchange goes in turn order, so some players will receive more than others. The player who took the governor will receive one bonus colonist for all of his/her hard work.

Colonists are used to activate buildings and work on plantations.

The **Settler** let's each player take a

plantation from a random set of limited choices. Plantations must also be activated to produce crops (and usually they require a worker in a matching building as well). The **Settler** role gives you your choice of first pick or taking a quarry tile instead. Quarry is especially useful for building construction as when manned it will reduce the cost of your buildings by 1 doubloon (buildings range from 1 to 10 doubloons). Without plantations you cannot produce goods.

Goods are produced when someone takes the **Craftsman** role. Now everyone gets to produce goods equal to each of their working plantation. Goods are limited so turn order can keep certain players from producing their maximum amounts. The player who takes this role will get to select a bonus good that they produced this turn, if there are any left after all of the players have claimed theirs.

So how do you get money? Aside from the prospector role, the **Trader** lets you sell goods for cash. There is a catch though. Some goods are worth more than others, duplicates are not normally allowed, and a maximum of for goods per round can be sold. The player selecting this role will get one bonus doubloon for each of their sales.

Aside from buildings the only way to get victory points is to ship goods out of Puerto Rico. This is where the **Captain** comes in. The captain gets to ship as

many of one type of good as he can, for 1 victory point each. Other players then take their turn, but there are only three boats, and they can only hold one type of good each until they fill up and set sail. The captain also gets a bonus victory point for each delivery he/she makes.

If you can't remember all of this don't worry. A card represents each role with the action/ability written directly on it for you to see. Each building also has a special rule breaking ability, clearly written on the actual building tile.

The game ends in one of three ways. If all of the colonists are used up, if there are no more victory point chips, or if any player runs out of space to play another building. At that point the game ends at the end of the current round (so each player will always get the same number of turns).

The Strategies:

The Builder - Building a ton of buildings is almost always advantageous. They give you victory points and break rules to letting you reap greater rewards during other player's turns. This appears to be the number one strategy across the Internet. However it relies on a few key buildings, which if bought before you can get them will cause you some great difficulties. Also if you use this strategy you will find that better players will not pick the Trader role very often, leaving

(Cont'd on page 7)



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ConClusion

World Horror Convention 2002 Review by Mike Willmoth

The 12th annual World Horror Convention was held Thursday April 11 through Sunday April 14, 2002, at the Radisson Hotel at O'Hare Airport, Chicago, Illinois, USA. Guests-of-Honor included Author **Gene Wolfe**, Grand Master **Charles L. Grant**, IHG Living Legend **William F. Nolan**, Author **Neil Gaiman**, Editor **Melissa Ann Singer**, Artist **Randy Broecker**, Toastmaster **Gahan Wilson**, Poet **Jo Fletcher**, Photographer **Beth Gwinn**, Musician **Liz Mandville Greeson**, Comics & YA **Jill Thompson**, Media **Rich "Svengoolie" Koz**, Media **Patricia Tallman**, Media **Robert Z'dar**, Special **Karen Taylor**, Special **Yvonne Navarro** and Special **Brian A. Hopkins**. Co-Chairs **Rich Lukes** and **Tina Jens** ran the convention and a team of folks ran Programming.

As you can tell, WHC2002 had lots of guests-of-honor. Probably too many. Just having one representative from each category might have been too many. But, it was a fun con and ran pretty well. They started out with three "tri-chairs", but one dropped out after a death in the family. Also, the Art Show Director came on board late in the game and did pretty well. I administered the Grand Master Award (GMA) ballots for the second year in a row. After WHC2000 (Denver) emailed notices rather than mailing out hardcopies, and even went so far as to suggest nominees, the World Horror Society Board of Directors decided to take control of the GMA for consistency. It is the only required award to be handed out at WHCs.

I flew up to Chicago the day before the con (Wednesday) and had pre-arranged for a get-together with a former Phoenix fan/pro now living there and working at the planetarium. I arrived in the afternoon and caught the hotel shuttle to check-in. After getting settled I wandered around to find where everything was. The large ballrooms were on the first floor near my bank of elevators and reg was going to set up outside these. Fan tables and freebies also filled the foyer area, but nothing was filled yet. I ran into Rich (above), but he didn't need any help so I kept touring. The rest of the rooms were beyond hotel reg down a long hallway and up a couple of floors, too. Between hotel reg and the ballrooms were the restaurant and a sports lounge. Just before their entrances was a stairwell going down. Aha! More function space. Another ballroom and a bunch of smaller rooms. I found out later that there were even more down the long hall, up one level, down another hall, then back down. This is where the indoor pool was located,

too. No changing rooms, just the pool and patio furniture. The con didn't use any of these hard-to-get rooms, thankfully.

I had lunch in the lounge (outside the restaurant on the way from hotel reg to the ballrooms) and met up with **Jim & Doreen Webbert**, also from Phoenix. Later, we saw **Beth Gwinn** (Photo GoH) and she brought **Maurine Dorris**, founder of WHCs in Nashville! It was her first WHC since 1992. I got paged by my local friend and headed off to meet up with her at work. After taking the shuttle back to the airport, then catching the L (elevated trains/subway) I flagged a taxi and made the final jaunt to the planetarium that overlooked Lake Michigan. I was given a tour after they closed and got to visit the offices below. We then took a taxi to the downtown area for pizza and dessert. I said goodbye and made the long haul (18 stops) back to O'Hare. I then had a long wait for the hotel shuttle back and crashed.

Thursday the con was much more alive. Lots of pros and fans were in the lobby. Con Reg was set up and I got my badge, program book and pocket program. We could take one book from a stack of hardbacks, too. I ran into a British fan friend of mine and since my roommate couldn't make it I asked him if he'd like to share expenses. He agreed and I got him settled in before continuing on. The ballrooms nearby were being set up for Dealers Room and two for Programming. Downstairs they had Art Show in the one ballroom and more Programming in the smaller rooms. Hospitality was upstairs in a suite as were parties later in the evening. Again, they didn't need any help so I started catching program events. They started at noon with readings (**Philip Locasio**), panel discussions (*Selling Overseas* with **Michael Slade**, **Jo Fletcher**, **Darren Floyd**, **Tim Lebbon** and **Simon Clark**), a writing workshop (with **Mort Castle**) and critique sessions (with **Kelly Link**). I had lunch in the lounge again (finding the restaurant pricey and the sports bar closed) and ran into more fans. **Gene Wolfe** talked about writing modern fantasy and horror, Opening Ceremonies introduced all the available GoHs, *Time Out* with **Tina (Jens)** offered stress reduction and relaxation using gentle exercises from Tai-Chi and Qui Gong (I think she really needed it by then), **Alan Beatts** discussed the mechanics of violence (*101 -Presentation*), and *Self-Publishing Pros and Cons Roundtable* with several authors. I attended the latter and participated due to my (brief) experience with an internet upstart for online e-books. The folks there were quite interesting, several having successfully or unsuccessfully published online or offline. At one point a short gal from program operations came in wearing a leather outfit and carrying a riding crop. She announced something about the offsite book signing. I asked her if she were going to punish us for not going and she replied only if we

wanted to be. As she left the rest of the guys in the room took notice of her outfit and the debate was quite lively for the next 5 minutes. It was pretty funny.

The offsite book signing would take authors and fans to a library downtown by bus. It turned out to be a disaster. It was rush (traffic) hour. The busses took 90 minutes to get to where the signing was. Hardly anyone wanted to get signatures. Even **Neil Gaiman** was complaining about it upon returning later in the evening. I have never heard him complain like that before. While onsite they offered *Slush Pile Feedback*, *Open Mic Readings in the Twilight Tales Cabaret*, *Alternative Publishing* and (another offsite) *Blues Mixer* at a blues club downtown. Liz (GoH) sang with her band The Blue Points. I blew off the signing and went for the blues club. That bus got bogged down in traffic, took a detour and got us there in about 45 minutes. I hung out for awhile, had a drink, then split with the next bus. I was invited to participate in a private party with the Kansas City folks (who will be running WHC2003). Later came *Good Research - Presentation*, *I Love Horror* and *I'm Scared*, and *Turning Real-Life into Horror Fiction*. They also had a party upstairs hosted by Borderlands Press. Lots of food and drink.

Friday brought more readings from **Graves**, **Navarro**, **Hopkins**, **Schweitzer**, etc. *Craft of Writing - Plot* started out the day followed by *When We Was Flab*, *Horror on TV*, *An Hour with Gene Wolfe*, *Business Trends in Horror (or Ax Murderer Novels are So Last Year)*, *Mechanics of Violence 102*, *An Hour with Neil Gaiman*, *How to Win an Award*, *Horror at Bedtime*, *Poetry Seminar*, *Gahan Wilson Interviews Neil Gaiman*, *Collaborations*, *Lone Wolf Publications Debut*, *Tactile Art Exhibit*, *Make Sure No One Will Read It*, *Stephen Jones Interviews Grand Master Charles Grant*, *Dead Cats Bouncing Debut*, *Creating Multimedia Projects*, *History of Horror Fiction*, *Basics of Bookselling*, *Writing for Comics*, *Business of Art Roundtable* and *I Died Laughing*. I managed to catch part of the hour with **Wolfe** which was quite interesting. I missed **Gaiman's** due to lunch. The interview with **Grant** was also informative and the multimedia projects was quite good with **Alan Clark**, **Hopkins**, **Gwinn** and **Wilson**. I had another local friend (from online) want to do dinner, but we had to meet downtown. So, off I went again to the airport and the subway only to find no one waiting for me at the designated station. I waited 45 minutes until I happened to spot someone resembling him outside the ticket booth while I had waited inside the ticket area. We went to do Japanese, only to find the restaurant closed. We settled for a Pacific Rim dinner. I had met him at Worldcon in Philadelphia last year and we caught up on life since then. I returned to quite a few parties going on, including KC in '03.

They had some really wonderful barbecue. Smoked meats were done by the event chair herself. Between there and Borderlands and Hospitality and a couple more (World Fantasy Convention 2002 - Minneapolis, HWA, Leisure) I was stuffed.

Saturday I had breakfast in the hotel restaurant. They had an all-you-can-eat buffet (yeah, like I didn't get enough last night). I managed to get some fruit and liquids down before trundling off to the art show. It was lighted pretty well and had some wonderful stuff. Nothing I could afford. The photo exhibit brought by **Beth Gwinn** was quite excellent. I then went to check out other programming. Readings by **Fletcher**, **Smeds**, **Sallee**, **Kiernan**, **Clark**, **van Belkom** and **Dunn** occurred throughout the day. Other events include *Reviews and Reviewers: Friend, Foe and How-To*; *An Hour with William F. Nolan*; *Behind the Blue Pencil*; *Editors Speak*; *DarkTales Book Debut*; *Indie Short Film Festival Screening*; *Fox Women and Shark Gods*; *How to Give a Killer Reading*; *Mixing Genres*; *Business Advice for Writers*; *Art Show Walk-Through with Randy Broecker*; *Writer's Rituals Roundtable*; *How I Draw Cartoons with Gahan Wilson*; *How to Find/Select an Agent*; **John Wayne Gacy: The Investigation and Prosecution**; *I Just Finished My First Novel, Now What?* *Abnormal Psych*; *Craft of Writing - Characterization*; *Artists Reception*; *What Happens to Dead Bodies?* **Gene Wolfe Radio Theater**; *The Nature of Evil and How it Has Changed*; *Draw for Your Life*; and *Gross-Out Contest*.

Lunch was done offsite at a small Greek fast food restaurant across the street. Their gyros were really wonderful. Returning I took in the cartoons event with **Wilson** which was quite interesting. He talked about getting started with Playboy and doing the humorous stuff that he's known for. I managed to correct his spelling on one toon that drew an evil eye from him as he went on. The reception was quite well attended and I served the wine while the hotel server wandered away. Since there were kids present I made sure they only had juice or sodas. The cheese went quickly as did the yummy fruit. For dinner I met up with another online local friend. We hit the nearby Chipotle restaurant for burritos. They are so good. From there I hit more parties, this time Broad Universe, Fedogan & Bremer, WHC2003, Tor, Gothic.net and Borderlands.

Sunday started with readings by **Bruchman**, **Cacek**, **Allen** and **O'Neill**. Other events included: *Alternative Lifestyles in Horror*; *The Macabre in Art*; *WHC Board Meeting*; *Estate Planning*; *Edward Bryant interviews William F. Nolan*; *Everybody Judges a Book By Its Cover*; *What Else Do We Read? How to*

(cont'd on page 15)

Night Visions after only three episodes had aired. It looks like the combination of a series based on a **Stephen King** novel with producers with a strong background in TV science fiction has generated better than expected audience response. I'd say that UPN executives who passed on the show aren't happy, but I think they've all been replaced by CBS executives already.

