

# ConNotations

Volume 14, Issue 6  
December/January  
2004/2005

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

## A Conversation with Janny Wurts & Don Maitz

By Catherine Book

When I understood that both Janny Wurts and Don Maitz would be at World Fantasy, I knew I had to get them both in the same room with my tape recorder. Fortunately, they also thought it was a good idea.

amazing painting by this fellow named Don Maitz. And the fellow was standing there when she told him how much she admired his work. But then he just walked away...! Don explained that he's deaf in one ear and simply hadn't heard



Don Maitz & Janny Wurts

I knew they had met at a convention and now I had the opportunity to ask about the details. It seemed that Janny had wandered into the Art Show at World Fantasy 1979 and was stopped and struck dumb for fifteen minutes by an apparently

her. Fortunately, for him, Janny is persistent and she approached him again at a party and yelled this time. The rest is their history.

It's a marvel to me how writers and

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## CASFS Business Report

### Salutations

### September

\* The Quartermaster completed and submitted an inventory of the contents of the sheds. There was much rejoicing.

\* Pearl Goddin, mother-in-law to CASFS member Mike Willmoth, died. We voted to donate \$50 to the Thomas Pappas School for the Homeless in her memory.

\* CASFS member Pinkie Gish underwent knee replacement surgery on both knees. We voted to donate \$25 to buy her a plant.

### October

None. (Because we move the October, November, and December meetings to the second Friday of the month to avoid conflicting with holidays, there's often less than two weeks between the September and October meetings. Thus, it's not uncommon for the October meetings to be rather light on business.)

No Longer the New Guy

### Correction

The picture of Brian Herbert and Kevin J Anderson on page 1 of Volume 14 Issue 5 should have been credited to Velavision. We regret the omission.

## Who's Who This Issue

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# SF Tube Talk

## TV News & Previews

By Lee Whiteside

We're past the start of the fall season and moving into the winter holiday break. The doesn't necessarily mean that we've got nothing but repeats coming up, though. SciFi has new stuff in December and January while the other networks dole out a few new episodes over the next couple of months.

After disposing of the whole temporal cold war quite quickly (and leaving a few likely to never be answered questions), *Enterprise* has moved full bore into it's new direction under the auspices of **Manny Coto**. After dealing with the Eugenics Wars aftermath (and featuring **Brent Spiner**), they've moved into the current Vulcan mini-arc that will see a younger T'Pol, bring a connection between Archer and the Vulcans through a vision from Surak and an ancient relic with Surak's writings. Supposedly, this will resolve some of the issues with the differences between Vulcans of *Enterprise* and what we've seen in other *Trek* series. After that will be a couple of standalone, mostly ship based shows. First up is *Deedalus*, where the inventor of the transporter, Emory Erickson, pays *Enterprise* a visit where we will learn about the development of the transporter and the man who created it as well as what he hopes to achieve in the future with the technology. In *The Observer Effect*, noncorporeal aliens study the *Enterprise* crew as they respond to a fatal viral infection brought on board from an away mission. This will feature lots of scenes in the decontamination chamber where Trip and Hoshi are suffering the effects of the virus. After that will be the next mini-arc which will feature Andorians, Tellarites and Romulans. First up is *Babel One*, where *Enterprise* is assigned to transport Tellarite and Andorian delegations to a peace conference. When the Andorians claim one of their ships was destroyed by the Tellarites, on-board tensions start to escalate. It turns out the Romulans are behind the attack and their ship is damaged. The Romulans also don't want *Enterprise* to discover them and their relationship to the Vulcans, since they are wanting to try to reunify the two races on their own terms.

Over on *Smallville*, we've seen the introduction of Lois Lane, an incarnation of The Flash, as well as Mr. Mxyztyk and who knows what more reimagining of D.C. characters we will see before the season is over. In the meantime, we've got **Jane Seymour** doing a guest turn as Jason's mother, Genevieve Teague, a rich, powerful socialite who may hold the key to Lana's mysterious tattoo. We'll get a couple of episodes in December including *Scare*, in which people, including Jason, are infected with a toxin that causes the victim to sustain a level of panic until their heart gives out and also causes hallucinations. Lionel Luthor gets his conviction overturned and is now a free

man, and a new project manager working for Lex is Otis Ford (Lex's henchman in the first Superman movie) and it is his project that releases the toxins. Next up is *Unsafe*, where **Sarah Carter** returns as Alicia Baker, the girl who was *Obsessed* with Clark. Look for Clark to revert to full Kal mode and take up with Alicia (including a wedding scene!) and Lana and Jason get closer, really closer... Things continue in *Pariah* where Clark defends Alicia to his parents, who believe that he was affected by Red Kryptonite, Lana deals with the threat of being attacked in her apartment above the Talon, and Lois learns more about Smallville before the meteor shower. Visit [kryptionsite.com](http://kryptionsite.com) for even more info on upcoming episodes.

For once, I've tracked down some advance info on *Charmed*, from [thecharmedones.com](http://thecharmedones.com). Upcoming soon will be the episodes *Ordinary Witches*, in which the demon Zankou, recently freed from his imprisonment by The Source, begins to organize the underworld so that he can prevent the Avatars from succeeding in their plan, *Extreme Makeover: World Edition* sees the Avatars starting to change the future, resulting in many changes to the entire world, not all of them for the better, and in *Charmageddon*, the current storyline looks to culminate in the ultimate battle between the forces of good and evil.

Of the new series this fall with a small genre connection, the big hit has been ABC's *Desperate Housewives*, although the audience draw likely isn't for the ghostly narration but the wild goings on with all of the housewives. ABC also has a hit with *Lost*. **J. J. Abrams** has come up with a show that has drawn in an audience bigger than *Alias*, although what the true story is behind the island is still to be

seen. With the success of *Desperate Housewives*, **Abram's Alias** may have to find a new time slot or night when it returns in January, possibly following *Lost* on Wednesday night on ABC. The WB's *Jack & Bobby*, which has segments looking back in retrospect from the near future, has won critical acclaim for its storylines and characters, but hasn't been drawing much of an audience, even after moving it from Sundays to Wednesdays. The only thing that may keep it on the air for a full season is that the viewers it does draw fall into the higher income demographics that certain advertisers are seeking. Over on UPN, a show worth catching even if it doesn't have any

(Continued on page 4)

# 24 Frames

## Movie News

By Lee Whiteside

Up, Up and Away with **Brandon Routh**. Warner Bros. has finally found its Superman in relatively unknown actor **Brandon Routh**, who has mainly done television roles on shows such as *One Life to Live*, *Gilmore Girls*, and *Cold Case*. He's from Norwalk, Iowa and is 25 years old. **Routh** does have the Superman look, and even won a Hollywood costume contest last Halloween dressing as Clark Kent with a Superman suit underneath his shirt. Filming is expected to begin in Australia early next year with director **Bryan Singer** at the helm. Nothing has yet been announced on the rest of the cast but rumors include **Michael Gambon** as Jor-El, **Jude Law** as General Zod, **Kevin Spacey** as Lex Luthor, and **Shawn Ashmore** as Jimmy Olsen. Look for the movie in theatres in Summer 2006.

**Cruise and Spielberg** at War - **Tom Cruise** is starring and **Steven Spielberg** is directing an updated version of *War of the Worlds*. **Cruise** plays an estranged father in the middle of a Martian invasion of Earth. Also starring are **Miranda Otto**, **Tim Robbins**, **Dakota Fanning**, and **Justin Chatwin**. Indications are that this version will be set in the modern day and not in the 1890's of the original novel by H. G. Wells.

Also in the works for updates and remakes are *The Blob*, *The Fog*, *He-Man* (directed by **John Woo**) and even *The Shaggy Dog* (with **Tim Allen**). In the really strange remake category is *Snow White and the Seven*, a martial arts retelling of *Snow White and the Seven*

*Dwarfs*, written by **Michael Chabon**. In a sequel of sorts to *Troy*, producer **David Heyman** has set up a film version of *The Odyssey*, which centers on Odysseus and his journey home after the Trojan War. Unlike the recent *Troy* movie, this movie will feature the supernatural, monsters and the sea god Poseidon. In movie rights news, New Line has snagged the film rights for the new fantasy novel by **Susanna Clarke**, *Jonathan Strange & Mr. Norrell*.

**Keith Richards** as **Depp's** Dad - Filming will begin early next year on the next two *Pirates of the Caribbean* movies (being filmed simultaneously) and reports are that **Johnny Depp** has talked Rolling Stones guitarist **Keith Richards** into taking on the role of Captain Jack Sparrow's father. **Depp** based his Captain Jack character on **Richards**.

Filming on the *Hitchhiker's Guide to the Galaxy* has wrapped and according to star **Zoey Deschanel**, the movie is true to **Douglas Adams** wishes. "Pretty much everything from the book is included," **Deschanel** said in an interview with SciFi Wire. "Most everything that was changed was **Douglas Adams'** idea to begin with; [the filmmakers] had his hard drive, so any changes that were made were pretty much according to his wishes." In addition to **Martin Freeman** as Arthur Dent, **Mos Def** as Ford Prefect, and **Sam Rockwell** as Zaphod Beeblebrox, **John Malkovich** is on board as the leader of a religious sneezing cult that the Heart of Gold crew runs into on their adventures.

**Sarah Michelle Gellar** looks to keep going on with horror thrillers and has signed on to the movie *Revolver* for Rogue pictures. The movie follows a tough, successful saleswoman whose vivid nightmares drive her to investigate

(Continued on page 5)



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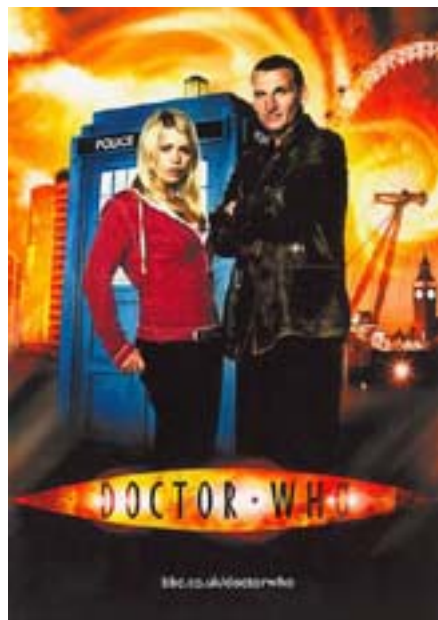
## SF Tube Talk (Cont'd from page 3)

genre elements is *Veronica Mars*, combining an overall mystery theme with teen angst and fairly decent storylines. There's no aliens, demons or vampires about, but it still has the feel of some of the better recent genre series like *Buffy*, *Angel* or *Smallville*. It has been doing respectable for UPN so far and has been picked up for a full season.

*Tru Calling* fans who got their hopes up when FOX picked up the series for a second season are now left wondering if they will even see the six episodes that were made before FOX cut back the order for the season and now may not even air the show. FOX has given a mid-season order for the series *Point Pleasant*, which is described as a mix of "*Peyton Place*" and "*The Omen*," and revolves around a beach side community that is turned upside down when a mysterious girl (**Elisabeth Harnois**) washes ashore. In other development news, The WB has passed on a series based on *Global Frequency* and the creators and producers of the pilot are now shopping the series to other networks. USA Network has greenlighted a weekly series for *The 4400*, committing to 13 episodes for a first season and USA has also given the go-ahead for a fourth season of *The Dead Zone*, ordering 22 episodes of the series.

Across the pond, the BBC is halfway through production of the new *Doctor Who* TV series. The latest word is that the series will debut on the BBC sometime in March, possibly around the Easter holiday. There is still no word yet on where it will air in the US, although there are still strong rumors that SciFi is negotiating for the rights. There's plenty of photos and set reports on the net, but details about the episodes are still being kept pretty quiet. As previously reported, we will see the Daleks, and they (initially) will look pretty much like they've been before, although rumors are that they will turn up later in the season in an advanced state of evolution. Rumored storylines include one where Rose, the Doctor's companion, will attempt to alter her father's death when in the past, another will set on a space station with a wide variety of aliens, and a two-parter will take place during the London Blitz. The series has been getting a lot of coverage in the press, especially **Billie Piper** (Rose), who has recently separated from her husband and has reportedly been seen holding hands with her Doctor Who co-star **Christopher Eccleston**. It is unknown if that was part of the show or off camera hand holding, but reports such as this are definitely keeping the series in the public eye.

All things SciFi (the channel, that is). October saw the debut of *Farscape: The Peacekeeper Wars*, which resolved many of the outstanding plot lines left hanging when the series was canceled, and also left fans saddened and wanting for more. The ratings were good, but not stupendous, but it also didn't get the full promotional push from SciFi that one of their major miniseries gets. The future of *Farscape* may depend more on how well the DVD sales of the miniseries are when



© BBC

it is released in January.

December on SciFi sees the airing of the *Anonymous Rex* movie as well as the debut of the four hour *Earthen* miniseries. Pushed back from a November debut to Dec 4<sup>th</sup>, *Anonymous Rex* is based on the **Eric Garcia** novels about dinosaurs disguised as humans where the main character, Vincent Rubio (**Sam Trammell**), is a private eye who is also an evolved velociraptor. According to the promotional info, in the movie, the dinosaurs use shape changing technology for their disguises, not the complex latex appliances with buckles that is described in the books. **Daniel Baldwin** is Vincent's partner, **Ernie Watson**, **Stephanie Lemelin** is Ernie's daughter, **Gabrielle Tamara Gorski** plays Circe, a dinosaur cult leader that Vincent and Ernie are investigating, while **Isaac Hayes** and **Faye Dunaway** have cameos as members of the Dinosaur ruling council.

