

ConNotations

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June/July
2005

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

A Conversation with Marv Wolfman

By Catherine Book (with the assistance of Jeffrey Lu)

I took advantage of an opportunity to meet Marv Wolfman at the Phoenix Cactus Comicon on April 10, 2005. Marv is known for his years of contribution to comics particularly new *Teen Titans* and *Blade*. He created several comic book

collaborate with George Perez anytime soon. Sometime this year he's planning on getting together with George Perez to finish a *Teen Titan's* graphic novel. It probably won't publish until next year. I was surprised at the length of time but



characters from *Nightwing* to *Professor Hamilton*. Marv has been writing since 1967 when he was just a teenager. He'd just finished a story for Simpson's Treehouse of Horror which will, of course, be out by Halloween of this year. He's also been working on a package of comics for educational purposes.

I asked him if he planned to

Marv explained how it all works in general. First they work out a plot, then George does the artwork and Marv was hoping to see that by this summer. Then Marv sits down to actually write the dialogue. Marv has worked with other writers where he writes a full script but he says that would only hamper George's work. But he won't be working on *Teen*

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CASFS Business Report

Salutations

CASFS Business Report,
March/April 2005

March

* Fantasy author Andre Norton died. The usual \$50 donation was approved.

* AniZona was a success and thanks CASFS for use of its property.

April

* CopperCon 24 closed its books. The final turnback to the CASFS Main account was \$2,095.69. CopperCon 26 will have \$2,282.49 in seed money.

* Space Access thanks those CASFS members who are taking part in running the convention.

No Longer the New Guy



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SF Tube Talk

TV News & Previews

By Lee Whiteside

The End of an Era...

It is over and done with and *Star Trek* fans are left with the prospect of no new weekly *Star Trek* series for the first time in 18 years. Since 1987 there has been at least one weekly *Star Trek* series on the air. For now, there will only be the reruns and the DVDs and the books and maybe a movie in a couple of years to satisfy the *Star Trek* fans. They went through it before, though. It was over a decade between the end of the original series and the first movie. Fans made do with repeats on their local TV stations, the occasional book and lots of fan fiction and other activities. Now, *Star Trek* fans at least have hundreds of hours of repeats to watch again, and tons of books and a few movies to tide them over. Plus there's also a lot more new science fiction and fantasy TV available as well as tons of repeats and DVDs available to keep fans busy.

But, it was increasingly obvious that the millions of *Star Trek* fans either weren't interested in a weekly dose of *Trek* anyways, having gotten a steady diet for years. Viewership has been in steady decline since the heyday of *Star Trek: The Next Generation*, which drew 30 million viewers in syndication. The finale of *Star Trek: Voyager* on UPN drew 8.8 million viewers with a 7.7 rating while the *Enterprise* finale drew less than 3 million viewers with a 2.0 rating. It seems that most fans would rather watch their DVDs of early incarnations of *Star Trek* or other shows such as *Stargate SG-1* on SciFi Channel which regularly drew more viewers when it was in head to head competition with new episodes of *Enterprise* this spring.

The debate is now, what should happen next with *Star Trek*. By default, there will be no new *Star Trek* for at least two or three years. Paramount is likely not wanting to start up a new series unless they feel there is enough of a demand from viewers to tune in and watch it in large enough numbers. There have been a few writers mention that they have ideas for a new series including *Babylon 5* creator J. Michael Straczynski and Season Four *Enterprise* executive producer Manny Coto. It will probably take a name producer with some clout and a good idea for a premise before we see any new *Star Trek* on the small screen again. In fact, we're more likely to see a reality series pitting former *Star Trek* cast members against each other or against fans before we see any new live action *Star Trek* on TV. By the time it is revived, the marketplace may have changed enough that they may market the series directly to fans. The *Trek* United and Save *Enterprise* campaigns did show that fans who really wanted more *Star Trek* would put up some money for it. Eventually, someone will market a major sci-fi series directly to the market and bypass broadcast or cable, and *Star Trek* might be the type of series that would get the fans to speak with their pocketbooks.