So what's in store for the rest of the first season? By psychically linking to producer **Michael Piller** (via his regular reports on the official website www.thedeadzone.net), we've got a few details on upcoming episodes. Note that episodes will run on SciFi about a month after they air on USA Network. In the episode *Netherworld*, the line between fantasy and reality blurs for Johnny when he awakens to find himself married to Sarah and the father of her two children. In *The Siege*, Johnny is caught as a hostage in a bank robbery and must use his powers to play a deadly game of chess, manipulating events and the bank robber to keep everyone safe. In *The Enemy Mind*, when Johnny searches for a runaway teen who is involved with rave drugs, he is accidentally exposed to them and starts to lose control. In *Here There Be Monsters*, Johnny is tried as a witch in a small New England town, and he has a vision of his future: a mob burning him at the stake. With *Pas De Deux*, Johnny learns how his powers affect him when he experiences sex for the first time since his accident. *Shaman* sees Johnny's visions reach across time and space to meet a psychic Indian shaman who lived a millennium ago, and they can only communicate through their respective visions. In the season finale, *Destiny*, politician Greg Stillson will be brought into the TV series with a likely cliffhanger ending.

Stargate SG-1, Farscape and Shatner's Fright Show

Elsewhere on cable we've got the new one-two punch on SciFi of *Stargate SG-1* and *Farscape* on Friday nights. *Stargate SG-1* has done well for SciFi in it's new home, garnering ratings a few points above *Farscape's* in the first few weeks. Look for new episodes for both shows at least through the end of August and likely at least a few weeks into September before SciFi goes into their Fall repeat schedule.

Coming up on *Stargate* is *The Other Guys* where the SG-1 team is captured by the gou'ald their and very survival rests on the shoulders of two scientists, one of who is played by **John Billingsley** (Dr. Phlox on *Enterprise*). In *Allegiance*, an invisible assassin goes on a killing spree, threatening to turn the Tok'ra and their rebel Jaffa allies against each other. *The Cure* sees a flawed miracle drug threatening to devastate Pangeran civilization, which leads the SG-1 team to a

shocking discovery about the origins of the Tok'ra. In the two part episode *Prometheus*, advanced form of replicators posing as a TV news crew commandeer an alien spaceship that government scientists are building in an underground bunker. According to producer **Joe Mallozi**, "It's the penultimate battle, Ragnarok, Asgard versus Replicator, for all -- or nothing." About the next episode, *Metamorphosis*, **Mallozi** describes it as "An off-world laboratory, the return of an established villain, and the death of a series semi-regular." In *Smoke and Mirrors*, Colonel O'Neill is charged with the murder of a politician, and the rest of the team must uncover a conspiracy to clear his name.

Farscape continues to surprise with the addition of Sikoze, the departure of Jool, the new presence of Commandant Grayza and her cleavage and the continued presence of Scorpius. Episodes scheduled for August are *I Shrink Therefore I Am* in which Moya is taken over by a gang of ruthless bounty hunters and Crichton is forced to team with a dubious ally; *A Prefect Murder* sees Aeryn accused of assassinating a clan leader on a planet of warring clans; *Coup By Clan* where Moya's crew exhibits strange symptoms after an alien doctor poisons them with deadly mollusks; and *Unrealized Reality* where an inter-dimensional being plans to execute Crichton when he believes that Crichton's wormhole knowledge threatens the universe.

Also on SciFi in August is the debut of *William Shatner's Full Moon Fright Fest* on Saturday nights at 11 pm ET/PT. The series was originally pitched to syndication in 2001 and failed to sign up enough stations to go ahead but has now found a home on the SciFi Channel. The series will feature a different movie each week from the Full Moon Pictures archives which will be introduced by **Shatner**. He will also interview the stars and producers as well as act out a scene from the movie. Scheduled to air are such straight to video "classics" as *Puppet Master Vs. Demonic Toys*, *Oblivion*, *Castle Freak*, *Hideous*, *Head of the Family*, *Horrorvision*, *Killjoy*, *Witchouse II*, *Shrunken Heads*,

Ragdoll, *Sideshow* and *Vampire Journals*. It will be interesting to see what they do with *Oblivion*, which features **George Takei** and was scripted by **Peter David** and has a lot of Star Trek references.

SciFi has been stepping up their original movie production with at least one new original movie per month and possibly two a month by next year. Most of them are in the action genre to appeal to the young male demographic, but not all. Coming up on Saturday, August 17th at 9 pm ET/PT will be *Python 2* where the government creates a bio-engineered snake to do it's dirty work. A sequel to the tongue-in-cheek *Python* released in 2000. Debuting Sept 14th at 9 pm ET/PT will be *Terminal Invasion* starring **Bruce Campbell** and **Chase Masterson** (DS9's Leeta). Aliens in human disguise commandeer a rural airport during a snowstorm. To survive, the people trapped inside must determine which of their own is not of this Earth. For October, it will be a movie with a much better pedigree, *Saint Sinner*, created by horror writer **Clive Barker** (*Hellraiser*). It is a demonic detective story of a 19th-century monk in modern-day Seattle, tracking two literally drop-dead-gorgeous devil-women. Later in the year will be *Interceptor Force 2*, *Puppet Master Vs. Demonic Toys* and (finally) the *Riverworld* pilot movie. And in December will be SciFi's big event, *Stephen Spielberg presents Taken*, a 20 hour miniseries broadcast over two weeks. I'll have more on that next issue.

Witchblade Wieldings

Over on TNT, *Witchblade* got off to a decent start with the debut of it's second season the same night as *The Dead Zone* debuted. Regular weekly episodes haven't been quite as strong in the ratings, however. As reported last issue, *Witchblade* star **Yancy Butler** had checked into an alcohol rehabilitation facility and production had shut down on the series. She returned to work in early June with production resuming in time such that TNT will be able to run the episodes pretty much straight through. The second series has definitely taken a different path than the first series, with Kenneth Irons being the spirit from

beyond the grave instead of Sara's partner Danny Woo. With Woo not being dead, they've made use of his character much more extensively than the first season. In early August we'll see the episode *Veritas* where when investigating an execution-style murder, Sara is pulled into a web of deception and conspiracy that threatens her life and the life of her friend Gabriel Bowman. Next will be the episodes *Parabolic* and *Palindrome* for which I wasn't able to track down any specifics. Ending the month will be *Ubique* in which Sara awakens from a nightmare to discover the Witchblade gone and NYC in chaos after a bizarre homicidal spree. When she finds that the killers recently accessed Cyberfaust.net, she suspects Kenneth Irons. Risking her sanity, she accesses the site. But while helpless under Cyberfaust's spell, Sara comes face to face with her nightmare and finds herself battling against the Witchblade and its diabolical wielder. After that will be the season finale, *Encore*. Also, TNT will air a day long marathon of the first eleven second season episodes on Sunday, August 25th starting at noon ET/PT (or 9 am MT/PDT if you get the east coast feed)

New Lathe of Heaven on A&E

On Sunday, Sept 8th, The Arts and Entertainment Network will air a new movie version of **Ursula K. LeGuin's** novel *The Lathe of Heaven*. It stars **Lukas Haas** as George Orr, the young man who bears the burden of being able to change the world with his dreams. Orr is suicidal over what his ability unleashes on the world and comes under the care of a dream therapist, Dr. Haber (**James Caan**). Haber, rather than curing George, wants to harness his power to erase all that is bad about the world. Of course, things don't go the way Haber plans.


The director of the new version, **Philip Haas** (no relation to **Lukas Haas**), is quite aware of the 1980 version that aired on PBS. He admits that the low-budget production was not "Citizen Kane" and that he "thought I could bring something else to the material." First of all, it will be a much bigger budget than the \$250,000 spent on the PBS movie. He plans to not stray from the novel but wants to "to make this world plausible, so you'd believe the predicament of the character **Lukas Haas** is playing."

Jeremiah concludes, Odyssey 5 begins

Over on the pay cable Showtime, *Jeremiah's* initial season concluded with a few surprises and answers as well as more questions. As of press time, Showtime hasn't yet said whether it wants a second season or not. They will be running through the season again giving newcomers a chance to see the episodes as part of their SciFridy.

Odyssey 5 looks to be an interesting series dealing with the time travel paradoxes as well as the alien threat that

(Cont'd on page 12)



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Gamers' Corner (cont'd from page 3)

you to be stuck picking the role for yourself. However, I'm not going to lie to you, buy two of the biggest victory point buildings in the game is definitely good.

The Captain - Get a bunch of corn crops, they don't require any buildings to produce corn, and ship, ship, ship until your ears are full and you feel like your living in Arizona during corn season. You can gather large amounts of corn, but they are worthless to the Trader, and even harder to sell once everyone else starts mucking up the sailing ships with tobacco and coffee. There are two buildings that are very to this strategy, any warehouse (let's you keep all of you corn without risk of loss if you can't ship it all), and the Wharf (your own personal, corn fulfilling dream ship).

The Hoarder - By a large warehouse and accumulate as much corn, indigo, tobacco, and coffee as you possibly can. The key here is not to ship your goods except at the very end. You will ship small amount from time to time, but try not to fill up any of the boats which will force people to not pick the builder as often as they will often not be enough room left on a boat to ship more than one or two of their goods.

The Alcohol Strategy - The goal here is to collect 3 Sugar plantations and all the corn you can muster (sugar plus corn = alcohol). Most people do not start with sugar and thus spend their time gathering indigo, corn, tobacco or coffee so corn should always be your first pick. Corn is great because it does not take any building to produce. Money is very tight so you should focus on picking roles that provide bonus money (quite often this will be the Captain). Your first two building should often be the large sugar building, and the personal ship. Since other players do often not pick sugar high, ship your sugar out on the largest ship as it will constrain most players to shipping on only two ships and ship your corn out on your own ship. Also look at all the 10 doubloon buildings; if you can muster the money buy the customs house. This building has a misprint and should read 1 victory point for every "4" victory points you've accumulated in victory point chips (not from buildings). With this strategy this is the only building than can award you over 7 victory points consistently. Although this is currently my favorite strategy it is the hardest to pull off, as money is very tight.

Until next time 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.

Harry Potter and the Path to the DVD Secrets By Shane Shellenbarger

Six months after the theatrical release, the DVD for "Harry Potter and the Sorcerer's Stone" has arrived with scenes that weren't in the movie. The 2 DVD set is loaded with goodies: Disc One of the Widescreen version contains the movie as it was shown in the theatres, an abbreviated list of the cast and crew (go to End Credits for a complete listing), the Teaser Trailer, the Theatrical Trailer, and a copy of Harry's letter from Hogwarts. To see the letter, go to the Main Menu and select the owl floating above the Hogwarts castle. Disc Two contains virtual tours of the Gryffindor Common Room, the Gryffindor boy's dorm room, the Great Hall, Hagrid's hut, an explanation of Quidditch, pre-production sketches, plus interviews with Producer David Heyman, Director Chris Columbus, Screenwriter Steve Kloves, and Production Designer Stuart Craig. When you put Disc Two into a DVD-Rom drive on a computer connected to the Internet you can also trade Chocolate Frog Witch or Wizard cards.

The big draw on Disc Two is the deleted scenes and there are several ways to reach them. If you enjoy solving puzzles on your own read no further, go pop your disc into your DVD player and discover the secrets that await you. For those of you who are a bit less adventuresome pay close attention: Go to the Main Menu, select Hedwig/Diagon Alley. Choose the three bricks correctly and Hagrid welcomes Harry into Diagon Alley or make three incorrect choices and Jim Dale (voice actor for the American versions of the Harry Potter audio books, Tony Award winner

for *Barnum* and Grammy Award winner for the audio book, *Harry Potter and the Goblet of Fire*) will mildly chide you about needing Hagrid's help. Three signs will then appear. Go to the Gringotts sign and select the key at the bottom. You can check out the box of Bertie Botts Every Flavor Beans found there, but remember to collect your gold galleons, silver sickles, and bronze knuts or

you won't be able to purchase your wand in Ollivanders. Go into Ollivanders and after the third attempt at selecting a wand you will be given one (maple, ebony, willow, mahogany, ash, beech, etc, containing a dragon heart string, phoenix feather, or unicorn hair.) that will admit you to the classrooms back in the Great Hall. Select the wand (Classrooms) and when you are given the choice of Potions, Defense Against The Dark Arts, Spells & Charms, and Transfiguration, choose Potions. There you will find a moving portrait of Snape and if you wish to see more of Hogwarts Potion Master check out his picture. When you return, select the mortar and pestle and answer the three questions thusly: 1. Asphodel and Wormwood. 2. Monkshood and Wolfbane. 3. Snake fangs and Porcupine quills. If you've selected properly you will be taken to the Chamber of Flying Keys. Look toward the center of the screen, toward the center of the dark doorway and select the small key with the bent wing. Don't worry if you miss it as the keys will revolve and change places until you can't help but notice which one you need to proceed. In the Chamber of Potions, select the round bottle filled with the yellow liquid. Congratulations, you've made it to the Mirror of Erised which contains the Sorcerer's Stone; select it and you'll be sent to the Hall of Portraits containing the seven secret scenes.