The latest SciFi miniseries based on a novel is *Earthen*, a four hour adaptation of the first two *Earthen* novels by **Ursula K. LeGuin** airing on Dec 13<sup>th</sup> and 14<sup>th</sup>. **Shawn Ashmore** is Ged, an angry, headstrong youth, whose magical power could rival that of the greatest wizards, **Kristine Kruek** is Tenar, a beautiful young priestess, **Danny Glover** is the master Wizard Ogon, and **Isabella Rossellini** is the High Priestess Thar. This epic fantasy follows the tale of a reckless youth destined to become the greatest sorcerer that the mystical world of Earthen has ever known. When the difficult and rebellious Ged discovers the extent of his magical powers, he seeks to master the ancient arts — and his own impulses as well. As he journeys to manhood, he will combat dragons, fall in love, cross death's threshold and ultimately wield the power to reunite a planet. Also appearing in the miniseries is **Sebastian Roche** as King Tygath, who wants to free the Nameless Ones so that he can remake Earthen, **Jennifer Kalvert** is Kossil, a priestess who aligns herself with Tygath thinking she can make her order great again, **Chris Gauthier** as Vetch, a classmate of Ged's and a loyal friend and wizard, **Mark Hildreth** as Jasper, a second year student at the wizard

school, whose destiny is tied with Ged's, and **Amanda Tapping**, in a cameo as Lady Elfarran, a ghost who appears to Ged in a vision. How closely the miniseries follows the novels is unknown, but the casting does not quite match the characters as described in the novels and more than likely events that occur in the second book will be moved up in the story so that characters not in the first novel show up in the first half of the miniseries.

Rounding out the new stuff on SciFi in December with a holiday theme is the movie all you Full Moon fans have been waiting for, *Puppet Master Vs. Demonic Toys* debuts on Saturday Dec 18<sup>th</sup> starring **Corey Feldman** and **Venessa Angel**. In the movie, descendants of the original Puppet Master discover the formula for reanimating their ancestor's long-dormant creations. Unfortunately, their success draws the attention of a fiendish group that wants to steal the Puppet Master's secret elixir, to complete a Christmas Eve spell that will transform their line of harmless dolls into homicidal toys.

January on SciFi sees the return of both *Stargate* series and the debut of the *Battlestar Galactica* series, all on Friday nights. Starting things up for *Stargate SG-1* is *Prometheus Unbound*, which features **Claudia Black** as Vala, a woman who steals the Prometheus when it is investigating a damaged Goa'uld ship. Daniel Jackson is the only crew member on the Prometheus when it is stolen, and the rest of the Prometheus crew, including General Hammond, are left stranded on the damaged Goa'uld ship. Daniel must stop Vala from making off with the Prometheus and gets beat up in the process. In *Gemini*, a duplicate of Colonel Carter seeks help from Stargate Command in defeating the Replicators, who she claims has found a way to counter the Asgard's new weapon. In *It's Good to be King*, former N.I.D. colonel Harry Maybourne has taken charge of the planet he was left one in season six's *Paradise Lost*. But the Goa'uld are looking to take control of the planet and the SG-1 team are there to stop them. In *Full Alert*, the Russians come into play when they warn Stargate Command that they believe the US Government may be compromised by the Goa'uld.

Coming up on *Stargate Atlantis* is *The Eye*, where Major Sheppard plays a dangerous game of cat and mouse with soldiers who have seized control of Atlantis and taken Weir and McKay hostage. In *The Defiant One*, Sheppard's team investigates a downed Wraith ship, and find themselves stuck on a planet with a lone Wraith survivor. In *Sanctuary*, the team finds a paradise like world that would make an ideal sanctuary for those fleeing from the Wraith, but the local inhabitants believe their goddess will not permit it. In *Hot Zone*, several residents of Atlantis are infected with a deadly nanite virus, forcing a lockdown of the city. In *Before I Sleep*, the team discovers a woman that has been in suspended animation on Atlantis for 10,000 years. They are even more surprised to find it is an older Dr. Weir!

Following the success of the

*Battlestar Galactica* miniseries, SciFi has picked it up for a first season of thirteen episodes, which will start airing on Fridays on January 14th on SciFi. All of the miniseries cast returns and original series star, **Richard Hatch**, will have a recurring role as Tom Zarek, a political prisoner turned activist. The weekly series picks up within hours of the miniseries with the first episode, 33, where Commander Adama and his crew are mystified by the Cylon's ability to continually find them after jumps, and must determine how they are being tracked before the enemy destroys the fleet. This is a very tense episode with the crew being at the end of their ropes, both physically and emotionally. In *Water*, Boomer wakes up in a storage locker soaking wet and carrying a bag with a bomb in it. Moments later, several explosions rip through the Battlestar Galactica bleeding her of 60% of her water. Now the crew struggles to find another source of water before riots threaten to destroy the convoy. In *Bastille Day*, a political prisoner (**Richard Hatch** as Tom Zarek) and leader of a dissident movement takes members of the Galactica crew hostage in a bid for freedom, and demands that a new President be duly elected. In *Act of Attrition*, Kara must train a new squad, bringing back painful memories for her and Lee, when an accident causes the death of 20 of Galactica's fighter pilots on the hangar deck.

There's been reports of activity in the *Quantum Leap* movie announced by SciFi a while back. Reports are that it will center on Sam Beckett's daughter, Sammy Jo, and be set several years after the original series. After a long time without any contact, 'Al' Calaviccini manages to make contact with Sam, but loses it. Al sets Sammy Jo on her father's path in an attempt to bring him back. It is likely **Scott Bakula** will appear in the movie and could appear on a semi-regular basis if it is picked up for a series.

Also in the works for SciFi is a two hour pilot movie *Painkiller Jane*, based on the comic by **Joe Quesada** and **Jim Palmiotti**. The movie is about Jane, a young Marine who is exposed to a biochemical weapon that endows her with self-healing powers and who subsequently fights crime while eluding the military. Other miniseries in the works for SciFi include *Tin Man*, inspired by *The Wizard of Oz*, which centers on centers on Dorothy, a young girl who finds herself plunged into an alternate universe called the Outer Zone (O.Z.), an exotic and ethnically diverse land policed by law enforcement officers known as "Tin Men." As Dorothy tries to find a way home, she encounters three strange but endearing individuals who accompany her.

The latest novel based miniseries announced by SciFi is *Darwin's Children*, based on **Greg Bear's Darwin's Radio** and *Darwin's Children* books, which explore what happens when the next step of human evolution becomes a threat to humanity's existence.

(Continued on page 5)

## SF Tube Talk (Cont' from page 4)

On the animated front the current run of *Justice League Unlimited* on the Cartoon Network runs through December, culminating in a two-part time travel extravaganza on Christmas Day that takes core League members back to the old west and into the near future. For those who have enjoyed *Duck Dodgers* (which haven't been many viewers with ratings boxes), Cartoon Network has finally started showing the second season in a late night Friday time slot, pretty much burying the series. It does have some good moments and is still worth catching, especially the episode "The Fudd".

For more schedule information, news and links, visit the Magrathea/SFTV Pages at [www.sftv.org](http://www.sftv.org) Contact Lee Whiteside at [SFTV@casfs.org](mailto:SFTV@casfs.org)

## 24 Frames (Cont'd from page 3)

the mysterious death of another young woman 25 years earlier. Box office on *The Grudge* was above expectations and a sequel is in the works, although it isn't clear yet if Gellar will be part of it.

In the TV to movies arena, *Joss Whedon's Serenity*, based on his *Firefly* series, is moving along and according to Whedon "It's the hardest story I've ever had to structure," Whedon said. But, he added, "once I get writing these people, it's the easiest thing in the world, because I know them so well. The other thing is, a TV show is built around slow development of character. A movie ... is built around momentum. They're very different things. So ... you have to let some things drop, and you have to speed some things up, and you have to sort of know which ones are which."

On the *Babylon 5* movie front, there is still no actual news to report, but in the Joe's Clues department, there has been indication that a production office has been opened up in the U.K. and that creator **J. Michael Straczynski** will be spending time there working on a major project which he can't yet announce. Indications are that a movie is still in the works, just that the financial backers and Warner Bros. just aren't quite ready to make a formal announcement yet.

### Upcoming Movie Previews

*House of Flying Daggers* - Near the end of the Tang Dynasty, police deputies Jin and Leo tangle with Mei, a dancer suspected of having ties to a revolutionary faction known as the House of Flying Daggers. Enraptured by her, the deputies concoct a plan to save her from capture, and Jin leads her north in what becomes a perilous journey into the unknown.

*Blade: Trinity* - For years, Blade (**Wesley Snipes**) has fought against the vampires in the cover of night, with the world above unaware of the brutal ongoing war. But now, after falling into the crosshairs of the FBI, he is forced out into the daylight where he is driven to join forces with a clan of human vampire hunters he never knew existed - The Nightstalkers. Together with Abigail (**Jessica Biel**) and Hannibal (**Ryan Reynolds**), two deftly

trained Nightstalkers, Blade follows a trail of blood to an ancient creature that is hunting him...the original vampire, Dracula.

*Lemony Snicket's A Series of Unfortunate Events* This is the story of the Baudelaire's, three young orphans, Violet (**Emily Browning**), Klaus (**Liam Aiken**) and Sunny, looking for a new home, who are taken in by a series of odd relatives and other people, including Lemony Snicket, who narrates the film, and starting with the cunning and dastardly Count Olaf (**Jim Carrey**), who hopes to snatch their inheritance from them. Violet is the oldest of the Baudelaire's at 14, and is their brave and fast-thinking leader. The only boy is middle child Klaus, 12, who is intensely intelligent and obsessed with words. The youngest is infant Sunny, who speaks in a language only her siblings can understand, and she has a tendency to... bite.

*Andrew Lloyd Webber's The Phantom of the Opera* - This romantic musical epic is about a mysterious masked figure, Erik (**Gerard Butler**), who roams the undergrounds of 19th century Paris, centering his activity around (or under) the Opera Populaire, where he tutors a beautiful young soprano, Christine (**Emmy Rossum**), who goes on to upstage the city's most famous opera singer, Carlotta (**Minnie Driver**). The Phantom thinks he's found love, until Christine's childhood boyfriend, Vicomte de Chagny (**Patrick Wilson**) shows up.

*Flight of the Phoenix* - When a C-119 cargo plane full of oil workers crashes in Mongolia's Gobi Desert during a sandstorm, the survivors attempt to build a new plane from the parts they find in the wreckage to escape. The plane was piloted by Captain Frank Towns, an employee of oil company Geodel, whose job it is to go to remote oil rigs and shut them down when their productivity has decreased. Having accomplished his job with one such rig, his plane crashes with

all of the employees aboard on the way back to Beijing. **Dennis Quaid, Giovanni Ribisi, Miranda Otto, Hugh Laurie, Jared Padalecki**

*The Dark* - The perfect movie for a Christmas Day release. A teenage girl (**Anna Paquin**) moves into a remote countryside house with her family, only to discover that their gloomy new home has a horrifying past that threatens to destroy the family.

*White Noise* - Michael Keaton plays successful architect Jonathan Rivers, whose peaceful existence is shattered by the unexplained disappearance and death of his wife, Anna (**Chandra West**).

Jonathan is eventually contacted by a man (**Ian McNeice**), who claims to be receiving messages from Anna through EVP (Electronic Voice Phenomenon), the process through which the dead communicate with the living through household recording devices. At first skeptical, Jonathan then becomes convinced of the messages' validity, and is soon obsessed with trying to contact her on his own. His further explorations into EVP and the accompanying supernatural messages unwittingly open a door to another world, allowing something uninvited into his life.

*Elektra* - Following the events of *Daredevil*, Elektra Natchios (**Jennifer Garner**), sai enthusiast and assassin for hire, is revived by the Order of the Hand, a group of assassins who helped train her. Assigned by the Hand's current leader, Kirigi, to kill a man, Mark Miller (**Goran Visnjic**), and his 13-year-old daughter, Abby, Elektra soon befriends them and decides to stand up to her ninja peers. Elektra is especially motivated to do so when she discovers that Miller's grandfather was an ally of her former mentor, Stick (**Terence Stamp**). Together, they must take on Kirigi's lethal quartet of assassins..

*D.E.B.S.* - To the outside world, the D.E.B.S. look like picture-perfect, plaid-skirted, well-schooled young women. But

really they are our nation's first line of defense. Their arch enemy is Lucy In The Sky, a sexy, diamond-bejeweled bank robber so evil that no crime fighter has faced her and lived to tell the tale until the D.E.B.S. are ordered to take her down. Stars **Jordana Brewster, Meagan Good, Devon Aoki, Jill Ritchie, and Michael Clarke Duncan.**

*Hide and Seek* - A father discovers his 9 year-old daughter has come up with an unexpected and terrifying way of dealing with her mother's death through an imaginary friend. The daughter has an imaginary friend named Charlie, and her father soon realizes that Charlie isn't make believe. Stars **Robert De Niro, Dakota Fanning, Famke Janssen, Dylan Baker, and Robert John Burke.**

*Boogeyman* - A young man (**Barry Watson**), emotionally traumatized by memories of terrible things he experienced in his bedroom as a little boy, decides to return to the house he grew up in after the tragic death of his father to try to face his fears of that bedroom. He fears a mysterious being who could merely be a figment of his imagination. He hopes that the experience might help him work out his trauma Unless, of course, the Boogeyman is real... Also stars **Emily Deschanel, Skye McCole Bartusiak, Lucy Lawless, Philip Gordon, Charles Mesure, and Tory Mussett.**

*Constantine* - John Constantine (**Keanu Reeves**) is a world-travelling, mage-like misfit who investigates supernatural mysteries and the like, walking a thin line between evil and good. Constantine teams up with a female police detective, Angela (**Rachel Weisz**), who seeks his help while investigating the suicide-like death of her twin sister. Does it have something to do with a mysterious group called "The First of the Fallen"? And what is it about Constantine that puts him in a position where he is making deals with representatives from both Heaven and Hell?