As for the actual finale of *Star Trek Enterprise*, most fans of *Enterprise* felt that the last series got shafted with a finale that focused as much on *Next Generation* characters than the *Enterprise* characters. Rick Berman and Brannon Braga intended it to be a finale for the entire modern era of *Star Trek*, but it left the fans still watching wanting more or at least a better sendoff for the first *Enterprise* crew. What summed things up for me is at the end where Riker and Troi are talking about Archer's historic speech and how great it was and how they have to memorize it in school, and then right before Archer is about to start, Riker shuts off the holodeck. Archer did get a short speech at the end of Terra Prime that somewhat served as a finale for *Enterprise*, but dismissing his speech at the signing of the Federation seemed an easy way out. I'm sure at some point, someone will pen the speech for a novel, but building up to it through the whole episode and then blowing it off was an insult to the *Trek* fans that stuck with *Enterprise* though its four years.

So, there's still lots more stuff to watch and keep up with, and with summer starting up, we've got a good deal of new SciFi on TV with SciFi and USA picking things up with new episodes of their ongoing genre series and a few movies to boot.

Starting things off in early June on USA Network is the return of *The 4400* and *the Dead Zone*. Both shows have been picked up for full seasons of 22 episodes, so we'll get a large batch of episodes this summer and most likely the remainder of the episodes early next year.

The 4400 returns with a two-hour opener, *Wake-Up Call*, on Sunday, June 5th. The second series picks up one year after the events on the beach revealed the 4400 were taken and returned by future humans where the world is a much different place. After a period of intense medical observation, Tom Baldwin has returned to NTAC in a limited capacity, assigned only to desk duty. He eventually secures his son's release from a similar government study and is excited by the prospect of returning to a somewhat normal life. However, professionally, he's also anxious to re-team with Diana Skouris and get back out in the field. Diana, having been through a series of inept partners, finally finds a way to cut through the red tape and get Tom back, all while in the midst of formally adopting Maia.

(Continued on page 4)

24 Frames

Movie News

By Lee Whiteside

The summer movie season got fully kicked off by *Star Wars Episode III: Revenge of the Sith* on May 19th with the expected big box office. An attempt to get the season rolling earlier in late April and early May with *Hitchhiker's Guide to the Galaxy, XXX: State of the Union, Kingdom of Heaven* and *House of Wax* didn't exactly light any fires at the box office. Following the *Star Wars* movie are a few more heavily anticipated movies and a few sleepers that might make the studios happier. Between *Batman Begins, War of the Worlds, The Fantastic Four, The Island, and Charlie and the Chocolate Factory*, there should be a few more blockbusters in there somewhere. There may even be some surprise hits in *Bewitched, Brothers Grimm, or Dark Water*. Later in the summer will also see *The Pink Panther* (with Steve Martin), *Tim Burton's* stop motion animated *The Corpse Bride*, and *Serenity*, Joss Whedon's movie based on his *Firefly* TV series.

Currently filming in Australia is *Superman Returns*, with various pictures and spoilers making the rounds on the net. The latest casting news is that Hugh Laurie had to bow out of playing Perry White due to the workload on his TV series, *House M.D.*. Taking over the editor-in-chief's chair for the Daily Planet will be Frank Langella. James Marsden is Richard White, Perry's son and Lois Lane's love interest and Sam Huntington has been cast as cub reporter Jimmy Olsen. Warner Bros has released

an official publicity photo of **Brandon Routh** in his Superman outfit, which harkens back to the early days of the character in the comics. According to the official Warner Bros. press release, "following a mysterious absence of several years, the Man of Steel comes back to Earth in the epic action-adventure *Superman Returns*, a soaring new chapter in the saga of one of the world's most beloved superheroes. While an old enemy [Lex Luthor] plots to render him powerless once and for all, Superman faces the heartbreaking realization that the woman he loves, Lois Lane, has moved on with her life. Or has she? Superman's bittersweet return challenges him to bridge the distance between them while finding a place in a society that has learned to survive without him. In an attempt to protect the world he loves from cataclysmic destruction, Superman embarks on an epic journey of redemption that takes him from the depths of the ocean to the far reaches of outer space."