The second method to reach the secret scenes is the same until you reach the Classrooms. Instead of going into Potions, move right> to Transfigurations, down v to the two owls (they darken) on the torch, and then up^ to the Hogwarts "H." Welcome to the third floor corridor, and Fluffy. You may choose the Invisibility Cloak or the turkey if you wish to be sent back to the Classrooms, the flute if you

wish to proceed to the Chamber of Keys, but don't pick the wand unless you want to go back to Ollivanders in Diagon Alley to replace the wand that Fluffy will chew in half. After selecting the flute, selecting the small key with the bent wing, selecting the spherical-bottle with the yellow liquid, and the Sorcerer's Stone, you're in the Portrait Hall with the first three of the seven secret scenes.

Secret Scene One is on Privot Drive, home of Harry Potter and Vernon, Petunia, and Dudley Dursley as Dudley poses in his Smeltings uniform and Petunia dyes an old uniform of Dudley's for Harry. This would fit into Scene Three at 0 hours: 08minutes:33 seconds and lasts for 50 seconds.

Secret Scene Two shows Petunia Dursley in the kitchen, cracking eggs. However, the eggs hold nothing but notes for Harry. This would fit into Scene Three at 0:10:18 and lasts for 50 seconds.

Secret Scene Three takes place on the London Underground Railway System as Harry and Hagrid discuss dragons. This scene would fit between Scenes Four and Five at 0:18:24 and lasts for 35 seconds.

Secret Scene Four occurs in the hallway outside the girls' bathroom after the defeat of the troll. This scene would fit between Scenes Eighteen and Nineteen at 01:13:45 and lasts for 18 seconds.

Secret Scene Five is in the Great Hall during the Christmas meal. Ron tries to engage Harry, but Harry can only think about the Mirror of Erised. This segment would best fit in Scene 23 during the transition at 01:34:40 and lasts for 57 seconds.

Secret Scene Six shows the Gryffindor's studying in the Great Hall when Neville hops in, suffering from Malfoy's use of the

(Cont'd on page 15)

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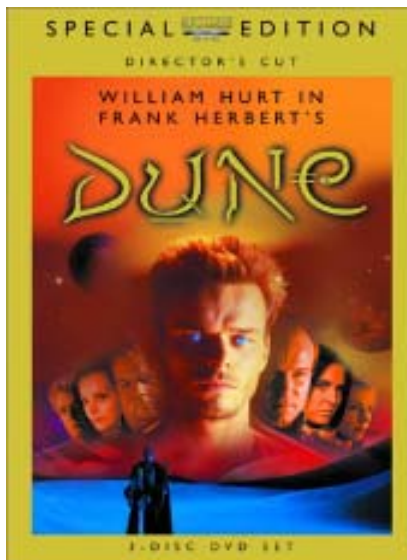


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Dune: Special Edition
Artisan, 295 mins, NR
DVD \$26.98

This three disc set brings us the TV mini series with 30 minutes of added footage. The classic Frank Herbert story, *Dune*, pits the opposing houses of Atreides and Harkonnen in a struggle to control the lucrative market for the spice melange with a religious messiah subtext running throughout. The original TV mini-series was the best adaptation I had yet seen (and I've seen quite a few since I live with a confirmed Dune-a-holic.). I was particularly pleased that I didn't need to re-read the book in order to follow the plot



(unlike the 1984 movie which made absolutely no sense). This Director's cut with its additional 30 minutes of footage is even better since the additional scenes clarify the politics and betrayals that arise between the two houses. While it would take a 16 hour mini-series to fully explore

all the various aspects of the book I think this filmed version will be seen as the definitive one.

The DVD extras are also extensive, a Commentary by the Dune production team: John Harrison, Ernest Farino, Harry Miller, Greg Nicotero, and Tim McHugh; "Willis McNelly (author of the Dune Encyclopedia) on Dune" featurette: that gives insightful perspective on Dune and his longtime friend Frank Herbert; Lessons of Life and Light with master cinematographer Vittorio Storaro in the featurette "The Color Wheel"; an exclusive interview with John Harrison, the writer-director of Frank Herbert's Dune; a truly fascinating "Defining the Messiah" featurette: Talks with religious scholars, such as Rabbi Mordachai Finely, Elaine Pagels, Munir Shaikh, and Jungian psychologist Gabrielle Bodo; and "Science Future/Science Fiction" featurette: in which science fiction writers Harlan Ellison, Octavia Butler, and Michael Cassutt and director John Harrison discuss with award-winning inventor Ray Kurzweil the emerging technological paradigm shift and the moral issues that surround it, moderated by Arthur Cover. We, of course, have the obligatory "behind the scenes" feature "The Lure of Spice", the Cast & crew information and the Photo gallery including stills and sketches from the film as well as a Children of Dune sneak peek pre-production gallery.

My only disappointment was the packaging of the set, I would have preferred something more secure, such as the slip case designs so many multi-disc sets use these days. Overall I give this Dune a 9.5 rating out of a possible 10. - **Stephanie L Bannon**

Buffy The Vampire Slayer: Season Two
20th Century Fox, 999 mins, NR
DVD \$59.98

This 6 disc sets has all 22 episodes from the second season of Buffy where in Buffy deals with The Anointed One, we meet Spike and Dru for the first time (such a wonderful couple - their body language when interacting is marvelous to watch), Xander falls for a mummy, mom is romanced by a robot, Buffy has her annual birthday debacle and, of course, the ultimate plot line for season two, Angel loses his soul and becomes evil.

This is one of my favorite TV series. The dialogue is pure joy, (some of the throw away lines are priceless), the characters are believable (even if they are in unbelievable situations) and more importantly as the seasons progress the characters grow and change. There is humor, drama, fantasy, romance, the whole nine yards.

The extra features include Audio commentaries by writer and director David Greenwalt, script for "Reptile Boy", by Marti Noxon for "What's My Line?", Joss Whedon for "Innocence"; interviews with Joss Whedon on "Surprise", "Innocence,"Passion", "I Only Have Eyes For You", "Becoming", and the featurettes "Designing Buffy", "A Buffy Bestiary", "Beauty and Beasts", several TV spots (both UK and USA) (20:13), still gallery of set designs and monsters, updated cast bios, and additional still photo galleries.

I can't say how happy I am that these episodes are finally available on DVD in the USA (having been available overseas for quite some time). I could only wish that Fox would release them quicker. Having to wait until winter 2003 for Season Three is too long! - **Stephanie L Bannon**

The Last Siege
Artisan Films, 94 min, R
VHS \$44.99, DVD \$19.98

'Under Siege II' lives again. A train with a right wing madman, a senator and a nuclear bomb head for a big city. Only the fearless hero (government agent), accidentally there because of his beautiful love interest, can save the day.

This "B" film has a supporting cast, but could use some supporting writers with new ideas. If you like mindless action/adventure with a lot of stunts but not too much plot, this is the Saturday afternoon movie for you.

No nudity, not much bad language but plenty of violence. Worth renting for a lazy Saturday afternoon on the couch. - **Barry Bard**

Conclusion (cont'd from page 4)

Start a Writer's Workshop; and the *Dead Dog Party in ConSuite*. Well, there was one more party but I don't remember who it was. I was going to help tear down the con, but had already arranged to go to a Chicago White Sox game with my Brit friend. We took the subway south to downtown, then south again to Comiskey Park where the Sox lost terribly, but we had a good time. When we got back the con was virtually shut down. There was really nothing to do. So, we went out to dinner at a nearby family restaurant where I met a nice server from Eastern Europe. We then did the party route and I crashed.

Monday I went with my roommate to the airport after lunch and checking out of the hotel. Since I had purchased additional food for the plane ride home (United doesn't serve food anymore in coach despite the 3 hour ride) I got to eat on the plane, unlike many others who didn't know. I heard a tale about the **Webberts** and some friends from Washington trying to tour downtown before their plane left in the afternoon. It was quite an experience. I recommend that you ask them about it some time. When I got home I was expecting to go out to dinner with my family, but I had forgotten about a staff meeting for a local convention, so I went to do that instead. After that I fed the pets and recuperated from the excursion to Chicago.

Overall, the convention ran pretty well. They had much more going on than a typical WHC. The offsite stuff didn't work out as well as they would have liked and cost a lot of money. On top of that their reg was hit by a professional team and stole their cash box before they knew what was happening. I haven't heard if they broke even or not. When locating con reg folks make sure they aren't near a quick escape. Next year is in Kansas City, Missouri, about the same time (April 17-20, 2003). Check it out at www.whc2003.org or this year's at www.whc2002.org. If you have an interest in bidding for a future WHC (starting with 2004), please let me know as I'm the board person responsible for helping bidders. You can visit our web site for more details at www.worldhorrorsociety.org or email me at mwillmoth@compuserve.com or give me a call at 480-945-6890.

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lines carved into a family's crops. **Mel Gibson** stars as Graham Hess, the family patriarch, who is tested in his journey to find the truth behind the unfolding mystery. **Joaquin Phoenix** is Merrill Hess, brother to Graham and a former minor league baseball star. As with *The Sixth Sense* and *Unbreakable*, expect **Shyamalan** to throw us some curve balls and surprises before this one is over.

The last sequel of the summer looks to be *Spy Kids 2: The Island of Lost Dreams*. When the world is in trouble they call in their top secret agents. Carmen (**Alexa Vega**) and Juni (**Daryl Sabara**) Cortez are back for another adventure. Their newest mission takes them to a mysterious island where they meet a wildly inventive genetic scientist (**Steve Buscemi**) and his imaginative creatures, while fighting the forces of rival SPY kids, Gary (**Matt O'Leary**) and Gerti (**Emily Osment**) Giggles, as they head right into a trap that will test each and every Cortez spy, from super spies Mom and Dad to their SPY grandparents (**Ricardo Montalban, Holland Taylor**).

The Adventures of Pluto Nash will finally be unleashed on August 16th. It

was originally scheduled for release of April LAST year, then pushed back to January, 2002 and looks to actually hit the theatre in August. Set on the moon in the year 2087, Pluto Nash (**Eddie Murphy**) is an audacious nightclub owner who finds himself in hot water when he refuses to sell his club to the local mob. The lunar gangsters are helping the mysterious Rex Crater mastermind a plan to take over the moon. It also stars **Randy Quaid, Rosario Dawson, Jay Mohr, Peter Boyle and Pam Grier**.

They (not to be confused with *Them*) stars **Laura Regan** as graduate student Julia Lund. After she witnesses a horrible incident, she struggles to find the link between her childhood fear of the dark and the night terrors she now suffers, and must confront what may or may not be real. Also starring is **Marc Blucas** (Riley from *Buffy*).

Another movie that has had it's release date jumped around is *fear dot com*. A series of deaths arouse the suspicion of a police detective (**Stephen Dorff**) and a health examiner (**Natasha McElhone**), who suspect it may all have to do with the victims' shared visits to a web site called Feardotcom, run by a "black

widow" woman who may be playing a deadly game... Also starring are **Udo Kier, Jeffrey Combs, Stephen Rea, and Nigel Terry**. Note that since someone else owns fear.com, the offiical website is feardotcom.warnerbros.com.

Ballistic: Eck Vs. Sever is a story of two spies, who are lifelong adversaries, engaged in a cat-and-mouse hunt. Jonathan Ecks (**Antonio Banderas**) is an FBI agent hunting the other, Sever (**Lucy Liu**) a rogue NSA agent. What they learn, however, while trying to kill each other... is that they might be on the same side, and faced with a threat greater to each other than themselves... Also starring is **Ray Park** as Ross, a British covert operations agent.

More Super Hero Flicks In the Works

Following the success of *Spiderman*, we're likely to see lots more Superhero flicks, especially Marvel based ones, coming along soon. Warner Bros. looks to finally be starting to gear up some movies featuring DC Comics heros. Here's a rundown of what's in the works for the next couple of years:

Daredevil - Feb 2003 - Stars **Ben Affleck** as Matt Murdock aka Daredevil, **Jennifer Garner** as Elektra, **Michael Clark Duncan** as Kingpin and **Colin**

Farrell as Bullseye with cameos by **Stan Lee** and **Kevin Smith**.