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## Pointless Meanderings by Brandon Huigens

To understand Rob Osborne, Gilbert, Arizona's own award-winning cartoonist and newly - minted **major** graphic novel creator, one can simply begin with a simple definition:

**ambitious** \Am\*bi'tious\, a. [L. ambitiosus: cf. F. ambitieux. See Ambition.] 1. Possessing, or controlled by, ambition; greatly or inordinately desirous of power, honor, office, superiority, or distinction. Yet Brutus says he was ambitious, And Brutus is an honorable man. --Shak. 2. Strongly desirous; -- followed by of or the infinitive; as, ambitious to be or to do something. I was not ambitious of seeing this ceremony. -- Evelyn. Studious of song, and yet ambitious not to sing in vain. --Cowper. 3. Springing from, characterized by, or indicating, ambition; showy; aspiring; as, an ambitious style. A giant statue . . . Pushed by a wild and artless race, From off wide, ambitious base. --Collins. See also:

Osborne, one of the hardest working pencil - wielders and self - promoters making comics today, is enjoying a well - deserved bout of success following the release of his hilarious anecdotal comic strip, *1000 Steps To World Domination*. Previously only available in very limited mini comic format, *1000 Steps* was recently released as a new graphic novel from acclaimed comics publisher AiT/PlanetLar. As such, Osborne's newest creation is fast becoming a hot commodity on book shelves not just here in the United States, but all over the globe. Brandon Huigens of ConNotations and Samurai Comics was able to catch up with the man to discuss his cartooning machinations.

**Brandon H: Why do you want to conquer the world?**

**Rob Osborne:** With the launch of *1000 Steps to World Domination*, I am unabashedly announcing that world domination is my ultimate objective. My conquest to bring the world to its knees--to dominate--is in the very fabric of my being. My very purpose is to overcome. To go forth and conquer!

Most people's primary objective is to sustain the status quo. Regardless of one's position in life, it is quite common for a person to only exert enough energy to maintain their current level of satisfaction. Even the most dissatisfied monkey will do everything he can to preserve the comfortable predictability of his everyday life.

I know that conquering the world will lead to more sex, a bigger SUV, a huge castle, loyal friends, a better body, fewer carbs, more taste, and a brighter smile. And perhaps I'll wear a crown of gold. Or better yet, a football helmet of gold. Most importantly, it will allow me to keep making comics.

**BH: Why try world domination through comics rather than, say, television, radio, or culinary achievements?**

**RO:** Comics is a very dangerous medium

because it is overlooked. A most unlikely vehicle for achieving world domination, comic books have a great potential for the spread of influential ideas. If comics is the trunk of world domination, then television, radio and the culinary arts are its branches. Your inclusion of the culinary arts is impressive, because the cooking queen, Julia Child, also wanted to conquer the world.

The seed of world domination is in me, and as I produce comics, it spreads to each medium. The word of world conquest spreads through movies, television, radio, video games, plushy toys, and action figures. Hanging from those branches are fruits--those who have read my comics, seen the movies, listened to the speeches, played with the action figures and bought into the movement. A legion of followers grows.

All right, the tree analogy may be a bit confusing, but the power of comics should not be underestimated!

**BH: How long have you been a cartoonist, and how long did you want to be one before you started?**

**RO:** I've been hard at it for three or four years now, but I've drawn comics all my life. I knew that I wanted to be a cartoonist when I was an Alma Astro. In the sixth grade, our class put together a little photocopied yearbook. Underneath each picture was your name and what you wanted to be when you grew up. Underneath my handsome mug shot--I was strikingly good-looking even then--it read "Rob Osborne, Cartoonist."

I haven't always been in the world of cartooning, however. I did spend some years in other businesses, and those experiences help to inform my comics today.

**BH: Do you plan on leaving the world's governments intact, or do you intend on ruling everyone with an iron-fisted monarchy? Do you have a cabinet in mind? If not, will you have tryouts for your cabinet, or will you not have a cabinet and go commando, so to speak?**

**RO:** The best way to rule is with an iron fist. You cannot conquer with a feather-light touch. Conquest is not the stuff of kittens and rainbows. Nor can you command with kisses and hugs. You must tyrannize. Like it or not, our world is governed by the use of force.

The job description for "tyrant" requires toughness, decisiveness, vision and forcefulness. You must be iron fisted all the way.

Great decisions are made by great decision-makers, and no committee, cabinet, or commune has ever made a decision which was not decidedly more watered-down, passive, lowest-common-denominator than the choice made by a single visionary.

And if you must know, I am "going commando" right now.

**BH: Who makes the best leader: George Bush, John Kerry, you? I know it's you, and I know you know it's you, but why?**

**RO:** In American presidential campaigns, leadership is frequently defined as "soda pop politics". When I was in elementary school, I ran for student council (And I

won both times. Student body Vice President in the fifth grade and student body President in the sixth grade. Ahem.) The candidates for elementary school student council offices would run on platforms like, "If elected, I promise to have soda pop served at lunch, and a soda fountain and candy machines will be installed in every classroom. Oh, and every Friday I will give every student a popsicle!"

Leadership isn't about what I can give you. Leadership is about inspiring others to do what they do best, equipping them to do the work, and then getting out of their way.

If I can inspire you to put down the remote control, get off the couch and go achieve something that you really want, then I've done my job. If you choose to stay there, paralyzed by the latest reality show, then you are just a flabby girly man. And the flabby girly man gets the iron fist!

**BH: How will you be carrying 1000 Steps To World Domination out further in comics? Are you moving on to other projects and leaving it behind? You're working on a new project in addition to 1000 Steps - can you talk at all about when it'll be out and what it's about?**

**RO:** My next project, *Sunset City: For Active Senior Living*, will be out Summer, 2005 from AiT/PlanetLar.

*Sunset City* is a typical retirement community. Its residents enjoy golf and gossip, and they all seem content to fritter away their golden years except Frank McDonald. A retired widower, he wrestles with the question: Why am I here?

Reading the newspaper, Frank keeps up on the minutia of the day. It provides a buzz to an otherwise humdrum life. One morning, Frank is overcome by a startling story, so he does something extraordinary: He takes life by the balls.

**BH: Describe what it was like to win the Isotope Award for Excellence in Mini Comics, and how it's affected your career thus far?**

**RO:** The Isotope Award was a big break for me. It got my mini-comics into the spotlight, and I am really proud of that achievement. It provided an avenue for getting *1000 Steps to World Domination* turned into a graphic novel.

Through the award, I met the generous James Sime, owner-operator of the

Isotope and writer of the introduction to *1000 Steps to World Domination*. I also met the true king of all media, Ken Levin. And I met the talented and beautiful Larry Young and Mimi Rosenheim, my publishers at AiT/PlanetLar. I am really fortunate that these relationships sprang from the Isotope Award.

**BH: What's the tour been like since the release of the new graphic novel? How's the turnout been in the various places you've appeared?**

**RO:** I'm doing a little promoting of the book, and thus far it's been inspiring and eye-opening. The Atomic-Con in Phoenix was fun. We just got back from World Domination Day at the Isotope in San Francisco. That was raucous. And we still have Samurai Comics and Wizard World Texas to do. That's four events in two weeks.

**BH: Who is the Monocle, and will he ever grace the pages of a Rob Osborne comic again?**

**RO:** Before I started working on the *1000 Steps to World Domination* mini-comics, I produced two issues of a superhero book called Monocle. The book was very derivative, and it didn't go anywhere. But in the Monocle story are some characters who I have a great deal of affection for, and they are likely to be written into an upcoming story. I still have the Monocle file in my studio, so who knows if he will ever make an appearance again.

**BH: Last question: why read 1000 Steps to World Domination now, when we all know it will be published in every language and be required reading soon after you are crowned leader of the world?**

**RO:** If you don't read *1000 Steps to World Domination* now, then off with your head.

If you have the means, get out and pick up a copy of Osborne's graphic novel, *1000 Steps to World Domination*. In addition to being one of the funniest, well-drawn comic strips in print today, his work is surprisingly personal at times and always insightful.

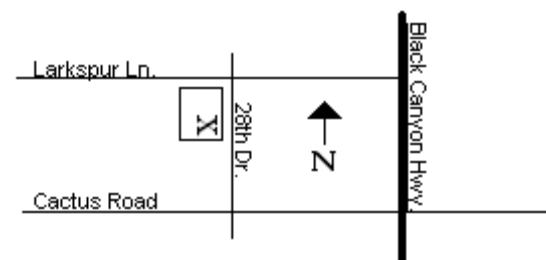
In the autobio comics genre, where breaking new ground veers toward ridiculously impossible, Rob Osborne is an refreshing, original voice. And we're not just saying that because he'll be in charge soon, either.

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## Conversation (Cont'd from page 1)

artists find time away from their craft to attend so many conventions. Don admitted that they have to parcel their time and not only for their craft but for their animals – it's always a challenge to find someone to properly care for their horses and cats. I asked them if they felt there was a difference between a fan convention and a pro convention. Janny felt that a well-run convention of either type is an absolute, total joy and a badly-run one - a nightmare. But she also was of the opinion that a good fan convention needs to have a committee that is in tune with their fan-based attendees and where an attending member can give more than they take. She felt that a characteristic of a bad fan convention is one where the senior committee member(s) are only concerned with having their favorite author/artist attend so they can meet him/her. Janny told me about a gaming convention where she and Don were not invited to participate in the gaming programming. She and Don were hoping they would be invited to help design a game and then interact with the players – the ideal situation for a guest: an opportunity to give more than they take. *Anyone out there taking notes?*

Janny is pretty much self-taught and claims she learned to draw at science fiction/fantasy conventions. She was also enthusiastic about how much she feels she owes to SF/F fandom. They both recognize that the opportunity to show their work at conventions – pretty much every week of the year somewhere in the country – is due to the efforts of the fans. Don feels the fantasy and science fiction field is the most open arena in the art community in which to exchange knowledge and criticism. Artists come to these conventions just so they can talk to other artists instead of remaining isolated in their studios. No where else do they have this opportunity for interaction. Both Janny and Don agree that no other art community is as open and welcoming. Janny says this environment thrives on ideas, thrives on the frontier of what can be created, and still retains a sense of wonder.

Don's early influences began with sitting in an attic with his cousin pouring over comic books. He was taken with the characters, and stories that worked together with the art; both of which provided a solid platform for his later book cover work. Don was an Honor Student in school and his guidance counselors tried in vain to discourage him from wasting his time and talent at an art school. He chose the Paier School of Art in Hampton, Connecticut where they emphasized 'doing' rather than 'contemplating.' As he described it, there are two types of art school: one where you *contemplate* a soda pop can and one

where you actually *draw* the can. Don preferred the second. He had the opportunity while at Paier to travel to NYC where he could see the Society of Illustrators Shows where the best of the industry was on display. Too many students, he feels, worry and obsess about competing with their fellow-students. Don felt early on that he had less to worry about from his fellow students than he did from the folks who were actually out there showing and selling their work. So being able to 'hold his work up' to the people who were earning their living with their illustrations, was, he felt, the best way to improve his own work.

Arthur Rackham, Maxfield Parrish, and Howard Pyle were all early favorites of Janny. She never had any formal training, saying that it would not have been acceptable to her family for her to go to an art college. She went instead to a college where she 'contracted' for her education. This school didn't teach a student how to parrot learning but how *get* knowledge to do whatever you wanted to do. Janny graduated with having learned writing and illustrating but without the needed knowledge to apply it. She says she needed another four years of acquiring knowledge, figure-drawing classes at a community college, going to convention art shows and hanging her work next to the likes of (Michael) Whelan and (Don) Maitz and *then* being willing to keep asking questions of successful artists until she learned what they knew.

I turned my questions to how they actually work together. Janny, being incredibly multi-talented does her own book jacket illustrations. I asked her if she had to fight with publishers to be able to make that call. She replied that she doesn't have to fight them; she just got so professional that she made it extremely difficult for them to say no. I was curious how it was that Don actually had an opportunity to do one cover for her (*Servant of the Empire* by Raymond Feist & Janny) – he replied it was simply because she was too busy co-writing the book. They share the art studio but Janny moves her writing into a converted garage where she can play the music that helps motivate her story – music that would distract Don. But Janny always reads aloud her copy to Don and gets his input. Sometimes a different viewpoint will bring out something in the story that hadn't gotten her attention. They feel their strengths complement each other's work. I marveled over the idea of these two incredibly talented people "boosting" each other's work. Janny agreed that it's a boon to them both but noted that they still manage to keep their individual voice.

They actually collaborated on one painting – *Fionavar Tapestry*, a story by Guy Gavriel Kay. Janny loved the book but Don hadn't read it. She insisted that they had to do this commission. Janny

had experience with collaborations but this was Don's first time. Don explained its genesis: they discussed the book and approaches and then they started sketching at a San Diego ComicCon and traded the sketch book back and forth. They progressed to color sketches and after each of them had one they liked, they laid them side-by-side to compare, agreed on one they both liked and that was the one they submitted. They then began work on the painting and simply passed the work from one drawing table to the other. I asked if they were still friends after such a project and Janny explained that when one embarks on a collaboration, one has to be able to "let go of one's own identity" but then one gets a third 'method' that's needed to gain the desired result.

Janny and I had a couple of earlier conversations about mentoring neophyte writers. I wanted to know if she found the experience satisfying or draining. She answered unhesitatingly that it was always satisfying. She explained that they didn't come to her for ideas; that they brought their own ideas with them. For Janny, the important thing is to under-

stand what they're trying to say and teach them to say it their way; not to tell them what they have to do, so much as show them possible directions they *could* go. Janny's theory is that the process of writing is a much-misunderstood process. It takes five years of intense practice, she believes, for the brain to learn how to write – how to make the word decisions that matter. Many people, she says, think that one either has talent or not. Not true, she states; one just has to develop the neural connections in your brain to carry what you need to be able to write fiction – and it's going to take at least five years. But, in addition to practice, if one doesn't have the **desire** to write, the creation will never happen. Don't get discouraged if someone tells you that you're incompetent. Competencies are developed. Read – read – read ... and write - write – write. Janny's website ([www.paravia.com](http://www.paravia.com)) has tips for aspiring writers. She told me that an aspiring writer **must** read *Techniques of the Selling Writer* by Dwight V. Swain – "Go get that book! There is no other (book)," according to Janny.

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**Boggs: A Comedy of Values**  
**By Lawrence Weschler**  
**Review by Shane**  
**Shellenbarger**

Once upon a time, USA Treasury notes were backed by gold bullion. Once upon a time, USA Treasury notes designated as Silver Certificates could be exchanged for a like amount of Silver.

Those times are gone. As we move deeper into the 21st Century, our money is backed more by faith and trust in banks and governments than by the heft of precious metal in hand. And that bothered an artist by the name of Boggs.

James Stephen George Boggs started painting full-time in August of 1983, but it was May in 1984 that marked the beginning of his current money series. Boggs draws money and exchanges it for goods and services. On that day in May, Boggs was attending the Art Expo, sitting

in a diner, doodling a sketch of the numeral, *1*, on a napkin. As he embellished the drawing the waitress continued to refill his coffee cup. He worked and she refilled his cup until he felt full of both fluid and caffeine and the next time she approached he begged off. However, the waitress noticed Boggs' work on the napkin and asked to buy the piece. He declined. She offered twenty dollars. He declined again. She offered fifty dollars. He told her it wasn't for sale, but he noticed the disappointment on her face.

He asked her what he owed for the doughnut and coffee and she told him the bill was ninety cents. Boggs had an inspiration and offered to exchange the drawing in payment for the food and drink. She quickly agreed and Boggs handed over the napkin. He considered: What did she value about his art? Was it the amount of work she had observed him putting into the drawing? Was it his style? Was it the way his art mimicked a regular dollar bill? As he turned to leave, the waitress halted him and handed him a dime. He pocketed his change.

That transaction and the dime were the beginning of a career metamorphosis that continues to this day. Questions were raised in the mind of Boggs: What is money? Who decides what anything is worth? Could he again execute a similar or even more complex negotiation? Now Boggs' transactions involve the exchange of his drawings of monetary denominations from a multitude of nations. He defied the Bank of England and was found not guilty on four counts of counterfeiting a fifty pound note. He has stayed ahead of the USA Internal Revenue Service and Secret Service in what has been compared to a Zeno's Paradox of brinkmanship. He has created his own code of ethics and alternative exchange that sets him on a pedestal as a unique individual. The author, Lawrence Weschler, creates a

portrait of this maverick that intrigues and entertains the reader. You'll never look at money in quite the same way.

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## In Memoriam

**Tim Choate**  
**Gordon Cooper**  
**Christopher Reeve**

**Tim Choate**  
**1954-2004**

Tim Choate, best known in the science fiction community for playing Zathras, the strange, third-person-speaking keeper of the Great Machine on *Babylon 5*, died in a motorcycle accident on September 24, 2004. He was 49. Choate is survived by his wife and son. Donations can be sent to The Tim Choate Memorial Fund, P.O. Box 861355, Los Angeles, CA 90086. Proceeds will be placed in an educational trust for Flynn, who is 4 years old.

**Leroy Gordon Cooper, Jr.**  
**1927-2004**

Gordon Cooper passed away on October 4, 2004, at his home in Ventura, California. He was 77. Cooper was born March 6, 1927 in Shawnee, Oklahoma and attended schools in Shawnee, Oklahoma and Murray, Kentucky, receiving a Bachelor of Science degree in Aeronautical Engineering from the Air Force Institute of Technology (AFIT) in 1956, and an Honorary Doctorate of Science degree from Oklahoma City University in 1967.

Colonel Cooper was selected as a Mercury astronaut in April 1959. On May 15-16, 1963, he piloted the "Faith 7" spacecraft, a 22-orbit mission that was the conclusion of the operational phase of Project Mercury. He later served as the

(Continued on page 10)

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## In Memoriam (Cont'd from page 9)

command pilot of the 8-day Gemini 5 mission which began on August 21, 1965 becoming the first man to make a second orbital flight and winning for the United States the lead in man-hours in space by accumulating a total of 225 hours and 15 minutes. He later served as the backup command pilot for Gemini 12 and as the backup commander for Apollo X.

### Christopher Reeve (1952-2004)

Actor Christopher Reeve, who became famous for portraying Superman in 4 movies, died October 10, 2004.

Christopher Reeve was born in Manhattan, New York on Sept. 25, 1952. He graduated from Cornell University and studied at Juilliard. While at Juilliard he began the role of Ben Harper in the soap opera *Love of Life*. His most famous role was as Superman in the 1978 movie *Superman: The Movie* and its three sequels. His other best known fantasy role was opposite Jane Seymour in the 1980 time travel movie *Somewhere in Time*

Reeve broke his neck in a fall during an equestrian event in 1995. The accident left him without the use of his arms or legs, unable to breathe without a ventilator

Reeve is survived by his mother Barbara Johnson and his father Franklin Reeve, his brother Benjamin Reeve, his wife Dana, their twelve year old son Will and his two children from a former relationship, Matthew (25) and Alexandra (21).

The family has requested that donations be made in his honor to the Christopher Reeve Paralysis Foundation, 500 Morris Avenue, Springfield, NJ 07081

## The Day I Heard Superman Died (In Memory of Christopher Reeves- a poem)

By Jeffrey Lu

Wheel chair man,  
Why did you go?  
We need heroes,  
Now.

Wheel chair man,  
You once had a Robin  
To teach you again  
To fly, high.

Wheel chair man,  
You leap beyond your handicap.  
You are faster than your dreams.  
You stop us to think you are more than a man.

Wheel chair man,  
No more.  
Up, up  
And away

## FYI

### CASFS Book Discussion

The CASFS Book Discussion is held monthly at the Barnes & Noble bookstore at Metrocenter, 10235 N. Metro Parkway East. We meet on the third Wednesday of each month at 7pm in or near the coffeeshop.

On **December 15** we will discuss *Citizen of the Galaxy* by **Robert Heinlein**, on **January 19** - *Guilty Pleasures* by **Laurel K. Hamilton**, on **February 16** - *St. Patrick's Gargoyle* by **Katherine Kurtz**, **March 16** - *Summon the Keeper* by **Tanya Huff**, and on **April 20** - *The Eyre Affair* by **Jasper Fforde**.

Please join us for interesting and fannish discussions.

For more information contact Catherine at [books@casfs.org](mailto:books@casfs.org)

### Signings

**Clive & Dirk Cussler** will be signing at Changing Hands on Dec 8th, 7pm.

**Christopher Moore** at Tempe Festival of Arts, Dec 5th, 11am.

**Diana Gabaldon** at Tempe Festival of Arts, Dec 5th, noon.

### Other Phoenix Metro Area SF/F Book Groups

Borders-Glendale, 4th Wednesdays  
Borders-Tempe, 2nd & 4th Sundays  
Barnes & Noble-Goodyear, Manga Bookclub, 4th Saturday, 7pm

### Phoenix Metro Area Writers Groups:

Borders-Biltmore, 3rd Thursday  
Borders - Avondale, 3rd Monday  
Borders - Mesa, Sundays, 7pm  
Borders - Chandler, 2nd & 4th Wednesdays  
Barnes & Noble-Goodyear, 4th Saturday, 7pm

Note: Always call first to check dates and times.

## An American in England Part 2: Tiptoes to the Tower of London

By Jeffrey Lu

This trip could have been all day. With less than two hours, I ran up the stairs to the white tower and stopped to see a rather large sign next to a hole in the wall. The plaque mentioned the finding the remains of the two small skeletons, believed to be the two boy princes during King Richard's reign. Remembering Shakespeare in college, I paused in respect. After a few minutes, I moved on. Little did I know, I would lose a battle in the entrance way.

I felt I was in a quest. A quest for me to see everything in the Tower of London in less than two hours. Behold, I was defeated at the first half hour. My downfall- the entrance to a gift shop.

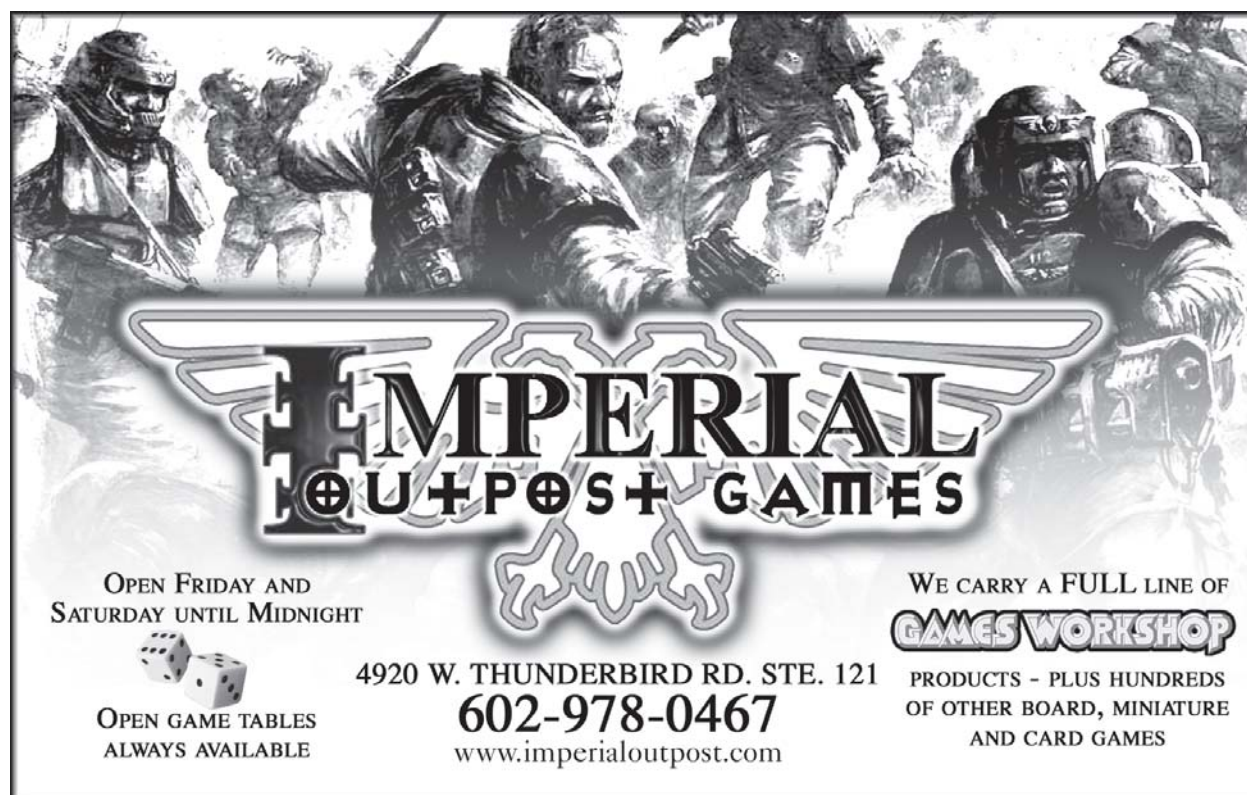
After being light in money but heavy in books and gifts for home, I briefly saw the dungeon that held important people from Henry the VIII's wives to a president of congress from a strange country, America. I glanced at royal armory- loads of armor, weapons from swords to cannons. This tower even mentioned that this held animals at one time. With my bags from the gift shop, I hurried into the next building where the Crown Jewels were stored.

Feeling like Alice in Wonderland, I passed a hallway into the video room of the last coronation of Queen Elizabeth II. I then scanned quickly over the video of each item due to time restraints. With only ten minutes to go, I finally saw the crown jewels.

Believe it or not, I had to stand on a moving conveyor belt. The crowns of past kings and queens were in each full windowed case. I am amazed at the riches and the history involved. To say the least, security was tight.

Tired and with seconds to go, I exited to meet my tour group. I later found out from Russell, a tour guide, the most important item than all the treasure in the tower was the Ampulla, a gold eagle figure that holds holy oil for the anointed king or queen. Next time, I will be there for at least a day.

Next time, An American in England: Theatre and Tea in England.



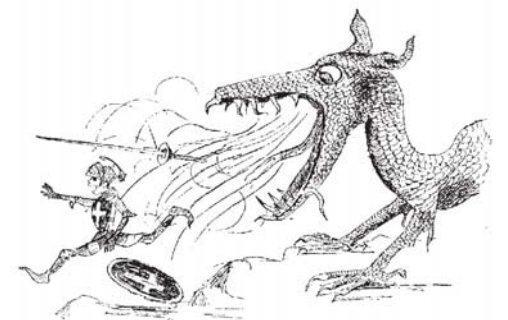
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# Videophile

**In Search of Santa  
Eloise at Christmastime  
Mickey - Twice Upon a Christmas  
Van Helsing  
The Day After Tomorrow  
The Punisher  
Around the World in 80 Days  
Futurama Volume 1 & 2  
The Simpsons - Season 1  
Hidalgo  
Pirates of the Caribbean - 3 disc  
edition**

For these first three reviews I borrowed some kids for the afternoon.