X2 - May 2003 - The *X Men* sequel bringing back the main cast of X-Men as well as **Ian McKellan** as Magneto and **Rebeca Romijn-Stamos** as Mystique plus **Bruce Davison** as Senator Kelley. It's supposed to also feature more of the junior X-Men spotted briefly in the first movie as well as new mutants such as Nightcrawler (**Alan Cummings**), Lady Deathstrike (**Kelly Hu**) plus **Brian Cox** as Army General William Stryker who may have ties to Wolverine.

The Hulk - June 2003 - **Eric Bana** will be Bruce Banner, **Jennifer Connelly** will be Betty Ross, **Sam Elliott** is General "Thunderbolt" Ross and **Nick Nolte** will be Bruce's father. It is being directed by **Ang Lee**, director of *Crouching Tiger, Hidden Dragon*.

Bulletproof Monk - Late 202/early 2003 - An immortal Tibetan martial arts master becomes mentor to a young, street-wise youth. Stars **Chow Yun Fat** and **Sean Willaim Scott**, produced by **John Woo** based on the Image comic.

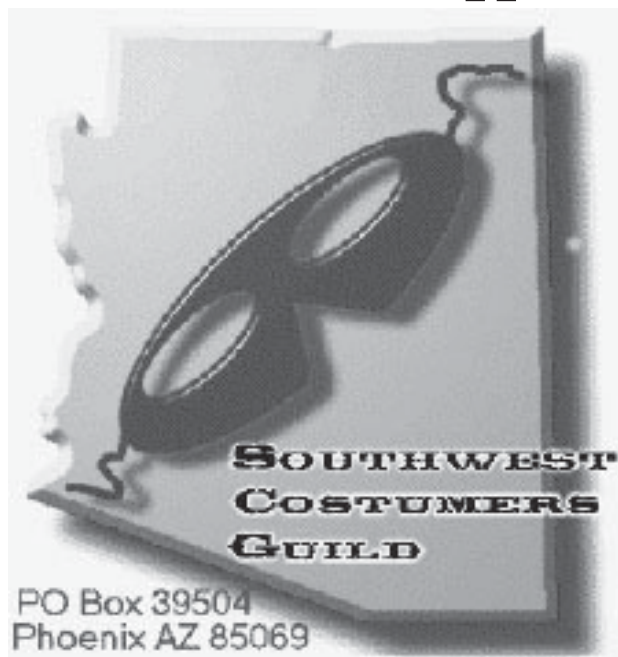
The League of Extraordinary Gentlemen - 2003 - Based on the **Alan Moore** comic where it's 1898 and Britain,

(Cont'd on back page)

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Author Guest of Honor: Barbara Hambly

A renowned author of Fantasy, Science Fiction, Historical Mysteries including **Star Wars Titles** *Children of the Jedi* and *Planet Twilight*. Her most recent works include *Magic Time*, a collaboration with Marc Scott Zicree, *Dragonstar*, *Wet Grave* (the latest Benjamin January novel) and *Sisters of the Raven* (a new fantasy novel due for release in August).

Special FX Guest of Honor: Adam "Mojo" Lebowitz

"Mojo" is one of the pioneers of CGI special effects for television. He worked on pioneering the emmy award winning visual effects for **Babylon 5**.

He has also created visual effects for *Star Trek: Voyager*, the Special Edition DVD for *Star Trek: The Motion Picture*. He is hard at work on the upcoming *Star Trek: The Unseen Frontier* art book.

Artist Guest of Honor: Lubov

Lubov was born in St. Petersburg, Russia. She attended the Nevsky School of Art and The School of Art Institute of Chicago.

She has won Art Show awards at the 1992, 93, 95 and 96 World Science Fiction Conventions and won the **Best Professional Artist Award** at the 1997 World Horror Convention.

Musical Guest: Jordin Kare

Jordin T. Kare was born in Ithaca N.Y. In 1975 at his first Con, the Boskone Science Convention, Jordin discovered that others also Filked. He published "**The Westerfilk Collection**" in 1981 and founded Off Centaur Publications in 1982. He got his Ph.D. in Astrophysics in 1984.

501st Dune Sea Garrison Stormtrooper Legion

A part of the International Star Wars Costuming group known as "The 501st Stormtrooper Legion", have provided guards for some of the valley's high society, and have appeared on stage at The Phoenix Symphony Hall. Many charities have benefitted from their involvement including The Muscular Dystrophy Association, St. Mary's Food Bank of Arizona, and Toys for Tots. The DSG's mission is a simple one. To bring smiles to the faces of children, of all ages. The AZ 501st will have a display of replica Star Wars memorabilia at Coppercon 22.

Embassy Suites Phoenix North

CopperCon 22's **new location** this year is the luxurious Embassy Suites Phoenix North. Located at I-17 & Greenway RD. All rooms are suites and feature either a single king sized bed or two doubles, plus a double sleeper sofa.

Other benefits for convention attendees that stay at the hotel include complimentary made-to-order breakfasts, a nightly happy hour with free drinks, a large heated pool, microwaves and coffee makers in every room, and a separate childrens' pool. Additionally, their convention space is larger, with two floors of indoor space.

Room Rates

Room rates are to be \$79 Single/Double, \$10 extra per additional adult.

Local taxes apply.

Hotel Contact Information:

Embassy Suites Phoenix North
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When calling to make your reservation, please mention CopperCon to get the applicable room rates.

Convention Membership Rates

Full Weekend membership before 8/25.....	\$35
Full Weekend membership after 8/25.....	\$40
Saturday Only membership.....	\$20

Early Registration drawing

All members who register before 8/25 for a full weekend membership and hotel accommodations will be entered in to a drawing to win: A weekend membership to an up coming CopperCon, A free nights' hotel stay or Two tickets to the Guest of Honor dinner.

For more information or to pre-register contact us at:

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CopperCon P.O. Box 62613 Phoenix, AZ 85082

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CASFS PRESENTS

COPPER CON XXII

SEPTEMBER 6-8, 2002

SF Tube Talk (Cont'd from page 5) caused the Earth's destruction the first time around. Unfortunately, there isn't much advance info on the series to pass along, so if you've got Showtime, give it a try. I wouldn't subscribe to Showtime just to see it.

Networks & Syndication Fall Offerings previewed

Getting into September will be the new seasons and debuts of most of the network shows. There's not a lot of details available at press time about specific episodes, but we do have a good bit of news about some of the shows.

UPN will start their fall season on Wednesday Sept 18th with the conclusion of *Enterprise's* cliffhanger and the debut of *The Twilight Zone*. On the *Enterprise* season opener, expect to see more of the desolate 31st Century as Archer and Daniels must figure out a way to go back in time to put things back to the way they were. In a recent interview, **Brannon Braga** said about the episode "we're going to hint that someone out there doesn't want to see humans succeed in space, because it's going to eventually result in the formation of an interplanetary alliance. Take that as you will." Expect to see more of familiar aliens, especially the Andorians and for the Temporal Cold War arc being developed. Don't expect to see the formation of the Federation right away, though. According to **Braga**, "The Federation's formation is definitely going to be a part of this series," **Braga** said. "But it's going to take a lot of time, sweat, conflict and major intergalactic events to come to be." Early episodes in the season will see a "lethal brush" with the Romulans (Braga claims it won't violate established *Trek* continuity), Malcolm Reed trapped under an alien mine on the hull of the *Enterprise*, Archer moving into sickbay when Porthos gets sick, and a revelation that the Vulcan's visited earth in the 1950's where T'Pol's great-grandmother was involved.

Following *Enterprise* will be the new *Twilight Zone*. Hosting will be **Forest Whitaker**, introducing and closing each story. He won't try to imitate **Serling**, but do it his own way. Executive producing will be **Pen Densham** (*The Outer Limits*) who had to work hard to convince UPN to pick up the series, which will tell two stories in each hour show and does not plan to remake any stories from the original series. Also on board is former *Deep Space Nine* writer **Ira Stephen Behr**, "Something like '*The Twilight Zone*' gives you the chance to explore stories, characters, situations that don't usually come up in your standard franchise television fare," **Behr** says. "And as a writer, and I guess also an audience member, that excites me." *Trek's* **Jonathan Frakes** directed the pilot episode and other former *Trek* writers such as **Ron Moore** will be involved.

The following week will see the new season of *Buffy the Vampire Slayer* (it's seventh) debut on Sept 24th. Executive producer **Joss Whedon** has indicated that Buffy will be going back to it's roots in a



© UPN

way, with Dawn entering the rebuilt Sunnydale High (with Buffy taking on some sort of job there) and a lighter tone than last season. We'll likely see Dawn with some semi-regular classmates as well as the rest of the Scooby Gang. Buffy and Spike will be dealing with Spike's recent acquisition (his soul) and Willow will be dealing with the after affects of her dark journey at the end of last season. The season opener will have some scenes with Willow and Giles that were filmed in London. **Whedon** has also indicated that other familiar faces will return somehow, including Glory and Warren and possibly Faith, assuming scheduling can be worked out with **Eliza Dushku**. There are also rumors that The Master, Buffy's nemesis from season one will also return in some form. **Whedon** is glad to be able to re-visit high school where they spent only two and a half seasons with Buffy. It's nice," **Whedon** said. "Dawn is now the age Buffy was when the show began. And what's nice about that is that it gives us the opportunity to tell more high-school stories, which were the centerpiece of the show, and which we only got to do for two and a half years. I mean, they graduated at the end of year three, and the first season was a half season. And the only time I've ever truly felt sad and like I'd lost something was when they graduated, because I was like, 'Wait, wait, I went through more bad things! There's more pain I haven't talked about yet! I haven't complained enough!' And now I have that opportunity to complain to America again, and I'm looking forward to taking it."

Following *Buffy* this fall will be *Haunted*, starring **Matthew Fox** (*Party of Five*). **Fox** plays Frank Taylor, a private investigator and former cop who has a near-death experience that allows him to perceive and communicate with the souls of the dead. Taylor is also haunted by the loss of his son two years earlier, who was abducted from his own house.

Over on The WB, we'll see both *Angel* and *Charmed* moving to Sunday nights.

Charmed will now air at 8 pm ET/PT (7 pm MT) with *Angel* at 9 pm ET/PT (8 pm MT). While there never seems to be much advance info on *Charmed*, I do have some about *Angel*. As mentioned in the *Buffy* area, **Joss Whedon** is hoping to get **Eliza Dushku** to return to the show as Faith as well as **Juliet Landau** as Drusilla. Also, don't be surprised to see a return of Angelus at some point during the season. **Vincent Kartheiser** (Connor) will continue as a regular and **Andy Hallett** will still be making appearances as Lorne. Don't be surprised to see the Grusulug taken out of the picture permanently. **Charisma Carpenter's** Cordelia will return to Earth after her ascension, Wesley will continue to explore his darker side, and Fred and Gunn's relationship will likely turn a bit rocky since according to **Amy "Fred" Acker** "It seems like that Gunn and I are still pretty happy. ... **Joss** always says that happy couples are boring. So ... we've been happy for kind of a long time, so I'm guessing something bad is going to happen to him." The new season will pick up some time after the previous season finale, roughly when Angel is able to free himself from his underwater prison.

Returning to Tuesday nights on The WB will be *Smallville* with the only cast change being the departure of **Eric Johnson** as Lana Lang's boyfriend Whitney as a regular (he could still make occasional guest appearances). The season opener will resolve the tornado cliffhanger with Clark rescuing Lana with her likely unconscious when he does. Another early episode (actually filmed during last season's production) *Redux* will see Martha Kent's estranged father, William Clark, show up and Clark wants to get to know him better. In the meantime, we're also back to a kryptonite freak of the week who apparently drains the life force from people, making them age rapidly. According to a Warner Bros. press release, one of Clark's friends will discover his secret. My guess is on Pete Ross, since that's who found out in the original Superboy comics.

Debuting on Wednesday nights on The WB will be *Birds of Prey*. Set in a future Gotham City without Batman. **Dina Meyer** is Oracle/Barbara Gordon (formerly Batgirl), **Ashley Scott** plays Helena Kyle/The Huntress and **Rachel Skarsten** plays Dinah Lance/Black Canary. **Shemar Moore** will also be a regular, playing Detective Jacob 'Jake' Reese. A recurring character of Helena's psychiatrist, Dr. Harley Quinzel, will be played by **Mia Sara** (*Timecop, Lost in Oz*), replacing **Sherilyn Fenn** who played the character in the pilot. **Fenn** dropped out when the producers decided they wanted to make Quinzel a semi-regular in the series. We will learn that Reese's father used to be a Gotham Drug lord and that Dinah's mother may be the original Black Canary. Producer **Brian Robbins** hinted at the Summer Critics Press

tour that sons and daughters of other Batman related villains may turn up on the show. From other comments made at the press tour, it looks like the producers are familiar with the comics background of the



Ashley Scott as Huntress (Helena Kyle), Dina Meyer as Oracle (Barbara Gordon) Rachel Skarsten as Black Canary (Dinah Lance) ©The WB

characters and will be using that for inspiration. Like they are doing with *Smallville*, they are setting up their own version of their part of the DC Comics universe.