**In Search of Santa  
Miramax, 80 mins, NR  
DVD \$19.99**

From the back cover: "Even in the coldest places on Earth the magic of Christmas can warm the heart. Join penguin princesses Crystal (voice of Hilary Duff) and Lucinda (voice of Haylie Duff) on the adventure of a lifetime in this enchanting, fun-filled, CGI-animated movie. When a sleigh bell mysteriously falls from the sky, pure-hearted Princess Crystal is determined to prove it came from one of Santa's reindeer. Together, she and her sister, Princess Lucinda, set off on a daring journey to the North Pole to find Santa Claus. Along the way, the royal duo must work together to outrun hungry, wild beasts, outwit greedy pirates, and try to keep three sneaky court penguins from stealing their parents' throne. Featuring delightful characters, great new songs, and a heartwarming story, IN SEARCH OF SANTA celebrates friendship, family, and the most wonderful time of the year."

This one held the interest of the 4 and 6 year old but the 9 year old got bored. I enjoyed it but then again I am a total sucker for penguins in almost any form. Overall I say this one was a success. [B] - **Stephanie L Bannon**

**Eloise at Christmastime  
Disney, 87 mins, NR  
DVD \$24.99**

From the back cover: "The Plaza's most famous six-year-old girl returns for Christmas in this heartwarming family film based on the best-selling children's classic.

"I absolutely love Christmas!" exclaims Eloise (Sofia Vassilieva). So, with her "mostly companion" Nanny (Julie Andrews), Eloise sets off celebrating the season in her own irrepresible way. Whether it is helping coordinate a Christmas Eve wedding because "Getting married on Christmas Eve is the most romantic thing", shopping for the entire staff of the hotel or helping a neighbor save her home, Eloise has a "to do" list as long as her Christmas list."

I had high hopes for this one since the previous Eloise title was a success. Disney has hit on a winning formula as it translates children's classics to the

screen. The whole crew, plus the three adults in the house, all watch this one together and pronounced it a success. Overall - a rousing success. There are several requests (kids and adults) to find this title under the Christmas tree or stuffed in a stocking. [A] - **Stephanie L Bannon**

**Mickey - Twice Upon A Christmas  
Disney, 68 mins, G  
DVD \$29.99**

From the back cover: "Find out who's been naughty and who's been nice in this spectacular all-new Christmas celebration. Santa Claus joins Mickey, Minnie and their pals in an original movie about discovering the true joys of Christmas."

There are five short features ranging from 6 - 18 minutes in length. They are "Belles on Ice" in which Daisy and Minnie have a figure-skating duel; "Christmas: Impossible", in which Huey, Dewey, and Louie mail themselves to the North Pole to be sure they get presents for Christmas; "Christmas Maximus" in which Goofy's son Max is worried that Goofy will mess things up when he comes home from college with his girlfriend; "Donald's Gift" has Donald frustrated with hearing *We Wish You a Merry Christmas* over and over (I think most adults can empathize here) and last but not least, "Mickey's Dog-Gone Christmas" in which Mickey punishes Pluto by sending him to his doghouse, only to have Pluto run away to the North Pole.

The kids adored this, the adults took a little time to get used to the new look of the animation - more like Shrek than the traditional Mickey. Overall deemed a success though a couple of the shorts weren't quite short enough for the 4 year old. [B] - **Stephanie L Bannon**

And now for the rest of the reviews -

**Van Helsing  
Universal, 132 mins, PG-13  
DVD \$29.99**

Vampire hunter Van Helsing (Hugh Jackman) is really an agent for a secret Vatican agency that fights evil. His mission this time is to stop Dracula (Richard Roxburgh), his deadly blood-sucking brides, and the Wolfman (Will Kemp) from hatching his bat-winged offspring. Van Helsing is joined on this mission by a Transylvanian princess (Kate Beckinsale), Carl (David Wenham) a sort of James Bond Q-type character and the Frankenstein monster (Shuler Hensley).

This is a campy adventure with Van Helsing cast in a

James Bond type role fighting evil creatures like the Wolfman and Dracula instead of SPECTRE. I really enjoyed the premise of a secret organization with it's lab of specially invented weapons based in a cave under the Vatican. The CGI effects are seamless and overall this is a fun ride from beginning to end with the only real problem being eliminating two super villains in one film. Obviously this was written and filmed with the idea of several sequels (or I hear rumors of an animated TV show) and I hope that the studio follows through and we see more Van Helsing adventures. [B+] - **Stephanie L Bannon**

**The Day After Tomorrow  
Fox, 123 mins, PG-13  
DVD \$29.99**

We all know I am a sucker for "end of the world" films and this one delivers in a big way giving us a wonderful spectacle when tornadoes destroy much of Los Angeles, there are blizzards in New Delhi, Japan gets pounded by grapefruit-sized hailstones, and best of all Manhattan is flooded and then frozen by the onset of a modern ice age. OK, so the plot is thin - Jack Hall (Dennis Quaid) is a scientist delivering dire warnings about global

(Continued on page 12)

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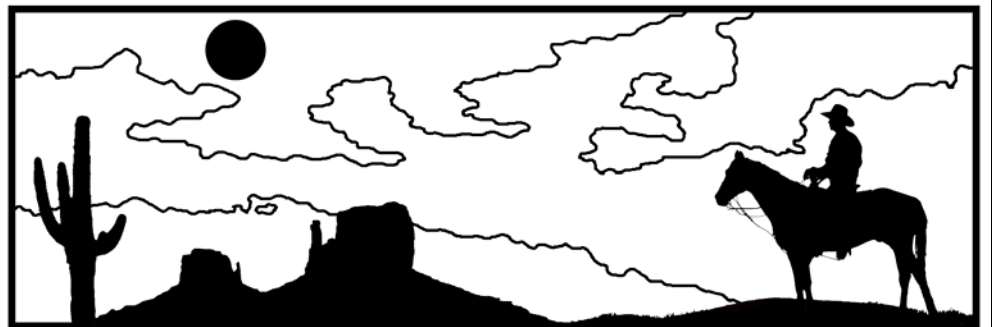
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## Videophile (Cont'd from page 11)

warming whose son, Sam (Jake Gyllenhaal) is trapped in the New York public library when the world comes to an end in a sudden rush. As Jack rushes to New York to save his son, Sam and his friends fight to survive the cold and hunger as well as rampaging wolves.

If you enjoy end of the world films, you have to add this to your collection. If you enjoy spectacular special effects films, you have to add this to your collection - the tornadoes in LA alone are worth it. And, of course, who can resist a film that starts with a tribute to the saber-tooth squirrel in *Ice Age* as Jack and his crew split the polar ice cap. [A] - **Stephanie L Bannon**

### **The Punisher Fox, 122 mins, R DVD \$27.99**

Unlike the 1989 Dolph Lundgren version this 2004 movie relates the origins of The Punisher. Frank Castle (Thomas Jane) has gone on his last undercover FBI mission and is looking forward to retirement and spending time with his family. Of course, we all know what that means - family massacre time. Seems that the drug dealer that was killed during Frank's last assignment was the beloved son of Howard Saint (John Travolta), a shady "businessman" whose idea of suitable revenge is to kill all of Frank's family and then kill Frank. Best laid plans and all that. While the assassins succeed in killing Frank's family, all nicely gathered in one place for a big family reunion, they somehow don't manage to kill Frank. After an unspecified time recuperating in hiding Frank emerges and goes after Saint and his family to exact his revenge.

OK, so the story was fairly predictable but that is to be expected since this is the origin story for the character. The film rightly earns its R rating for its violence and gore and it was a waste of a big name actor, Roy Scheider, as Frank Castle Sr. but overall this is a very well done set up film for what one hopes will become a series of films. [B] - **Stephanie L Bannon**

### **Around the World in 80 Days Walt Disney, 120 mins, PG DVD \$29.99**

Phileas Fogg (Steve Coogan, ) is an inventor. Passepartout (Jackie Chan) is a Chinese peasant who has retrieved a stolen jade Buddha from the Bank of England and is hiding from the authorities by masquerading as Fogg's French valet. When Fogg takes on the challenge of circumnavigating the world in 80 days Passepartout sees a chance to leave England and return the Buddha to his village in China. In Paris they are joined by the lovely Monique Le Roche (Cecile De France), a struggling impressionist artist. Chased by a Scotland Yard Detective, the trio travels to exotic locales via a variety of methods from a hot air balloon to a flying machine in their quest to win the bet.

Surprisingly this is a remake that actually works well and not just as a Jackie Chan film. The characters are developed, and the two plots of Fogg's

bet and Passepartout's need to return the Buddha to his village build a nice foundation and continuity for what could easily have become a simple series of episodes strung together. The inventions are fun and Chan's fight scenes are, as usual, excellent - especially the fight in Passepartout's home village and the delightful warehouse fight around pieces of the Statue of Liberty. The various episodes feature cameos by Arnold Schwarzenegger, John Cleese, Luke and Owen Wilson, and Kathy Bates and probably a few others I have forgotten. The DVD extras include a really stupid alternate opening with a chicken (yes, really, a chicken), the usual deleted scenes and director's commentary and two really good featurettes - *Discovering Around the World in 80 Days* and a Jackie Chan short about the choreography of the fight scenes. The only disappointment is the lack of the usual Chan "bloopers" either during the end credits or as an added feature on the DVD. [A] - **Stephanie L Bannon**

### **Futurama Vol 1 & 2 Fox, 299 mins (Vol 1) & 677 mins (Vol 2), NR DVD \$29.99 (Vol 1) \$49.99 (Vol 2)**

Futurama follows the adventures of Fry (voiced by Billy West) a 20<sup>th</sup> century pizza delivery boy who, via a cryogenic accident, ends up frozen for a thousand years. Waking up in the 31<sup>st</sup> century he joins forces with Leela (voiced by Katey Sagal) and an alcoholic robot, Bender (voiced by John diMaggio) and goes to work for the delivery service owned by his great great great.(etc)...nephew, professor Farnsworth (voiced by Billy West).

The first season's thirteen episodes see Fry settling in to life in the future and dealing with some strange yet familiar problems such as how to spend 1000 years of accumulated interest on his bank account, accidentally drinking the liquid ruler of an alien planet and a truly hilarious episode that sees Leela fending off a Kirk like space captain named Zapp Brannigan.

Season two's nineteen episodes find couch potato Fry resigned to life in 31<sup>st</sup> century New York, working for Professor Farnsworth's delivery service and we follow him though a series of predictable but hilarious episodes.

This is a wonderful series full of humor the kids will enjoy as well as satire and in-jokes for the grown-ups. Hardly surprising since it comes from Matt Groening, who is also responsible for *The Simpsons*. Some similarities can be seen between the two series, Bender the robot is very much like Homer Simpson while one-eyed Leela is Lisa Simpson, brilliant but lonely and unappreciated. Add in the series of cameos by "stars" such as Pamela Sue Anderson, Leonard Nimoy and Al Gore via talking heads in jars - what's not to like about this series. [B+] - **Stephanie L Bannon**

### **The Simpsons Season 1 Twentieth Century Fox, mins, NR DVD \$39.99**

What is there to say about America's favorite dysfunctional family that hasn't

already been said? Sixteen seasons and still going strong.

This box set brings together the first 13 episodes of the series and the third disc has a lot of extras which I've not yet gone through completely. The style of the animation is rougher in this first season but we are introduced to the family as well as most of the recurring characters including Smithers, Mr Burns, the Flanders, Marge's sisters Patty and Selma and Sideshow Bob. Homer isn't as stupid in this first season and most of the episodes seem to focus on Bart but overall this is a delightful look back at the origins of one of America's longest running TV shows. [B] - **Stephanie L Bannon**

### **Hidalgo Buena Vista, 136 min, PG-13 DVD \$29.99**

The back cover tells us "A sandstorm of epic proportions. A swarm of locusts so massive it obliterates the relentless sun. Deadly traps that defy imagination. These are just a few of the astonishing obstacles Frank T Hopkins, the greatest long distance racer ever, faces in the rousing action-adventure *Hidalgo*."

While the special effects live up to the hype there is also a lot of unpleasant violence, from the flash-back to the Wounded Knee massacre to the rather graphic depiction of Hidalgo falling into a trap. We get glimpses into Frank Hopkins character as he struggles to accept his non-white heritage but mostly this is a slam-bang adventure film from beginning to end and it works well on that level.[B] - **Stephanie L Bannon**

### **Pirates of the Caribbean - 3 disc Special Edition Disney, 143 mins, PG DVD \$29.99**

From the cover: "Just when the Black Pearl had sailed proudly towards the sunset — the tide, it seems, has turned. Legend now tells of a lost disc. A buried treasure brimming with bonus material that has never seen the light of day. Untold stories, macabre mysteries. But this booty is not without peril — for there is another curse ready to befall those who would plunder these riches. A heinous hex we've chosen to ignore so you can enjoy this rare bounty."

This review covers just the extra features on the third disc. For a review of the 2 disc version please see ConNotations Volume 14 Issue 2.

The third disc on this set has 8 new featurettes. "Becoming Captain Jack" - a 7 minute Johnny Depp featurette in which Depp talks about his childhood wish to play a pirate; "Becoming Barbossa" - a 5 minute Geoffrey Rush featurette in which he tells us how he created his take on Barbossa; "Thar She Blows!" - The film's ship Interceptor, from building it to blowing it up all in a little over 6 minutes.; "The Monkey's Name Is Jack" - Meet Levi and Tara, a 4 minute look at the film's two monkeys and the challenges of working with them; More "Fly On The Set" on-set featurette - 15 minutes with the film makers; "Pirates Around The World" - a truly fun 4 minute look at various dubbed versions of Pirates; "Spirit of the Ride" - Johnny

(Continued on page 14)

# HEXACON 15

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\*Special gaming and events for Pre-registered members starts Thursday, Aug 4

### Tempe Mission Palms, Tempe, AZ

## Arizona's Largest Annual Gaming Convention will be even better in 2005!

We're returning to the Tempe Mission Palms in downtown Tempe with lots of room and tons of nearby restaurants and shopping. We're planning to have all our regular events and activities.

Gaming starts at 10 a.m. Friday, Aug 5 and runs non-stop until Sunday, August 7th at 7 p.m.

We are planning to have Magic & CCG Tournaments, LARPs, Steve Jackson Games, Board Gaming, Miniatures, Battletech, RPGA, Console Gaming, Miniatures Painting Contest, Role Playing, Chess Federation Sponsored Chess Events, Dealer's Room, Used Game Auction, Anime Room, Full Hospitality Suite and more!

### Membership Rates

**\$15 thru Dec 31, 2004, \$20 thru June 30, 2005, \$25 at the Door.**

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#### Tempe Mission Palms

60 E 5th St, Tempe, AZ 85281  
(800) 547-8705

**Rooms are \$91 S/D/T/Q + tax**  
\$85 + \$6 resort fee includes free high speed wireless internet access and valet parking.

For memberships or to schedule a game, Contact us at:

**Hexacon 15, PO Box 62613**

**Phoenix, AZ 85082**

Phone: (623) 773-1816

Email: [hex15@hexacon.org](mailto:hex15@hexacon.org)

# Calendar of Events - December/January 2004/2005

To have your event or meeting listed please email [calendar@casfs.org](mailto:calendar@casfs.org) - **Deadline for February/March Submissions - January 15, 2005**  
(This is a free service. All release dates are tentative)

## December

### December 1 - Wednesday

**Meeting:** ConNotations Staff Meeting - 7PM at JB's I-17 & Indian School  
Info: [editor@casfs.org](mailto:editor@casfs.org)

### December 3 - Friday

**Movies** House of Flying Daggers

### December 4 - Saturday

**TV Shows:** Anonymous Rex (SciFi)

### December 5 - Sunday

**Meeting:** ConNotations Pot Luck & Labeling 4PM at Stephanie's house  
Info: [editor@casfs.org](mailto:editor@casfs.org)

### December 7 - Tuesday

**DVD Movies** Matrix Collection  
**DVD TV** Carnivale Season One, Crusade Complete Series, Star Trek: Voyager Season Six, 24 Season Three

### December 8 - Wednesday

**Movies** Blade Trinity

### December 10 - Friday

**Meeting:** CASFS -8PM at JB's I-17 & Indian School  
Info: [info@casfs.org](mailto:info@casfs.org)

### December 13 - Monday

**TV Shows:** Earthsea Miniseries (SciFi)

### December 14 - Tuesday

**TV Shows:** Earthsea Miniseries (SciFi)  
**DVD Movies** I, Robot, Lord of the Rings: Return of the King Extended Version  
**DVD TV** Quantum Leap Season 2, Star Trek Season 3, Star Trek The Complete Series

## December 17 - Friday

**Event:** Fannish Open House & Potluck - Holiday Version at Craig & Stephanie's house - 6PM  
Info: [laetitia@doverkeep.com](mailto:laetitia@doverkeep.com)  
**Movies** Lemony Snicket's A Series of Unfortunate Events

## December 18 - Saturday

**Meeting:** SouthWest Costumers Guild  
Info: [www.southwestcostumersguild.org](http://www.southwestcostumersguild.org)

## December 19 - Sunday

**Meeting:** CopperCon 25 Committee Meeting 5PM at JB's I-17 & Indian School  
Info: [coppercon25@coppercon.org](mailto:coppercon25@coppercon.org)

## December 21 - Tuesday

**DVD Movies** King Arthur (Rated and Unrated versions), Shaun of the Dead, Thunderbirds  
**DVD TV** The 4,440 Season One, Star Trek: Voyager Season Seven

## December 22 - Wednesday

**Movies** Andrew Lloyd Webber's The Phantom of the Opera, Flight of the Phoenix

## December 25 - Saturday

**Movies** The Dark

## December 28 - Tuesday

**TV Shows:** Puppetmaster Vs. Demonic Toys (SciFi)  
**DVD Movies** Resident Evil: Apocalypse  
**DVD TV** Battlestar Galactica - The Miniseries, Twilight Zone Season 1 (1959), Twilight Zone Season One (1985)

## January

### January 4 - Tuesday

**DVD Movies** Troy  
**DVD TV** Forever Knight Season Two, Millennium Season Two

### January 7 - Friday

**Movies** White Noise

### January 10 - Monday

**Deadline:** ConNotations Submission

### January 11 - Tuesday

**DVD Movies** The Village  
**DVD TV** Hercules the Legendary Journeys Season Five

### January 14 - Friday

**Movies** Elektra  
**TV Shows:** Battlestar Galactica Series debut (SciFi), Stargate's return (SciFi)

### January 15 - Saturday

**Deadline:** ConNotations Ads

### January 18 - Tuesday

**DVD Movies** Catwoman  
**DVD TV** Farscape: The Peacekeeper Wars miniseries

### January 21 - Friday

**Event:** Fannish Open House & Potluck at Craig & Stephanie's house - 6PM  
Info: [laetitia@doverkeep.com](mailto:laetitia@doverkeep.com)

## January 25 - Tuesday

**DVD Movies** Alien Vs. Predator  
**DVD TV** Batman the Animated Series Vol 2, Superman the Animated Series Vol 1

## January 28 - Friday

**Meeting:** CASFS -8PM at JB's I-17 & Indian School  
Info: [info@casfs.org](mailto:info@casfs.org)  
**Movies** D.E.B.S., Hide and Seek

## January 30 - Sunday

**Meeting:** ConNotations Pot Luck & Labeling 4PM at Stephanie's house  
Info: [editor@casfs.org](mailto:editor@casfs.org)  
**Meeting:** SouthWest Costumers Guild  
Info: [www.southwestcostumersguild.org](http://www.southwestcostumersguild.org)

## February

### Feb 1 - Tuesday

**DVD TV** Wondetails - The Complete Series

### Feb 4 - Friday

**Movie:** Boogeyman

### Feb 11 - Friday

**Movie:** Constantine

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## Ongoing Events

### Wednesdays

6pm New Comics Arrive!  
6pm Hero Clix Tournaments  
6pm Mech Warrior Tournaments  
6pm L5R CCG

### Thursdays

6pm Magic, The Gathering Tournament  
6pm Camarilla Anarch Game  
6pm Mechwarrior Dark Age Tournament  
6pm Magic ThG type 1.5 Tournament  
6pm Warmachine League

### Fridays

6pm Magic the Gathering DCI Sanctioned  
7pm HeroClix Tournament  
7pm Magic: The Gathering Tournaments  
Yu-Gi-Oh! Tournament

### Saturdays\*

AllDay Warhammer Fantasy & 40K  
Noon Hack Tournament  
Noon Duel Masters Tournaments  
3pm YU-GI-OH Tournaments  
6pm Anime Club Meeting

### Sundays\*

Noon YU-GI-OH Tournaments  
3pm Dragonball Z CCG Tournament  
6pm Dragon Page Live Fire SF/F Radio Talk Show -

Samurai Comics, 7th St & Camelback  
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## SORCERESS SEEKS APPRENTICES

Greetings again, fellow-fen. First, my thanks to all of you who responded to my "Houston, We Have A Problem" plea in last CONNOTATIONS. Special thanks to Tina, for helping me clean out the Augean Stables, to Don, for replacing the security-door and the gate, and Dave, for throwing out the deadbeats. General thanks to every-body else who chipped in time and work. My gratitude to all of you.

So now I have a pretty-much cleaned and repaired house, and need it filled. I've got three furnished rooms for rent, and seriously want friends from the fandom community to take them. Is there anybody out there hoping to put together a Slan-shack? (Ten points if you recognize that one!)

Advantages: the rent-plus-utilities is only \$360 per month. Utilities include power, water, gas, evaporative cooler, phone, cable-TV and cable-modem (capable of handling up to seven computers, with sufficient line-splitters). The TV-cable extends to not only the living-room but one of the bedrooms, and can be extended further. The house is close to three major bus-routes and two community-colleges, and within walking distance of a sizable shopping-plaza. There's on-street parking, and the neighbors are nice. Pets are welcome, as long as they don't eat other pets.

Disadvantages: you have to do a share of the housework and repairs, and right now the computer-room floor needs re-tiling - which will mean moving the furniture. There will also be some serious yard-work a few months down the line (we've got to do something about the back-yard fence). And there are already half-a-dozen cats here. And you'll have to put up with at least one smoker. And no, there's no swimming-pool.

To add a bit of sweetening to the pot, I'm willing to teach anyone who joins me all I know about music, writing, and psionics. Uhuh. If you know me, or have read my published work, or heard any of my albums, or have caught my regular act at Pagan Pride Day, you can guess how much that is.

So, is anybody out there interested?

If so, contact me:  
[lesliefish@cox.net](mailto:lesliefish@cox.net)  
or 623-247-7809

—Leslie (<:)))><

## Gamer's Corner

**Shining South**  
**A Forgotten Realms Sourcebook**  
**by Thomas M. Reid**  
**\$29.95, Wizards of the Coast, 192 pp**

This Dungeons and Dragons supplement is the latest in the ongoing update/fleshing out of the Forgotten Realms campaign. It details all of the races and political structures of the southern reaches of the world of Faerun. The area includes the Great Rift (home to the majority of Gold Dwarves), Lurien (the largest halfling population anywhere), and Halruaa (home of many of the mightiest wizards). It has wonderful color maps of each region and detailed overviews of the various societies. Beautifully drawn color pictures of the various races and creatures are found throughout the volume.

It also has region specific feats and prestige classes, new spells, new magic items (including a few new artifacts), two races detailed for play (the Wemic, and the Loxo), new monsters (and new versions of old ones) and a few adventure sites. Many of the feats may seem to be very limited in scope but they are wonderful for adding depth to characters from the region, and they make sense in their scope. Otherwise a +4 to hide and a free action to stand from prone for a single feat would be overpowering.

I don't normally buy regional sourcebooks but now I will have to look at the other WoTC sourcebooks to see what I've been missing. Many of the regions could be placed in other campaigns with little or no changes. I'm already changing my home campaign to substitute several of these regions. - **Bob LaPierre**

**Libris Mortis**  
**The Book of Undead**  
**by Andy Collins and Bruce R. Cordell**  
**\$29.95, Wizards of the Coast, 192 pp**

This Dungeons and Dragons supplement is a comprehensive look at the scourge of all characters the undead. This volume everything from undead physiology to what weapons to use and on to why they do what they do. The chapter on the undead as characters is a must even if just to give DM's a reason to disallow the option (check out the advantages and disadvantages).

The prestige classes are weighted toward serving/being served by undead but the two undead opponents are masterful in their abilities. The return of the Palemaster is welcome as is the addition of four undead prestige classes (the Master Vampire should set parties teeth on edge). The spells added are far reaching and give ways to emulate most undead special attacks. The new monsters

and templates add a new challenge for your players (a half-vampire 1<sup>st</sup> level Gnoll barbarian is given as an example).

The primer on using undead in combat is worth the price of the book by itself. I found the treatment of the incorporeal invaluable for having an explanation of WHY a shadow can do what I said it could. I have adopted this book into my campaign and will enjoy using it to my players chagrin. - **Bob LaPierre**



## Videophile (Cont'd from page 12)

Depp, director Gore Verbinski and others reflect for 7 minutes on their earliest memories of the attraction "; "Dead Men Tell No Tales" - a 13 minutes documentary that was previously released only as a PC feature; and, finally, "Sneak Attack Animatic" a look at the animation the film makers created to help them plot the movie's key sequences.

If you haven't purchased your own copy of Pirates then by all means spend the extra for the 3 disc set. The third disc offers slightly over an hour of really fun extra features but unless you are a big fan of extras there is no reason to go out and get this if you already have the two disc set. I am not a big fan of studios that release two versions of a film set without significant differences between the two sets, at least with the LoTR films you get two differing versions of the films and different extras on each version. [B+] - **Stephanie L Bannon.**

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**The John Varley Reader,  
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Ace Books, 532 pp., \$16.00**

In this trade paperback we get our money's worth: it has eighteen stories, plus author's introduction, after word, and intros to each story, fascinating in their own right. Includes the Nebula and Hugo

Award winners 'The Persistence of Vision' (what could be a sequel to H.G. Wells' story 'The Country of the Blind' although not the same place), 'PRESS ENTER', 'The Pusher', and the Tiptree Award winning 'The Barbie Murders.' Never before collected stories include 'The Bellman', 'The Fading Suns and Dying Moons', 'Good Intentions', 'Just Another Perfect Day', and 'The Flying Dutchman.' If you haven't read anything by this modern master, this is the best place to start. - **Mike Griffin**

**The Last Light of the Sun  
by Guy Gavriel Kay  
Roc Hardcover; \$24.95; 501 pps.**

Kay's last two books took us to the wonderful pseudo Byzantine kingdom of Sarantium (and they were yummy, rich tales). Now we go to the cold north to deal with the Jormsvik (Vikings) and to an island nation that is on the cusp between the old and the new (England).

King Aeldred of Anglcyn (England) is doing what he must to keep the Jormsvik raiders from his shores. He and the people of Cyngael (Wales) have constantly been at the mercy of the berserker men of Vinland who pretty much rape, pillage, burn and torture once the winter snows have melted.