Gearing up on FOX is **Joss Whedon's** *Firefly*. FOX was not real happy with the original two hour pilot for the show and **Whedon** wrote a new opening episode, *The Train Job*, which supposedly has more action and less talk to get the series off and running without a lot of exposition. They will work the pilot into the season in some manner, either as a two part episode in flashback (it's been done before with the original *Trek*, right?). Reviews of the pilot from fans have been good with reports that it is heavily influenced by Westerns, down to the look of things and the dialogue. The new first episode will feature the crew of the spaceship *Serenity* being contracted by a crime boss to pull off a train robbery. They aren't happy when they find out what they've stolen. Did I say that the show is heavily influenced by Westerns? The train is supposed to be a floating one. Joining the writing staff for *Firefly* are **Ben Edlund** (*The Tick, Titan A.E.*), **Jose Molina** (*Dark Angel*), and **Charyl Cain** (*Roswell*). Other writers from the *Buffy* and *Angel* staffs will likely contribute as well. Announced so far are **Jane Espenson** and **Drew Greenberg**.

Also returning on FOX is *24*, which will once again be a 24 hour day in Jack Bauer's life, several months after the first season ended. Reports are that Bauer (**Keifer Sutherland**) is undercover on a job when word comes down about a possible terrorist nuclear attack on Los Angeles. Now President David Palmer is

(cont'd on page 13)

SF Tube Talk (Cont'd from page 12)

on a fishing trip in the Northwest with his son when he gets the news.

ABC's *Alias* will continue to ramp things up. Joining the cast as a semi-regular as Sidney's mother, Laura Bristow, will be **Lena Olin**. **David Anders** will also be returning as "The Man's" right-hand man, Mr. Sark. **Michael Vartan** will be returning as Michael Vaughn, who survives the big wash in last season's finale but will need rescuing by Sidney and Dixon in the second season opener.

And if that isn't enough stuff to watch, we've still got a few shows left airing in syndication. New this season will be *She Spies*, which has been given a four episode preview on NBC (a co-producer) this summer. It stars **Natasha Hanstridge** (*Species*) as DD, **Natasha Williams** as Shane, **Kristen Miller** as Cassie, and **Carlos Jacott** as Jack Wilde. The premise is that the three girls are in prison for various and sundry crimes and are set free to work as spies for a secret government organization for which Jack Wilde is their liaison. Don't expect any heavy plots, according to producer **Vince Manze**, they are going for "Action and Fun. Fun and Action." This will also include sly product placement, they type where they make fun

of it as they do it.

Also new in syndication is *Adventure, Inc.*, produced by **Gale Ann Hurd** for Tribune Television. The series will detail the exploits of Judson Cross, an adventurer with the reputation worldwide that there is nothing that he can't find. From his home base in the Florida Keys, he has assembled a handpicked team of young renegades who put their lives on the line in the pursuit of adventure. Their methods may not be orthodox, but wherever their mission takes them, they always get the job done. **Michael Biehn** (*Aliens, The Abyss*) will star as Judson Cross.

Returning is *Andromeda*, with the fate of Beka Valentine and Tyr Anasazi in question with last season's finale. Both will be back and there appear to be no plans to add any more regular cast members this season. **Brent Stait** will reportedly make an appearance as Rev Bem in one episode. The season opener *If The Wheel is Fixed* will resolve the feared loss of Beka and Tyr and start the series off in it's new direction now that the Commonwealth is up and going. Most of the early episodes are more ensemble episodes including one where Dylan and



John Shea and Lauren Lee Smith star in *Mutant X*. © 2001 Tribune Entertainment

Harper go off on an adventure, much like Hercules and Ioalus in **Sorbo's** previous series. Other episodes include *Mad to Be Saved* where the *Andromeda* crew embark on a quest to find a scientist responsible for a mass killing of some sort, *Cui Bono?* where Beka's Uncle Sid (**John deLancie**) returns, and *The Lone and Level Sands* which features **Tony Todd** as the captain of the *Bellerophon*, a ship launched before Earth's admission into the commonwealth intended for a 4,000 year journey around the Orion arm.

On *Mutant X*, **Michael Easton** will continue in at least three episodes as Gabriel Ashlocke, introduced in the season finale. Other than that, there's not much info on the new season. Returning as well is *The Lost World*, and as usual there isn't much advance info on this series either. Rest assured that the cliffhanger ending in the season finale will be resolved in the season opener in later September/early October.

OKAY AS YOU ENTER THE TOWN YOU NOTICE A **HUGE BUILDING** WITH THE WORDS, **SAMURAI COMICS** PAINTED ON THE SIDE. A FRIENDLY LOOKING MAN IS STANDING IN THE DOORWAY MOTIONING FOR YOU TO COME IN OUT OF THE RAIN!!

FRIENDLY LOOKING?? SMELLS LIKE A TRAP! I WASTE HIM WITH MY CROSSBOW!!

I'M HIDING MY FACE IN SHAME AND QUIETLY SLIPPING AWAY DOWN A SIDE ALLEY!!

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ReAnimation (cont'd from page 1)

Justice League
Warner Home Video, 60 min, NR
VHS \$14.95, DVD \$19.98

This is movie that shows us how the various superheroes decide to team up to fight for "truth, justice and freedom". Batman and Superman are approached by the Martian Manhunter who warns them that Earth is going to be invaded by aliens. They enlist other superheroes like Wonder Woman, Hawkgirl, and The Green Lantern in order to fight the invasion and so the Justice League is born.

This is quite an enjoyable hour. The special features aren't much to write home about, simple character bios, a list of cast and crew and trailers for other family oriented titles but overall this is one the kids will enjoy and the adults will as well. - **Stephanie L Bannon**

Batman: The Animated Series
The Legend Begins
WB, 110 mins, NR
VHS \$14.95, DVD \$19.98

This DVD contains the first five episodes of the animated Batman series. We are introduced to several classic

villians including the Joker, Poison Ivy, and the Scarecrow.

This is yet another of the new genre of cartoon series that appeal both to adults and the kids. I look forward to others in the series. - **Stephanie L Bannon**

ZOIDS: The Battle Begins
ZOIDS: The High-Speed Battle
Pioneer, 88 mins, 7+
VHS \$14.98, DVD \$19.98

The TV show ZOIDS is based on a classic video game and airs regularly on the Cartoon Network. The series is set on the desert planet Zi, and tells the story of a 16-year-old junk dealer named Bit Cloud. In a world where mechanized robot beasts known as Zoids are piloted by humans in fierce battles against one Bit, joins with a catlike Zoid hero named Liger Zero, to become a champion fighter for the warrior group Team. Blitz

The four episodes on The Battle Begins explore Bit and Liger's heroics as well as Bit's struggle for acceptance by his teammates.

The next four episodes on The High Speed Battle follow Bit as he struggles to master Liger Zero.

This seems to be a fun, fast paced

series that is suitable for the kids and can still be enjoyed by the adults. - **Stephanie L Bannon**

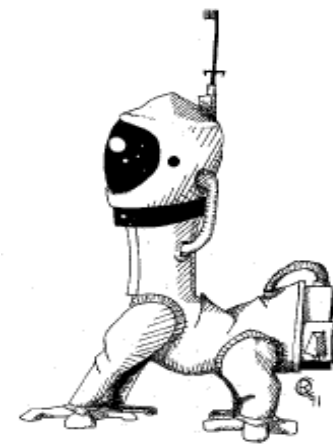
Power Rangers Time Force:
Dawn Of Destiny
Power Rangers Time Force:
The End of Time
Buena Vista, 80 mins, NR
VHS \$14.99

From the back cover of *Dawn of Destiny*: "From the future, a man appears and the Rangers are stunned to see that it's Alex, the original Red Ranger. They thought he had been killed by Ransik. The future has shifted, he says, and he has been sent to fix it. He tells Wes that his father has been injured and soon he will die. At the hospital, Wes reluctantly promises his father that he will take over his lab while Alex replaces him as head Ranger. Dragontron attacks the city but the Rangers are overpowered. Are they doomed? Will Wes return? Can Alex fix the future? Destiny awaits."

The back cover of *The End of Time* tells us: "Jen, Katie, Lucas and Trip receive a panicked call from Alex. Frax, he warns, is building Doomtron, a super-robot that will destroy the city. If the teens

don't return to the future (3000) now, they won't survive. As Doomtron attacks the city, giant vortexes begin to suck the buildings into the sky. Eric sends in Q-Rex but it's no match for the giant robot. Things look bad...really bad. Could this be the end of time for Time Force?"

To me this didn't seem quite the same quality as the Power Rangers were a the height of their popularity. The older kids I offered to watch this with (12+) weren't interested, however my neighbor's kids (5 and 7) were entranced with both tapes and wanted to watch them again and again. These should be a hit with the younger kids in your family but adults and older kids probably won't want to watch it more than once. - **Stephanie L Bannon**



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LepreCon 29

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Embassy Suites Phoenix North

Artist Guest of Honor: **Larry Elmore**

(Renowned fantasy illustrator)

Local Artist/Author Guest: **Madame M**
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Media Technical Guest: **Richard Coyle**
(Movie Prop Designer)

Author Guest of Honor: **TBA**

Music Guest: **TBA**

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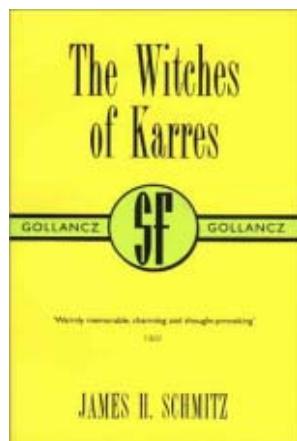
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Musty Tomes

The Witches of Karres
by James H. Schmitz
Baen Books, 235 pp

This wonderful little book was originally copyrighted in 1949 in a SF publication whose name escapes me. This story has a little of everything. Captain Pausert is minding his own business doing a little



business for his future father-in-law when he runs into a situation on a godforsaken little planet named Porlumma. He rescues a slave girl named Maleen from her abusive

owner and she manages to convince him to rescue her two sisters, Goth and The Leewit, also. Porlumma is suspiciously eager to make a deal selling him the three girls and helping him leave their planet. He discovers the girls are not your average children but are bona fide witches from the interdicted planet, Karres. While returning the children to their parents, they run afoul of a nasty alien invasion by a megalomaniacal robot. Goth stows away on his ship as he leaves Karres, convinced that he'll need her help to save the universe. As it turns out, she's absolutely right.

The story is extremely well-written; concise, charming and intriguing. All the female characters are strong and intelligent and, when you consider this story surfaced in 1949, all the more remarkable. The males are also strong and intelligent and surprisingly willing to learn and grow. No stereotypes here. There is a strong plot and great character development. One of my all time favorite stories and well worth another read. If you haven't yet found James Schmitz, this is a great place to start. Perhaps you might also discover some of his other works, also featuring strong, intelligent females.