The very old and the burgeoning new clash here. The slow wheel of change is grinding across the land. In this book, as is par for Kay, there is a wonderful tapestry of characters. And lucky for us, Kay gives us a printed play list of the main characters at the front of the book.

There are also the creatures of the "godwood," the haunted thick woods of Anglcyn which harbor faeries and the "spruaugh" (something that is not quite explained) and crowd up against the homes and villages. These woods will soon feel the woodsman's axe as towns grow and become cities and superstitions lose their hold.

For me this is the base of the story: the fading of the old: earth magics, with their dependence on placating the spirits and forces around the small villages isolated from one another. This simple life is contrasted against the rise of well-organized faith, the building of walled cities, the organization of armies, the glory of writing and the acquisition of knowledge from beyond the shores of Anglcyn.

We have the old guard, King Aeldred, the cleric Ceinion (sworn to the god Jad whose faith was an important factor in Kay's previous books), the old Jormsvik leaders intent on a raid of revenge against the Cyngael and their nominal leader, Brynn ap Hwyl who killed a mighty Viking in a previous raid and took his great sword. Also there is the younger generation: the children of King Aeldred and Brynn Ap Hwyl, and even a couple of young Jormsvik raiders. The young ones prove the bridge between the fay world and the human.

Kay handles this all so very well. The Jormsvik come off as raiding savages in many places, but of course there are motivations and reasoning behind their actions. And there are also some Jormsvik that do think beyond the point of their sword.

The Anglcyn and Cyngael have their civilized ups and downs as well, but it is obvious that the rise of cities and civilization will refine them and move them beyond superstition.

Sadly, the fay of Anglcyn realize their sunset has come. But at this point, their powers haven't faded completely. Kay has done a wonderful job, through conversations between a little she-fairy and a Cyngael prince, of showing how utterly un-human the faeries are in their thinking and actions.

Another well-written, smooth book from Kay. Though I do have to admit to not being so enamored of Vikings pillaging and raiding as subject matter, making this book a bit slower read for me than his other works. I was able to drop it and read other books before picking it up again. (Unfortunately a whole section of the book (in the binding process) was repeated, replacing about 30 pages of the story in its stead)

I would recommend this book because Guy Gavriel Kay is an excellent, excellent writer. He lifts the whole fantasy genre to another level with his fine, subtle descriptions and insights into his characters. - **Sue Martin**

**Julia and the Dream Maker  
by P. J. Fischer  
\$13.95, Traitor Dachshund Books,  
290 pp**

The story begins in a courtroom of the future, our protagonist, Steven, is on trial and his friend, Bennie, is on the stand. Throughout the book we gain insight into the crime and Steven's nature, through flashbacks. I don't want to give too much away but basically Steven and Bennie, along with Steven's girlfriend Eli, create a device to allow access to the realm of virtual reality. The realm is both more and less than it appears. It took a few turns that in retrospect were obvious but they initially caught me slightly unprepared. Professor Bunny was interesting and made me suspect what the other realm was. I look forward to other books by this author. - **Bob LaPierre**

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Remember...  
Tuesday is  
Soylent Green Day.

## In Our Book (Cont'd from page 15)

### The Heritage of Shannara

Random House, \$35.00, 1238 pages  
Includes: Scions of Shannara, Druid of Shannara, Elf Queen of Shannara & Talismans of Shannara

The Heritage of Shannara is a wonderful compendium of four classics that, even now, I would gladly read again. Terry Brooks starts the stories off with the evil Shadowen vying to conquer the world. It was foretold by the long-dead shade of the last druid Allanon that this would come to pass unless three Shannara descendants completed three perilous quests. Par Ohmsford must seek the Sword of Shannara, Wren must rescue the lost elves, and Walker Boh must become the next druid. Though each faces daunting tasks, and the element of surprise is totally eradicated by the predictions of the ghost, the unfolding of the events and the growth of the characters as they arise from their humble beginnings into the last hope for the world is nothing short of a spectacular achievement in writing by Terry Brooks. I say there is no surprise because if evil really did conquer the world, it wouldn't be a very exciting book. So obviously the Shannara children must succeed and knowing this will happen hundreds of pages before it does really does take some fun out of reading this and Terry Brooks' other novels. Some... but not all. If you're in the mood for rousing adventures with unlikely heroes completing near-impossible quests, then these books will keep you interested for hours...and hours...and hours. – **Jon Graves**

### The Emerald Burrito of Oz by John Skipp & Marc Levinthal \$19.95, Babbage Press, 279 pp

Well, heck fire – I'd pick up *anything* with **Oz** in the title; but I'm glad I picked this one up. This charming little story starts innocently enough with the fact that the United States government monitors passage thru Joe Snelling's barn in Kansas into Oz but that not everyone is acceptable. Fortunately, the passage allows Gene to pass through, with his laptop. Of course, Gene wasn't exactly prepared to be grabbed and shushed while peering through the bushes at what looked like a real live ogre. And it just got worse from there. Not having much a choice, Gene was forced to accompany a band of folks who were on their way to reconnoiter what might actually be some truly bad guys. But the truly terrifying thing was that the leader of the band was a metal man with a serious attitude. And Gene is a bit frustrated by the appearance of a Mickey in his laptop; although everyone will be glad of it before it's all over.

Gene had planned a little vacation to visit his friend Aurora in the Emerald City. Aurora worked at the Emerald Burrito, an authentic Mexican restaurant. Aurora, meanwhile, was holding her breath while her friend, Mikio, was attempting to actually bring rock 'n roll to

the inhabitants of the Emerald City. You see, while Aurora had brought her favorite CDs and a player with her, they didn't work. Most electronics and mechanical gadgets either didn't work or grew a mind of their own – literally. But Mikio had an idea that if he used some of the leaves of the language bush to help 'translate' the music, it just might play through his jury-rigged stereo system. It was a day of celebration when the customers of the Emerald Burrito heard "Never Been To Spain" for the first time. It isn't too long after that, that Gene finds himself in the middle of a real battle and it's Aurora, in full battle regalia, wielding an ax who saves him. From there it seems a short trip back to the Emerald City on the back of the Sawhorse to meet Ozma, Glinda and Dorothy. The story gets really frenetic after that, I could go on for quite a while. Of course, all the major players appear: Cowardly Lion, Hungry Tiger, TikTok and the Winged Monkeys. There's some really bad stuff coming through the radar array that the US military machine managed to bring through the gate. The US government has some really nasty plans for Oz (a theme park!) and it seems doubtful that Ozma, Glinda and Dorothy have enough power to stop it. A former military intelligence officer and his six sentient Humvees play a major part but it's really Gene, Aurora and the Mickey in the laptop who save the day.

John and Marc craft a sneaky story. You can

just feel, from the very beginning, that everything isn't rosy...or emeraldly. But it still feels surreal and even though there are bad buys and people get their heads chopped off, you just know it can't be the end of the world because this is...Oz! There was a light-hearted feel to the story with folks who love, laugh and party their asses off while doom is coming. The overlay of love and feel-good vibes with the undercurrent of doom and inescapable disaster was...well, surreal. And, by the way, I totally approve of the way they

handled the oh-so-familiar characters we know. The story was really about the visitors to Oz and Oz itself. If you have a passion for Oz and can find this book, it's worth the read. Try BabbagePress.com. -  
- **Catherine Book**

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Web: [www.leprecon.org/lep31](http://www.leprecon.org/lep31)

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by Jim Butcher  
\$23.95; Ace books; 440pp.**

Whew. It's been quite awhile that I was sorry the novel I was reading was the first book of a series. Shoes. This means I shall probably have to wait at least a year to find out what happens and by then, the details of this one may have faded some.

(Continued on page 17)



## In Our Book (Cont'd from page 16)

What I am trying to say here is this is just a great, fast read. There is sooo much action. And the characters, their magical skills and the world they inhabit are not really made up of run-of-the-mill fantasy elements. In this book, Butcher sets up a young farm boy with a destiny (wait: okay that's very similar to a lot of things we've all read). A farm boy who is thrown into the whirl of things by losing a flock of sheep. And when he and his uncle go searching for the animals, they of course are surprised by the unexpected appearance of a long dismissed horror. A really nasty horror that will change the Calderon Valley of Alera where they live and the world around them.

Most Aleran people have the ability to manipulate a fury, an elemental of some sort: fire, earth, wind, and water, among them. Water having the ability to heal terrible wounds, by manipulating the fluids of the body. A clever touch, I think. Earth-movers can coast along on the ripples of the ground, moving faster than a horse. A person with a wind fury can be

held aloft by their elemental and fly like, well, the wind. (In an interesting twist: the young farm boy, Tavi, has no fury to call upon. Of course, that might be for another volume) Well, the pleasant Calderon Valley is about to be invaded by a particular nasty bunch called the Marat, who have animals as their totems/elementals: horses, wolves, a vicious rhea/moa type bird called a herdbane. The Marat are also quite fond of eating their enemies, while still alive, of course. With a furious rush of storytelling, it's a race to see if the farms and steadyholders will be warned in time to repel the invaders.

But wait, there is more. Behind all the battles and invasions is a political power struggle as to who'll rule Alera. Lots of double dealing and switched loyalties here. The "civilized" society in Alera is very much a Roman clone. Instead of an emperor they have a First Lord named Gaius Sextus. There are centurions and legionares (For some reason the word is always italicized, I guess because it isn't spelled legionnaires). There is a River Gaul and a count of Aquataine. The names are a strange mix of made up names and solid normal ones like...Bernard. It's an interesting hodge-podge. And perhaps in other books will discover the reasoning behind mixing in Romans and Latin with very interesting fantasy elements.

Butcher apparently spends (or spent) a lot of time gaming, and it shows here in the very graphic nature of the confrontations, as well as the

unrelenting swiftness of scene changes and the forward motion of the story. And therein lies my one (very small) caveat: there are no restful spots in the tale. It is just one mad rush of political machinations, death, poisonings, assaults and invasion, and death. Lots of it.

Nevertheless: It is a really compelling read! And the heroes are a nice blend of women and men, young and old, with some unexpected ones as well.

Trust me: You won't be remotely bored. - **Sue Martin**

**Forgotten Truth**  
by Dawn Cook  
Ace Books, \$6.99, 376 pp

Alissa is the last of her kind. Terrible things happened hundreds of years before and the fortress where she lives with the last of the Masters is empty of all but them. She and her teacher are the last Masters - shapeshifters who practice magic. Alissa's training is unorthodox but the times she lives in are equally so. So it's not necessarily her fault when a

spell goes awry and she is cast 400 years into the past when the Hold thrives with students and Masters. And it's not necessarily her fault that she had fallen in love with a commoner - it wasn't as if there were a great many left to choose from. And, it's not her fault that because of her dislocation and distress at losing her love, that her bestial side is slowly but surely replacing her. It appears that unless she can somehow return to the future, she will lose her identity and remain a beast forever. But she has to have a reference point that she is familiar with to 'trip the lines' and go back to the future and that's patently impossible, isn't it? Who can know their own future unless they live through it? And Alissa's future ended when she tripped back to the past. Fortunately, her tie to her lover is so strong that she can 'hear' him through the centuries that separate them. Blah, blah, blah....

Oy, if there's an original idea in this book, I must've yawned through it. It still might have been a diverting little story except for that series thing... I didn't

read the first two books; perhaps the story and the characters would have been more real and interesting. I like series, don't misunderstand me. I like to revisit characters and locales, I just hate sequels. My feeling is that a book that can stand alone yet enhance a character's history is a book worth reading. It takes an experienced writer to give you just enough information about a recurring character to interest a new reader and not bore the fan. Ms. Cook didn't even try to give me any background information so that I could identify and sympathize with the characters. I would also be reluctant to read the first two books because this one is so amateurish. If this is her best effort after two previous books, I don't want to see her early work. She needs a great deal more practice at scene pacing and plotting. I liked the cover art. - **Catherine Book**

(Continued on page 18)

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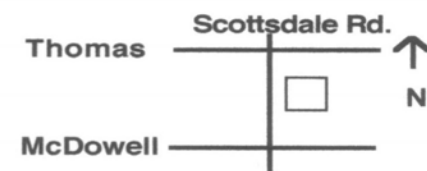
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**Burden of Proof**  
by John G. Hemry  
ACE, \$6.50, 293 pp

Paul Sinclair is a newly promoted lieutenant jg. A tactical officer by preference, he had the misfortune of being sent to the ships legal officers course. So in addition to his regular duties he gets the joy of having the additional duty of ship's legal officer. Normally the extra duties of a legal officer are time consuming but not difficult. But when an explosion destroys his ship's forward power room and kills a senior chief petty office many things change. Evidence is suppressed and a cover-up is tried. But by whom? And how can Lt. Sinclair prove it?

This is the first military sci-fi legal thriller that I have ever read, and I enjoyed it a lot. In fact I liked it so much I lost track of time while I was reading it and stayed up most of the night to finish it. Mr. Hemry has well developed, engaging characters, an interesting story line, and a plausible crime. I would strongly recommend this book. - **William B. Whitmore**

## Musty Tomes

**I Want the Stars**  
by Tom Purdom  
with

**Demon's World**  
by Kenneth  
Bulmer, Ace Double, 1964

There's this superpowered alien race that goes around the galaxy, finding different races of intelligent creatures, and keeping them on a planet. The name of the aliens is the Borg. They take on a crew of earthmen who have been fighting a telepathic species called the Horta. From there the details diverge enough that probably no royalties had to be paid by Star Trek producers. But is this in fact an overlooked source for the series? The cover blurb says "were they cosmic teachers - or galactic plotters?" These Borg are ultimately the opposite of the Trek Borg, so opposite that one might wonder if mere reversal inspired the Trek creation.