Baen Books will be releasing a new edition sometime in 2003. - **Catherine Book**

Three Prophetic Science Fiction Novels of H.G. Wells:
The Time Machine, A Story of Days to Come, When the Sleeper Wakes,
Dover Publications, 335 pp., 1960

Wells published 'The Time Machine' in 1895, and four years later he had these two prequels to it in print. Set in the 222nd century, they show society beginning to divide into a race of subterraneans separated from surface dwellers, the origins of his Eloi and Morlocks. However, this pair of novels is more significant for the profound influence it had on classic dystopias of the 20th century. 'Sleeper' was a direct influence on Yevgeni Zamyatin's 1923 novel 'We' (reviewed in ConNotations by Peter L. Manly), which was a direct influence on Orwell's '1984', which led to Huxley's 'Brave New World', which led to Ray Bradbury's 'Fahrenheit 451' in 1953 (all three reviewed by me in ConNotations). As one progresses from Wells to Bradbury, one can see parts of all preceding novels showing up in the next ones. For example, a toss-off remark in 'Sleeper' is about a company that burns books, the core idea of the fire department in 'Fahrenheit 451'. The main appeal of 'Sleeper' is its own story, for all its literary connections (and yes, Woody Allen may be the only person who used it for a movie). Wells' story reads as well today as in 1899, not having aged a bit. No stylistic or social archaisms distract the reader. The premise: a man awakes after 200 years of hibernation to discover that, due to investments, he owns half the world! But his world is a crowded dystopia, full of labor unrest and on the verge of a revolution. His awakening triggers the revolt, and he joins the rebelling, exploited masses. Dover's original version here has a slightly ambiguous ending, but Wells revised it in 1910. You can find that one currently in print from other publishers. As for the other 'Story of the Days to Come', it's a shorter, personal portrait of the life struggles of a young couple. As they elope, enter poverty, lose their child, become wage slaves, and are finally saved, a daily picture of the Sleeper's world is shown. It's unclear if it precedes or follows 'Sleeper', but the setting is the same. To me, it seems a story of before the revolution, but just as fascinating. And the final novel in this obscure trilogy is always in print. Or you can go see the new movie! - **Michael Griffin**

Babel-17
by Samuel R. Delaney
Vintage Books, \$12.00

No Star Trek book collection is really complete without this 1966 novel, an

obvious source. Take the female linguist from the new 'Enterprise' series and put her in the old 'Journey to Babel' episode, in Spock's role of detective and decoder of saboteur radio signals. You'd get a watered-down version of part of this story, but there's so much more to enjoy. Or take the exotic adventure of Doc Smith's Lensmen, replace the lens technology by linguistics, and you get the feel of this Nebula Award winner. Our hero is the poetess linguist Rydra Wong. Her mission: decode the alien language Babel-17. Why? Wherever sabotage and assassination occurs among the planets of the Earth Alliance, a radio broadcast of Babel-17 is found. The Alliance is under attack by mysterious Invaders. The scientific content herein is linguistics, combined with telepathy and split-brain psychology (shades of Van Vogt!). The Whorfian hypothesis, that language structures thought and perception, is thoroughly developed in this tale. And now you know: Whorf is not just a Klingon name. - **Michael Griffin**

Harry Potter DVD(cont'd from page 7)
leg-locker curse. This would fit into Scene Twenty-four at 01:37:27 and lasts for 1 minute 53 seconds.

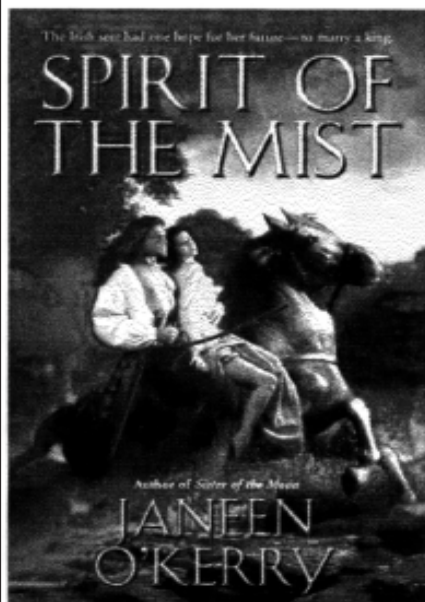
The seventh and final Secret Scene is an extended version of the second segment of Scene Fourteen in Snape's potions class. This scene shows Harry has a bit of a spine when he gets cheeky with Snape. The scene in the movie lasts 2 minutes and 1 second and the deleted scene is 3 minutes and 25 seconds long and would fit at 00:51:18.

I would have liked to have seen a "Director's Cut" with the deleted scenes restored. In addition, I can never get enough of actors flubbing their lines. It must be the sadist in me.

Another treat on Disc 2 is under "Extra Credit." You'll need a Windows computer with DVD-Rom and a microphone. This will allow you to give voice commands that will enable you to be sorted into a Hogwarts household, name your owl, collect your Chocolate Frog Trading Cards, expand the Hogwarts tour, play all of the positions in a game of Quidditch, and much more. The path is yours to discover.

<http://harrypotter.warnerbros.com/>
<http://www.jim-dale.com>
<http://www.movie-mistakes.com/film.php?filmid=1654>
<http://www.cnn.com/2002/SHOWBIZ/books/05/09/harry.potter.ap/index.html>
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<http://fyi.cnn.com/CNN/Programs/people/shows/potter/timeline.html>
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http://www.bloomsburymagazine.com/BookCatalog/subject.asp?Category_id=28

Janeen O'Kerry
Author of
Celtic and Fantasy
Romance



... from Leisure Books.
In bookstores nationwide
July 2002

Spirit of the Mist
July 2002

The Irish seer who must marry no man but a king, for she will lose her magick otherwise . . . and the bold young Prince whom prophetic signs say is anything but royalty.

Also available, all from Leisure Books:
SISTER OF THE MOON December 2001

MISTRESS OF THE WATERS May 1999

QUEEN OF THE SUN July 1998

LADY OF FIRE August 1996

okerry@mailcity.com
http://www.okerry.net

In Our Book

The Gates of Sleep
by Mercedes Lackey
Daw, 389 pages, \$24.95

Imagine stepping back into Victorian England, but in a slightly different universe where magic is woven into the shadows. The Gates of Sleep takes you to a universe where Earth, Air, Water, and Fire Elementals are real and magic still works.

This is a coming of age story with a twist of fairy tale, the originals with their dark hauntings not the Disney versions.

Marina Roeswood has been raised as a ward of three bohemian artists without seeing her parents because of some danger. She doesn't know what the danger is. Her parents suddenly die and she is taken away to the world of the aristocrats. Now she must solve the mystery behind her fostering as she learns to control her growing powers.

I like most of Mercedes Lackey's work, and this is no exception. The book is set in the same universe as The Serpent's Shadow and has the same general feel. The Gates of Sleep is fast moving, characters with plausible motives and sweeps you along with the flow of the story

The Gates of Sleep by Mercedes Lackey is an enjoyable read and I would recommend it. - **Frances Burns**

The Magickers
By Emily Drake
DAW, 373 pages, \$6.99
The Magickers #2: The Curse of Arkady
by Emily Drake
DAW, 305 pages, \$19.95

What we have here is a delightful new series for juveniles that, like the Harry Potter books it is compared to, holds the interest of adults as well (or at least this adult).

Long ago, when magic was alive in the world, two mighty wizards, Gregory the Gray and Antoine Brennard, had a disagreement on the basis of Magick. The result of this disagreement was to rip all Magick from the universe and to send most wizards to sleep through the centuries. Skip forward to contemporary times, the wizards are awakening to resume the fight between Good and Evil and we have the setting for our stories.

Jason is looking forward to spending the summer at soccer camp with his best friend until an injury sidelines those plans. With his only remaining options being to spend the summer with his grandmother or to go to Camp Ravenwyng, a camp for special students, he opts to go to camp. From the beginning some things seem strange, like the animal that attacks Jason his first night at camp, but Jason is prepared to enjoy himself with his new friends, Trent, Bailey, Henry and Ting. Then the camp counselors, led by Gavan

Rainwater, announce that each camper was specially selected because they show a talent for Magick. Magick is once again stirring in the world and the children represent a new generation of Magickers, if they live, for the Dark Hand of Brennard is searching them out to destroy them.

The first book is set at the camp and sets up the story and characters quite well. The second books follows the children when they return home and must deal with the Dark Hand as well as not telling anyone that they are Magickers. The story is gripping, there is sacrifice, friendship and betrayal as well as typical kid worries (what will his stepsister do when Jason forgets his turn to wash the dishes) and each book left me wanting more.

Comparison to the Harry Potter books is inevitable but shouldn't discourage you. These are exceptionally well written books which are sure to tempt the young fantasy fan as well as the adults out there who still remember what it is like to be young and believe in Magick. I eagerly await the third installment of the series. - **Stephanie L. Bannon**

Futures: Four Novellas
edited by Peter Crowther
Warner Books, 365 pages, \$6.99

This is the second in a new book series by Crowther. These stories are so well written that they could've appeared in any of the whole spectrum of science fiction magazines, from the hard science of Analog to the softer Asimov's to the literary F&SF. The people's stories are of equal value to the wondrous future technology. Peter F. Hamilton tells of a murder investigation spanning centuries, due to life extension in an alternate history. The story begins in 1832 England and ends at another star in 2038. Stephen Baxter's tale is of a war crimes investigator. The criminals helped alien invaders, and now the aliens are gone. Paul McAuley has a Quiet War story involving rebel colony worlds and an officially ended war. History is written by the winners, but a historian hired for the job almost becomes the next war casualty. Ian McDonald writes of an alien Chaga pandemic which infects all of Africa in this century. It isn't really a disease; it's nanobots that remake the land and people. In his introduction, Crowther notes that "Science fiction is more popular now than ever before ... it's finally finding warmer receptions in the one-time frosty corridors occupied by the literati." True, yes, but the literary canon of college English teachers will probably never include a science fiction book. I suppose one day a collection of tales will become the classic exemplar, just as Grimm's fairy tales is now part of the Harvard Classics. That'll happen in the far future. - **Michael Griffin**

Star Wars: Attack of the Clones
The Visual Dictionary
by David Weston Reynolds
DK Publishing, 64 pages, \$19.99
Star Wars: Attack of the Clones
Incredible Cross-Sections
by Curtis Saxton
DK Publishing, 32 pages, \$19.99

Following in DK's tradition of bringing us beautifully illustrated books, these two Star Wars references are a must for any fan.



The Visual Dictionary gives us background info on the characters, organizations and locations that were featured in Attack of the Clones.

The Incredible Cross-Sections gives us details, as well as detailed drawings, of a Naboo Cruiser, both Anakin's and Zam's Airspeeders, a Jedi Starfighter and a Republic Assault ship and many others.

As noted, these are a must for any serious Star Wars fan as well as being of interest to even the most casual fan of the Star Wars universe. - **Stephanie L. Bannon**

The Lost Years of Merlin
by T.A. Barron
Penguin, 284 pages, \$5.99

This book starts a series about the childhood of Merlin. In this book we start with a very young Merlin, approximately seven years of age, washed up on an unknown beach with no memory of who he is. Finding a woman from the same apparent shipwreck he drags her unconscious body into a hollow tree to escape the attack of a wild boar only to be mysteriously rescued by a stag.

Skip forward five years, Emrys, as he is called, lives in a tiny Welsh village with the woman Branwen. Though she claims to be his mother, Emrys doesn't believe her though he is an eager student of her tales of ancient people such as the Celts and the Druids. When his awakening power causes an accident he flees to the secret land of Fincaya in an attempt to find his true identity and his purpose in life. There he meets the strange girl, Rhia, the tiny giant Shim as well as many others who will either help or hinder him in his

search.

I will admit that I had grown tired of Merlin sagas several years ago but these wonderful books open up a new facet of Merlin and provide a fascinating look what ultimately shaped the adult Merlin we are all so familiar with. I look forward to reading the remaining stories in this saga. - **Stephanie L. Bannon**

The Glasswright's Journeyman
by Mindy L. Klasky
ROC, 352 pages, \$6.99

The Glasswright's Journeyman is the third volume of the Glasswright's Saga. It can stand alone.

Rani Trader is the King's negotiator. Often ignored, she strives to rebuild the Glasswrights' Guild destroyed as the result of the previous prince.

No one knows how the city of Morenia caught fire, or what role the secretive shadow fellowship of Jair may have had. With its resources in ruin, its people dying from fire-lung, King Hal must borrow to rebuild. To repay the debt, he must woo and marry the buck toothed and cross eyed painfully shy princess of Liantine. To do this he must seek the advice of Rani Trader but Rani cannot attend the negotiations. Rani discovers that the Players, a traveling troupe of actors, under the sponsorship of the Spidersilk guild have the lost secrets of glass making and cutting. She must find a way to learn the secrets and rebuild not only the Glasswrights' Guild, but also find a way to rebuild the Morenian economy and foil the plans of the Fellowship.

The Character of Rani is Beautifully drawn. The action moves quickly making a colorful adventure in a believable world. Although this is volume three completing a trilogy, it does leave open the possibility of future work. If the first two equal the quality of this one, it's worth getting the set and sit down for some enjoyable fantasy. - **Pam Allan**

Starhawk, The Fourth Empire
by Mack Maloney
Ace, 294 pp, \$5.99

Grab your blasters and Z-rays boys and girls were off on an old fashion space opera. Hawk Hunter is the hero of this book and his driving need to find out who was responsible for deporting and imprisoning the entire population of earth three thousand years ago is an obsession. With blinding charisma he leads his loyal band of followers through horrible hardships in search of the truth.

This book is an amusing farce in the grand old style of space opera. With technology advanced beyond understanding and heroes larger than life Mr. Maloney has created an interesting story that reminds me of the old Lucky Star series by Isaac Asimov. Starhawk,

(Cont'd on page 17)

In Our Book (cont'd from page 16)

The Fourth Empire is book three of the Starhawk series but it still makes a good stand alone story. - **William B. Whitmore**

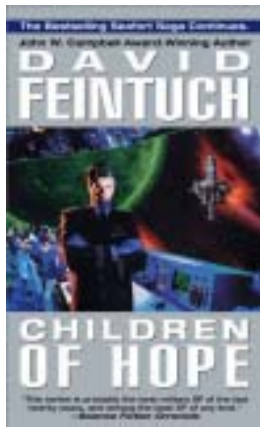
Children Of Hope

by David Feintuch

Ace Books, 618 pp, \$7.99

Children Of Hope is the Seventh Volume of the Seafort Saga.

Nicholas Seafort, Space Captain, is the literary heir of Horatio Hornblower. He has survived alien wars, rebellions, and chaos on Earth. He is attacked by a rebellious teenager who blames him for his fathers death. As the religious zealots and civil authorities fight over who gets to



punish the boy, Seafort saves him, adopts him and tries to civilize him. Governments topple, wars rage, and an Alien First encounter of the communicating kind take place. The theocracy tries to kill both Seafort, the boy, and darn near everyone else to return Hope colony to earth control [their control] What more can you ask, almost more action that you can cope with, thoughtful and intelligent writing and characters you can relate to.

This is Military SF at its best [OK, Naval in the Sea of Space] It held my interest to the detriment of my must Do list. And now I have to go hunt the others in the series. You will want to have this in your collection if you aren't already collecting them. - **Pam Allan**

Skin Folk

by Nalo Hopkinson

Aspect/Warner Books, 255 pages, \$12.95

A trade paperback collection of short stories, some of an adult, sexual nature. Most are fantasies. One exception is a science fiction tale involving skinsuits that heighten sensations. Another has downloading of minds into different bodies. The fantasies are of the literary variety, with human insight and a touch of magic. All are set within our contemporary world. Some are written with an ear to Nalo's Caribbean roots, taking patois a step beyond Huck Finn. Or, to show that she can cover the range, some stories have a horror edge that would've sold to Rod Serling. It's hard to classify these tales since they combine so many genres:

science fiction, horror, fantasy, erotica, mainstream, magical realism. This is a case where speculative fiction is a good catchall label for her writings. And thankfully, that sends them in our direction. - **Michael Griffin**

Guardian of the Vision

Merlin's Descendant #3

by Irene Radford

DAW, 538 pages, \$6.99

Griffin Kirkwood is a direct descendant of Merlin, King Arthur's wizard. But he rejects his heritage and his magic to become a priest. Who then will carry out his family's tradition of duty to England? Who will work for peace and stability? Griffin's brother Donovan tries but he does not have the magic. Will England fall into chaos?

Set in Elizabethan England, Ms. Radford's story is an interesting take on history. The violence and intrigue of this age of strife are seen from the point of view of three magicians working behind the scenes, the beautiful Roanna who loses the daemon of chaos in her search for personal revenge, Griffin, the man of peace, who tries to use reason and compassion to promote peace because as a priest he is forbidden to use magic and Donovan, who is desperate to carry on his family's tradition but is unable to touch the magic.

This is a beautifully detailed historical novel. The character development is excellent. The action is fast paced and believable. And while this is book three of the series it is an excellent stand alone novel. I highly recommend this book to all readers. - **William B. Whitmore**

Galveston

by Sean Stewart

ACE, 464 pages, \$7.99

Galveston is winner of the World Fantasy Award.

In 2004, the world change with a great storm and flood that isolated Galveston Island, and created a fragile society based on an ability to exile the magic that threaten to overwhelm them. But one guardian is dying, and the Recluse who has the power to exile the magic touched grows old. The only heir feels unequal to the task.

In this world, Josh, the herbalist, is the closest to a doctor the poor have to care for them. Josh, once part of the privileged, is now a member of the lower classes and has closed in upon himself. But another change is coming. As the guardian dies, and the Recluse is murdered. Josh and Ham are exiled to the cannibals and the heir is caught up in the endless Mardi Gras where the magic is held. A new storm is coming that will release the exiled magic into the world.

Club Listings

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

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

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

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

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

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

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

C.R.O.F.T. members can be found demonstrating in events such as the Highland Games, Scarborough Fair, and the Arizona Renaissance Festival. Web page <http://www.crofters.org>

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

DAYSTAR HOLT Arizona's first and longest-running Elfquest fan club. Daystar meets to talk about EQ and related stuff, develop characters, publish stories in our 'zine *Playelf* and create an annual calendar. Other common interests include music, belly dance, camping and of course, SF. Membership is free (18 or over) and is attained by group vote after you attend two meetings or holt-related get-togethers. Meetings are usually the first Saturday of each month; for more info, call Tom or Janice at (602) 581-2258. They have a website up at <http://members.home.net/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 JEDI KNIGHTS Meetings are the 3rd Sunday of each month. For more information call Carol Alves, Publicity, (760)244-9593 or write Jedi Knights, c/o Jim Lowerre, 12291 Meade Street, Garden Grove, CA 92841-3629

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

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Club Listings (Cont'd from page 17)

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. They 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.

ORANGE COUNTY SCIENCE FICTION CLUB meets last Wednesday of every month (except Dec.) We frequently have author guest speakers. You're all welcome to come if you're in the area. We meet in Fullerton, about 5 miles north of Disneyland. For more details ph. Greg at [949] 552-4925 or send a message to our listserv@oocsf@yahoo.com

PAREx is a non-profit, just for fun organization dedicated to the proliferation of robotics as a hobby. Monthly meetings will be held and will be announced under the Meeting Information page, <http://www.parex.org/meetinfo.htm>. All interested persons are invited to participate. We are currently in the process of getting organized and becoming an official organization with tax status. Web page: <http://www.parex.org/> E-mail Contact: John Kittelsrud, johnkit@teamdroid.com

THE PHOENIX FANTASY FILM SOCIETY A Phoenix based club interested in the entire realm of SF, Fantasy and Horror film. PFFS has been in existence for 25 years, meeting every 6 weeks in member's homes. Dues are \$10 per year. Membership includes newsletters, an annual film awards and various outings. For information, contact PFFS, P.O. Box 34023, Phoenix, AZ 85067 or call David Storck at (602) 274-7404, e_mail:Menzeez@aol.com.

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

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

RAW GAMES (Role-players & Wargamers, Inc.) Role-players & Wargamers, Inc. is the Valley's oldest role-playing and wargaming club. Currently meeting at 8159 W. Weldon in Phoenix every Sunday from 3pm-9pm (except during conventions and other special events). Open to new members - call (602) 849-9515. WWW.rawgames.org

SCIENCE FICTION CONTINUUM The Science Fiction Continuum: An Independent Star Trek and Sci-Fi club in Phoenix, AZ. The SFCOM is an active club that participates in Local Phoenix, and Southwestern Star Trek and Sci-Fi conventions and movies. The SFCOM has three different divisions. The SFCOM itself, a free group where fun is the name

of the game. The Deep Space SolarFlare (DSSF) an active member club in the International Federation of Treker's (IFT). This group is based on DS9 (a space station). And the IKV Sto-Vo-Kor (Independent Klingon Vessel). A Klingon Bird of Prey, roaming the desert looking for battle. Are the Fed's too soft, looking for combat, feel the call to glory. This is the ship for you. Membership in the SFCOM is free! To join DSSF or the Sto-Vo-Kor a nominal fee for the national clubs involved and uniforms. For further information contact President John Nelson at (602) 409-7169 or on the internet at; BNelson502@aol.com or check out our web site. <http://www.thesfcom.com>

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

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

THE SOCIETY FOR CREATIVE ANACHRONISM The kingdom of Atenveldt doth lie in the state of Arizona. Within the fair kingdom can be found six Baronies: Atenveldt, Mons Tonitrus, Twin Moons, SunDragon, Tir 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: myrdinal@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 listserv, send a message to them-request@asu.edu.

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

USS STORMBRINGER The 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.

FACEPAINTING

By John T. Wheeler - "The Wizard"

Transform Yourself!

I Believe in the Magic of Joy.
Bring Out the Magic! Good \$

<http://members.aol.com/eoc/enepainting/moe.htm>

eoc/enepainting@aol.com

602-992-3414

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

UNITED FEDERATION OF PHOENIX A Phoenix area Star Trek and general SciFi fan club. We are a social club that meets every two weeks at various locations around the Phoenix area. The UFP has been meeting for over 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@westernsfa.org. Webpage: www.westernsfa.org



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Convention Listings

Bubonicon 34 (Albuquerque, NM) **August 23-25, 2002** - Howard Johnson East, Albuquerque, NM. GoH: Esther Friesner; AGoH: Joe Tucciarone; TM: Spider & Jeanne Robinson. Hotel: Howard Johnson East, 15 Hotel Cir NE, Albuquerque, NM; 505-296-4852, 1-800-877-4852; rms: \$58 sngl-quad. Memb: \$25 until 8/12/02; \$28 at the door. Checks to: NMSF Conference. Info: PO Box 37257, Albuquerque, NM 87176; Phone: 505-266-8905, 1-505-266-8905; email: cwcraig@nmia.com; web: <http://bubonicon.home.att.net>

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: Conjose, PO Box 61363, Sunnyvale CA 94088-1363 Web: www.conjose.org Email: info@conjose.org

CopperCon 22 (Phoenix AZ) **Sept 6-8, 2002** Embassy Suites North, Phoenix, Arizona Guests: Author Guest of Honor: Barbara Hambly, Special Effects Artist Guest of Honor: Mojo (of Foundation Imaging), Artist GoH: Lubov, Music Guest: Jordin Kare Embassy Suites Phoenix North, 2577 E. Greenway Rd, Phoenix, AZ (602) 375-1777. Rooms: \$79 + tax S/D, \$89 + tax T, \$99 + tax Q Info: CopperCon 22, PO Box 62613, Phoenix, AZ 85082, Phone (480) 423-0649, Email: cucon@casfs.org; web: <http://www.coppercon.org>

ConTours 2002 (Burbank, CA) **Sept 20-22, 2002** Hilton Burbank Airport & Convention. **CANCELED** Info: Web contours.roleplayingguild.com

Conjecture (San Diego, CA) **Oct 18-20 '02** DoubleTree Mission Valley Hotel, San Diego CA. GoH: Steven Brust. Memb: \$30 through 8/15/2002; \$35 through 9/15/2002, \$40 at the door. Info: ConJecture, Box 927388, San Diego CA 92192 email: info@conjecture.org; website: www.conjecture.org

TusCon 29 (Tucson AZ) **Nov 15-17, 2002** Inn Suites, Tucson, Arizona Author GoH: Tomothy Zahn, Artist GoH: Vicki Visconti Tilley; TM: Ed Bryant Events include: Meet the Authors and Artists, Panels, Readings, Video Room, Dealers Room, Art Show, Game Room, LAN Computer Gaming, Masquerade, Adult Masquerade, and ConSuite. Memberships: \$40 until 9/9/02, and \$45 after that and at the door. Hotel info: Inn Suites, 475 N Granada Avenue, Tucson, AZ 85701 (near I-10 and St Mary's Road) (520) 622-3000. Reg Suites \$69, 2-Rm Suites \$79 (mention "TusCon" to get these rates). Room rates include a real breakfast! Info: TusCon 29, PO Box 26822, Tucson, AZ 85726. Webpage: <http://home.earthlink.net/~basfa> Email: basfa@earthlink.net

LosCon 29 (Burbank, CA) **November 30-Dec 1, 2002** Burbank Airport Hilton, Burbank, CA Guests: Author GoH: David Weber, Artist GoH: Nene Thomas, Fan Guest: Patty Wells. Memb: \$35 until 7/31/02, \$40 until 10/31/02, \$45 at the door. Info: LosCon c/o LASFS, 11513 Burbank Blvd, North Hollywood, CA 91609 Email: loscon29@lasfs.org <http://www.loscon.org/loscon/29/>

SMOFDIEGO (San Diego, CA) **Dec 6-8 2002** Hacienda Hotel, Old Town, San Diego CA. SF conrunners con. Memb: \$50 / £37 to 10/1/02, then \$60 / £40. Info: Smof Diego, 3118 Via Valesco, Escondido CA 92029; email: smofdiego@fopaws.com; website: www.fopaws.com/smfcon

Gallifrey One Episode XIV: The Faction Paradox - (Los Angeles, CA) Feb 14-17, 2003 The Airtel Plaza Hotel, Los Angeles, CA Guests: Colin Baker, Sylvester McCoy + many more Memb: \$30 thru 5/31/02, \$35 thru 8/31/02, \$40 thru 11/30/02, \$45 thru 1/31/03 and \$50 at the door. Info: Gallifrey Conventions, Post Office Box 3021, North Hollywood, CA 91609 Email: info@gallifreyone.com

ConDor X - February 28-March 1, 2003 DoubleTree Hotel Del Mar, San Diego, CA Guests: TBA DoubleTree Hotel Del Mar, 11915 El Camino Real, San Diego, CA 92130; 1-800-222-TREE, 858-481-5900; rms: \$99 sngl/dbl. Memb: \$25 until 8/31/02; \$30 until 11/30/02; \$35 until 1/31/03. Info: ConDor, PO Box 15771, San Diego, CA 92175; Info@ConDorCon.org.