Then consider Bulmer's novel on the flip side. Its cover blurb is "crash landing on no-man's planet." Inside we read "The Foragers had found him and brought him to Archon, now the Controllers were teaching him." Let's see, that's Borg, Horta, no-man, Archon, and Controllers. How many name matches does one need? Who says Hollywood writers don't read? - **Mike Griffin**

**The Prince Commands**  
by Andre Norton

Never heard of this? It is Andre Norton's first novel, originally published in 1934! Amazing...I just had no idea she had been writing this long. Or that she began her lengthy career with such a tale.

This is, it's just, well, just a charmer. And happens to represent a genre I am inordinately fond of. That would be the romantic adventure, frequently set in a made-up tiny flyspeck European principality. Think: "Prisoner of Zenda.." "She" "The Scarlet Pimpernel" "Captain Blood," and there's "Beverly of Graustark....." Wait: you have surely heard of "Tarzan?" (Okay so not all of these novels concern themselves with made-up principalities. They are all romantic adventures that were extremely popular in their time.)

I take it you have never heard of most of these. Pity, they are just so fun. Well, they were a product of their time of course, the turn of the century...when everything was in foment and so much we take for granted was new: electricity, telephones...moving pictures, airplanes...Charlie Chaplin, Picasso, Isadora Duncan. A time of political upheaval and American Jingoism and.....I'll shut up now and return to the book in hand. "The Prince Commands" deals with an orphaned young boy named Michael Karl raised by a martinet of a guardian in the US. Michael Karl is really heir to a tiny principality called Morvania and when he least expects it, he is taken from his Spartan, militaristic upbringing and thrown willy-nilly into a struggle for the throne of Morvania between monarchists and Communists. Michael Karl meets an American adventurer there who is not all he appears who takes up with the Prince, saving him from assassins. The American appoints himself the prince's companion to Morvania.

Once in the tiny Balkan country, there is the mysterious Black Stefan and the Werewolf and his wolf guard, a whole passel of evil Grand Dukes and palace conspirators. And whatever happened to Ulrich Karl, the real heir to Morvania?

Trust me, this is all High Drama and really quite entertaining.

And the characters are pretty black and white and earnest and....well, spunky, plucky, etc.

You can read it quickly, it is only 255 pages.

It was reprinted in March of 1983, which is when I first read it. My current copy I got on Amazon. It was worth the few bucks for shipping.

Now, if I could find one originally published in 1934. - **Sue Martin**

## Club Listings

**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.

**Aerial Mirage Jugglers.** Meets Wednesday 7-10pm in Encanto Park, 15th Avenue, south of Encanto. No dues, everyone welcome. All levels skill exchange in many areas of object manipulation Dave Davis <aerialmirage@gnersds.com>, 602-955-9446; or Ron Harvey <rbh1s@yahoo.com>, 602-863-0284 for more info or impromptu juggling sessions.

**ARIZONA LANBASHERS LEAGUE** A collaboration of computer gaming enthusiasts, the Arizona LANbashers League throws quarterly LANparty events. Between parties, support is given to local groups who wish to advertise their own gatherings. We have no set genre of games and play anything from strategy games to first-person shooters to driving/flying simulations. No annual membership is required and admission to an event ranges from \$5-\$15. See our webpage for current events. Email: azlanbashers@earthlink.net Web: http://www.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** Local Tuscon science fiction group that puts on TusCon. Contact us at PO Box 2528, Tucson AZ 85702-2528 or basfa@earthlink.net. our website at home.earthlink.net/~basfa/

**CENTRAL ARIZONA SPECULATIVE FICTION SOCIETY, INC. (CASFS)** The non-profit corporation that puts on CopperCon conventions, SmurfCons, HexaCons, occasional regional cons, and publishes ConNotations. 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

## Club Listings (Cont'd from page 18)

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 Web: [www.galandor.org](http://www.galandor.org)

**HELLMOUTH CENTRAL**, a new group for fans of Buffy the Vampire Slayer and Angel, as well as the characters and actors who play them, is being formed in Central Phoenix. For additional info email [Ashley3795@yahoo.com](mailto:Ashley3795@yahoo.com)

**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, 480-945-6890, Email [mwillmoth@compuserve.com](mailto:mwillmoth@compuserve.com) [www.leprecon.org](http://www.leprecon.org)

**MIB** The Men in Black is the official organization of field operatives for Steve Jackson Games. They attend local conventions to demonstrate and promote products of Steve Jackson Games. The also schedule demos in local gaming stores. If you have a gaming store or convention that you would like to have official Steve Jackson Games representation at, please contact the MIB Arizona Cell Leader at [MIB.6361@cox.net](mailto:MIB.6361@cox.net)

**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 listserve [OCSF@yahoogroups.com](mailto:OCSF@yahoogroups.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](mailto: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](mailto:Menzeez@aol.com).

**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 AZ 85202-3144 or [warlok@aztec.asu.edu](mailto: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](http://www.rawgames.org)

**REBEL LEGION - JUNDLAND OUTPOST** The Jundland Outpost is a small band of Rebels which form a part of the rapidly growing Rebel Legion. While it's main focus is Star Wars costuming, much like it's 501st counterpart the Dune Sea Garrison, the Jundland Outpost's mission is to brighten up the lives of children and Star Wars fans of all ages across the Phoenix Metro area and eventually other parts of Arizona as well. Members also make appearances with other Star Wars organizations as part of a joint effort to help with Charities and events around Arizona.

If you have an event you would like us to appear at, please contact us at [azrebellion@cox.net](mailto:azrebellion@cox.net).

**SAMURAI OTAKU ANIME CLUB** The Samurai Otaku is a group of fans of anime, manga, and Japanese pop culture. Meetings are held every Saturday night at 6pm at Samurai Comics, 5024 N. 7th St.. Members discuss anime and manga, work on a web comic, discuss fund raisers, and schedule club events. After each meeting the club views selected anime DVD's and plays games. Open to new members. Contact Moryha Banks—(602)265-8886, [moryha!samuraicomics.com](http://moryha!samuraicomics.com)

**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 South-western 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](mailto: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](mailto:bromley.ray@a1.pc.maricopa.edu). The SFACE Web site is found at <http://www.pc.maricopa.edu/departments/studentact/organizations/sface/>

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

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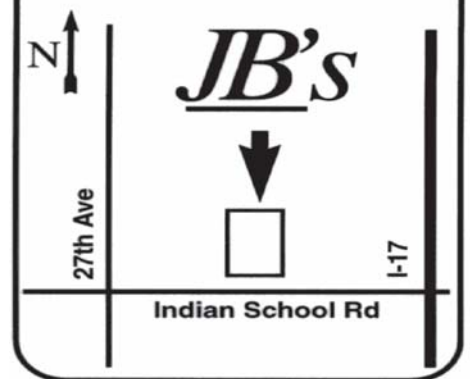
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and behind the scenes at local and regional Science Fiction Convention masquerades. They meet on the last Sunday of each month at various members' homes in the greater Phoenix area. For details. Southwest Costumers Guild, PO Box 39504, Phoenix, AZ 85609 or Randall Whitlock at [costumers@casfs.org](mailto:costumers@casfs.org) or [www.southwestcostumersguild.org](http://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

(Continued on page 20)

### 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](http://www.casfs.org) email: [casfs@casfs.org](mailto:casfs@casfs.org)

## Club Listings (Cont'd from page 19)

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/

**SUPERSTITION SPACEMODELING SOCIETY** is Arizona's club for builders of model and high power rockets and those who love to see them fly. Launches are held on the second Saturday morning of each month in Rainbow Valley. SSS hosts the annual G. Harry Stine Memorial Rocket Launch every October. Visit [www.sssrocketry.org](http://www.sssrocketry.org) for membership information, directions to the launches and meetings, and to read the monthly newsletter, "Newton's Minutes."

**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 2243 W Wagon Wheel Dr, Phoenix, AZ 85021, 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 TekWar 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.** 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, [them@themonline.org](mailto:them@themonline.org) [www.themonline.org](http://www.themonline.org)

**TUCSON FAN ALLIANCE** E-Mail Address is [Bkoehler@Juno.com](mailto:Bkoehler@Juno.com) or [DMitchell@Juno.com](mailto: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](mailto:thepitts52@hotmail.com).

**Z-PHILES** are the Arizona X-PHILES. We maintain a mailing list for news and get-togethers of fans of the X-Files living in Arizona. We get together in both the Phoenix and Tucson areas. To subscribe, send an empty message to [z-philes-subscribe@egroups.com](mailto: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](mailto:Info@U-F-P.org)

**WESTERN SCIENCE FICTION ASSOCIATION (WesternSFA)** A non-profit corporation that sponsors the ConRunners seminars and is sponsoring 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](mailto:craig@westernsfa.org). Webpage: [www.westernsfa.org](http://www.westernsfa.org)

## Convention Listings

**The Sixteen Swashbucklers of Gallifrey One** (Van Nuys, CA) **Feb 18-20, 2005.** Airtel Plaza Hotel, Van Nuys, CA Guests include Nicholas Courtney, Caroline John, Richard Franklin, Terrance Dicks, Barry Letts, new series writers Mark Gatiss, Steven Moffat, Rob Shearman, Paul Cornell, plus David Gerrold, Marv Wolfman, Len Wein and more. Memberships \$50 to Dec 31, \$55 to Jan 31, \$60 at the door. [www.gallifreyone.com](http://www.gallifreyone.com); Gallifrey Conventions P.O. Box 3021, North Hollywood, CA 91609

**ICE ESCAPE 2005**, (Phoenix AZ) March 18-20 2005. Author/Publisher Convention at the elegant Wyndham Hotel in the heart of downtown Phoenix. More info [www.iceescape.com](http://www.iceescape.com)

**AniZona** (Phoenix AZ) **March 25-27, 2005** Embassy Suites Phoenix North, Phoenix, AZ Arizona's First Anime Convention Guests Colleen Clinkenbeard, Aaron Dismuke, Hide-san, and Katie Bair Memberships \$30 until 1/1/05, \$35 until 3/1/05, \$40 at the door Hotel rates \$99 S/D, \$109 T/ \$119 Q (plus tax) (602) 375-1777 [www.anizona.org](http://www.anizona.org), [agrutta@anizona.org](mailto:agrutta@anizona.org) (No convention phone number or mailing address is listed on the web site)

**LepreCon 31** (Carefree AZ) **May 6-8, 2005** - Carefree Resort, Carefree, AZ Science Fiction and Fantasy Convention with an emphasis on art Artist GoH Dave Dorman; Author GoH Kevin J. Anderson; Special Artist Guest Bear Burge; Music GoH Mitchell Burnside-Clapp. Local Artist GoH Sarah Clemens; Room Rates \$89 S/D, \$99 T, \$109 Q (plus tax and \$9 resort fee per room) (480) 488-5300 or (888) 488-9034 Memberships are \$30 thru 12/31/04; \$35 thru 04/15/05; Kids 7-12 half price, Kids 6 & Under Free (with Adult membership) Write

LepreCon 31, PO Box 26665, Tempe, AZ 85285, Phone (480) 945-6890, [Emaillep31@leprecon.org](mailto:Emaillep31@leprecon.org) Web <http://www.leprecon.org/lep31>

**Phoenix ConGames** (Phoenix AZ) **July 21-24, 2005** Hilton Phoenix East. For more info [www.iceescape.com](http://www.iceescape.com)

**HexaCon 15** (Tempe, AZ) **August 507, 2005** Tempe Mission Palms, Tempe, AZ, Gaming starts on Friday and runs 24 hours until Sunday 4PM. Planned events include RPGA, LARP, LAN Party, CCG, Battletech and much more. Also Anime and a full consuite. \*THURSDAY EVENTS for pre-registered members only include Barry Bard's Movie Previews and Giveaways. Memb: \$15 thru 12/31/04; \$20 thru 6/30/05, Hotel: Tempe Mission Palms, Tempe, AZ (800) 547-8705 Room Rates: \$91 S/D/T/Q, Info: [www.hexacon.org](http://www.hexacon.org) or 623-773-1816

**CopperCon 25** (Phoenix AZ) **Sept 9-11, 2005** Embassy Suites Phoenix North, Phoenix, AZ Guests Authors Greg Keyes, Robert J. Sawyer; GhostG. Harry Stine; Music Escape Key Memberships \$25 thru 12/31/04, \$30 thru 5/30/05 Hotel rates \$89 S/D, \$99 T/ \$109 Q (plus tax) (602) 375-1777 CopperCon 25, PO Box 62613, Phoenix, AZ 85082, Phone(480) 945-6890 [EmailCu25@coppercon.org](mailto:EmailCu25@coppercon.org), [www.coppercon.org](http://www.coppercon.org)

### ATTENTION

#### This may be your LAST ISSUE of ConNotations.

ConNotations updates it's mailing list each December.

If you have not attended a CASFS sponsored event in the past 24 months (2003/2004) and you are not a CASFS member you may be holding your last ConNotations issue.

Subscriptions are available for \$15 for 6 issues.

Some non-CASFS groups supply their membership lists and purchase a bulk corporate subscription so their attendees may receive ConNotations

Currently these groups are:

**WesternSFA** - If you attended Westercon 57 you will receive Volume 15 Issues 1 thru 6

### Generic Convention Registration Form

Name: \_\_\_\_\_

Badge Name: \_\_\_\_\_

Address: \_\_\_\_\_

City/State/ZIP: \_\_\_\_\_

Phone: \_\_\_\_\_ Email: \_\_\_\_\_

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

(See calendar for mailing address)

More info on  Masquerade  Art Show  Volunteer  Other