LepreCon 29 (Phoenix, AZ) **May 16-18, 2003** Embassy Suites Phoenix North, Phoenix, AZ Artist GoH: Larry Elmore; Local Artist/Author GoH: Madame M; Media Technical Guest: Richard Coyle; Author Guest: TBA; Music Guest: TBA Memb: \$25 until 8/31/02, \$30 until 12/31/02 Hotel: info: Embassy Suites Phoenix North, 2577 W. Greenway Road, Phoenix, AZ 85023-4222, (602) 375-1777 Room Rates: \$89 S/D, \$99 T/Q (plus tax) Info: LepreCon 29, P.O. Box 26665, Tempe, AZ 85285 Phone: (480) 945-6890 Email: lep29@leprecon.org Web: www.leprecon.org

CopperCon 23 (Phoenix, AZ) **Sept 5-7, 2003** Embassy Suites North, Phoenix, Arizona Guests: TBA Embassy Suites

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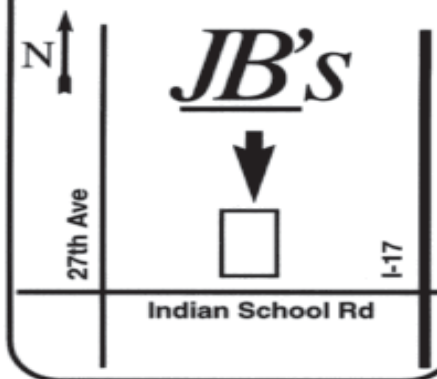
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Phoenix North, 2577 E. Greenway Rd, Phoenix, AZ (602) 375-1777. Rooms: \$79 + tax S/D, \$89 + tax T, \$99 + tax Q Info: CopperCon 23, PO Box 62613, Phoenix, AZ 85082, Phone (480) 423-0649, Email: cucon@casfs.org; www.coppercon.org

ConKopelli, Westercon 57 (Litchfield Park, AZ) **July 2-5, 2004** Wigwam Resort, Litchfield Park, AZ Guests: Author GoH: C.J. Cherryh; Artist GoH: David Cherry; Music GoH: Heather Alexander; Fan GoH: John Hertz Info: Arizona in 2004 PO Box 67457 Phoenix, AZ 85082 Email: info@conkopelli.org Web: <http://www.conkopelli.org>

Generic Convention Registration Form

Name: _____

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City/State/ZIP: _____

Phone: _____ Email: _____

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

(See calendar for mailing address)

More info on Masquerade Art Show Volunteer Other

In Our Book (cont'd from page 17)

This is not just a beautifully written coming of age story written in a world where magic is real and functions by its own rules. The characters are as fleshed out and real as any written by Horton Foote [Trip To Bountiful] arguably the best writer of East Texas life. Sometimes brutal, always touched by a gently twisted humor, the language and imagery will hold you spellbound. This book is hard to put down. I couldn't give it a higher recommendation. This is a genuine gotta have it. - **Pam Allan**

Hominids

Volume One of the Neanderthal Parallax
by **Robert J. Sawyer**
Tor, 444 pages, \$25.95

Ponter Boddit is a Quantum physicist. One of the top physicist in the world. While conducting an experiment the unexpected happens and Ponter disappears. His friend and research partner Adikor Huld finds himself with a messy lab, a missing friend, and an accusation of murder. How can he clear his name and find out what happened to his friend?

Ponter meanwhile has fallen through a Quantum rift and is in a parallel world but oh lord it's not Kansas. For Ponter is also a Neanderthal and this new world he is in is over run by the extinct homo sapiens. Befriended by a local doctor and a beautiful physicist Ponter struggles to adjust to his new situation.

While Mr. Sawyer is not the first author to write about parallel worlds he is one of the best. He has written a tightly knit story that does a good job explaining how and why parallel worlds could exist while at the same time keeping you involved in an interesting murder mystery and the story of Ponter's struggle to adjust. It is a rare author who can juggle three story lines in the same book and make it as interesting and readable as Mr. Sawyer has. I whole heartedly recommend Hominids, Volume One of the Neanderthal Parallax and eagerly look forward to reading volume two. - **William B. Whitmore**

Another Fine Myth, Myth Conceptions
by **Robert Asprin.**
Ace, 399 pages, \$7.99
Myth Directions, Hit Or Myth
by **Robert Asprin.**
Ace, 329 pages, \$7.99

Ace has decided to reprint the Myth adventures of Skeeve and Aahz as Ace Doubles [thank you Ace] and starts off with these two volumes. Now I ask you, what is a self respecting thief wannabe going to do when after running away from home, finding himself apprenticed to a magician, having the magician knocked of by assassin sent by another magician who

wants to take over the dimension. {and you thought a mad scientist was bad} It kinda complicates things when your former master has just called in a demon, but taken away his powers. When you find out the Assassin has additional friends coming in to clean up any leftovers, what choice do you have but to throw in with the demon to save the world and, incidentally, stay alive.

So, Aahz and I set up a partnership.. well, me apprentice-him master and take up survival. Now, demons taught the Ferengi how to negotiate, but the devils make Pervects like Aahz seem gullible. But in our adventures, we get into everything, stay alive, and actually pick up some cash and good friends along the way. You might as well join us in these four stories. Everyone else probably will.

If You haven't read Robert Asprin, you might be the only person in fandom that hasn't. Since some real bookworms got into some of my books, I am absolutely delighted that Ace has revived the doubles that delighted me in years past. These are definitely ones to run out and get for your shelves. - **Pam Allan**

Dragondoom
by **Dennis McKiernan**
Roc, 489 pages, \$7.50

A millennium prior to the Winter War, Elgo, the rash, but valiant, hot tempered prince of the Vanadurin defeats the formerly invincible cold drake Sleeth. The wealth in his lair, stolen from the Chakka [dwarves] is expected to be returned to its original owners [by those owners] but the hot tempered Elgo triggers war between man and dwarf instead. But the dragon, Kalgath, avenges Sleeth by attacking Jord and retrieving the treasure, while destroying much of the armies of both dwarf and man while laying siege to both.

Princess Elyn of Jord and Thork of Kachar set out to retrieve the Rage Hammer, an almost mythical weapon currently in the hands of the Evil Wizard Andrak. The two sworn enemies must search and fight together to gain the warhammer, and slay Kalgath [and Andrak]. Neither anticipates the perils of the Quest, the Physical dangers, falling in an impossible love, or the sacrifice required to win through.

This is High Fantasy. With all the clashing of warring cultures, magic, and mythical creatures one could hope for in a book....and it is a romance of star crossed lovers who dare not dream of love but will make the ultimate sacrifice needed for the greater good. Frankly, I couldn't put it down. The characters were enthralling, the action fast and meaningful. I would rate this as a must buy. You'll want to read it again to catch all that you missed the first time. - **Pam Allan**

24 Frames (cont'd from page 9) on an alternate Earth, requires specialized assistance in matters most important to the Crown. An anti-gravity element has been stolen by parties unknown, and a team of agents is chosen to uncover the mystery and recover the material. As for the agents that make up this League, they should be very familiar to readers on our world... It stars **Sean Connery** (Allan Quartermain); **Shane West** (Tom Sawyer); **Peta Wilson** (Mina Harker); **Jason Flemyng** (Dr. Henry Jekyll); **Jason Isaacs** (Campion Bond);



(Center, clockwise) Levar Burton as Geordi La Forge, Brent Spiner as Data/B-4, Michael Dorn as Worf, Jonathan Frakes as Will Riker and Patrick Stewart as Jean-Luc Picard in STAR TREK: NEMESIS
© Paramount Pictures

Stuart Townsend (Dorian Grey) and **Richard Roxburgh** ("The Fantom"). It's being directed by **Stephen Norrington** for 20th Century Fox.

Batman Vs Superman - Summer 2004 - Warner Bros. looks to be serious about this, signing **Wolfgang Peterson** to direct. They plan to use this movie as a springboard to relaunch both Batman and Superman with new actors. The premise looks to have the two heroes unite to fight a common enemy and then go against each other when their crime fighting approaches clash.

Catwoman - Summer 2004 - **Ashley Judd** has supposedly agreed to star and Warner Bros. is trying to come up with a script to

Spiderman 2 - Summer 2004 - The first movie just went over \$400 million box office domestically. Expect a new **Spiderman** movie every other year for the next couple of years.

Also in development at DC is a **Superman** movie, currently being scripted by **J. J. Abrams**, a **Batman: Year One** movie with **Darren Aronofsky** directing, a live action **Batman Beyond** movie with **Boaz Yakin** writing and directing, and a **Wonder Woman** movie.

Others in script stages that may or may not happen include **Rising Stars**, based on the Top Cow comic created by **J. Michael Straczynski**, **Fathom** from the Top Cow stable as well, **Evil Ernie** from Chaos comics, a third **Blade** movie, **Marvel's Sub-Mariner** and the **Fantastic Four**, and a fourth movie based on **The Crow**. **Both Matrix Movies in 2003**

Warner Bros. has announced that the first of two **Matrix** sequels, **Matrix: Reloaded**, will open on Thursday, May 15th with **Matrix: Revolutions** opening sometime in November 2003. Details on the actual subject matter of the movies has been scarce, but according to **Laurance Fishburne**, the second movie takes place six months after the first movie. **Jada Pinkett Smith** has said her new character, Niobi, appearing in both **Reloaded** and **Revolutions**, is a "female version of Morpheus"--"very no bullcrap."

Neil Gaiman Movies in the Works

It looks like **Neil Gaiman's** latest book, **Coraline**, may be his first work to actually make it to the big screen. **Henry Selick** is

writing and directing and reportedly has **Michelle Pfeiffer** signed on for the main adult role of Coraline's mother. The story is about a young girl living in a London

duplex who is not entirely pleased with her life as it stands. One day, however, a door in her home that used to open onto a brick wall now opens into her other home. And of course, in that other home live her other parents...

Still in various stages of development are other movies based on **Neil's** works such as **Sandman**, **Death: The High Cost of Living**, **Good Omens** (with **Terry Gilliam** directing), **Neverwhere**, and **The Books of Magic**. None of them have yet to be greenlighted, though. **Star Trek: Nemesis Likely Not the Last Next Generation film**

Despite the fact that Paramount is promoting **Star Trek: Nemesis** as the 'final adventure' for the Next Generation crew, Paramount Pictures' chief operating officer and vice chairman of the studio **Rob Friedman** told the Hollywood Reporter that "The new TV show Enterprise is strong, video sales are strong, and the movies are performing in the \$80 million to \$100 million range." In the same article, producer **Rick Berman** is very high on the film. "I don't want to start talking in ridiculous superlatives, but fans are going to get one hell of a movie," **Berman** said. "There are immense space battles and a good deal of humor, but there's also some extremely terrifying elements to the story." He was also very satisfied with Tom Hardy, Nemesis's chief villain. "He'll go down as perhaps the greatest Star Trek villain ever, right up there with **Ricardo Montalban's** Khan."

Movie previews for Aug & Sept

Aug 2 - **Signs**

Aug 7 - **Spy Kids 2: The Island of Lost Dreams**

Aug 16 - **Pluto Nash**

Aug 23 - **They, Ice Age** (rerelease)

Aug 30 - **Fear dot com**

Sept. 27 - **Ballistic: Eck Vs Sever**

Oct 11 - **Pokemon 4Ever, The Tuxedo**

Oct 25 - **Ghost Ship**

Fall Release Dates: **The Core** (Nov 2), **I**

Spy (Nov 2), **Harry Potter and the**

Chamber of Secrets (Nov 15), **James**

Bond 20: Die Another Day (Nov 22),

Treasure Planet (Nov 27), **Star Trek:**

Nemesis (Dec 13), **Solaris** (Dec 13), **Lord**

of the Rings: The Two Towers (Dec 18)