Elsewhere in the D.C. Universe, Joss Whedon is starting work on *Wonder Woman*, and according to producer Joel Silver, Whedon has been given carte blanc to do whatever he wants with the character. Whedon will be working on the script once he is finished with the *Serenity* movie. So far he has not said much about what direction he will take with the movie, but indications are it will be a full blown origin story. Silver also has indicated that casting won't begin until the script is done. Some other DC related projects are also underway, most notably *V For Vendetta*, based on the Alan Moore comic series. Set in an alternate time-line where Germany won World War II and Great Britain is now a

(Continued on page 6)



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SF Tube Talk (Cont'd from page 3)

Meanwhile, Richard, Lily, and the baby - who is now six months old and showing that she is far from an ordinary child - are still living in meager conditions in a mountain cabin far away from Jordan Collier. Collier has now closed Arcadia Estates, his mansion and compound for The 4400 refugees, and is on the verge of opening "The 4400 Centers," a place for non-members of the 4400 to discover "the 4400 within themselves." And Collier and Shawn have developed a strong father-son bond after Shawn healed Collier from the detrimental effects he suffered after touching Lily's stomach/womb. Collier becomes Shawn's guardian, and enlists him to heal important benefactors of The 4400 Centers.

With the world understandably curious about The 4400, rumors begin to spread about their mysterious abilities, and public opinion soon becomes divided between those who embrace The 4400 and those who fear them. As the members of The 4400 struggle to resume and rebuild their "life interrupted," each will come to play a pivotal role in events still to come... events that will shape the destiny of the human race.

The Dead Zone returns the following Sunday, June 12th, with the conclusion of last season's cliffhanger which left Johnny in the hospital. It was originally filmed to be the season ender, but was held over for this season and apparently had some additional scenes filmed and changes made in light of the fourth season pickup. Producer **Lloyd Segan** posted this following fourth season preview on his online weblog:

"This season, Johnny continues to explore the potential and the limits of his psychic abilities, while the mystery surrounding his destiny and his fated role in a potential future Armageddon deepens. In the premiere episode, which concludes last season's cliffhanger finale, Johnny must fight fate - and his future self - in order to keep Rebecca (**Sarah Wynter**) from killing Stillson (**Sean Patrick Flanery**), whom she believes is responsible for her sister's murder.

As the season unfolds, Johnny's exploits take him into the arms of an exciting young woman with psychic abilities of her own (**Jennifer Finnigan**), and he squares off against his most formidable opponent yet. In episodes ranging from high-stakes adventures to political thrillers, he continues to use his powers for good. He reaches out to a young autistic boy; saves an innocent man from execution; takes on a ring of human traffickers in an effort to save an infant from a terrible fate; and investigates the mysterious disappearance of an aging rock star. He even teams up with a dangerous group of criminals in order to avert a tragedy."

SciFi kicks into full gear in mid-July, bringing back **Stargate SG-1**, **Stargate Atlantis**, and **Battlestar Galactica** to Friday nights for their very successful SciFi Friday block of shows. At the end of July, SciFi will start a new block of programming on Wednesday nights, bringing back **Ghost Hunters** and

Tripping the Rift and adding in the new reality series **Master Blasters**.

Stargate SG-1 begins its ninth season with a few differences and changes. First of all, star **Richard Dean Anderson** (Jack O'Neill) will have an even more reduced role this season, appearing in only a few episodes and **Amanda Tapping** (Sgt. Carter) will not be around for the first five episodes due to a real life pregnancy. There's a slew of new characters for SG-1 this season, most notably Lt. Col. Cameron Mitchell, played by **Farscape's Ben Browder**. Also joining the cast in recurring roles will be **Beau Bridges** as Gen. Hank Landry, the new head of Stargate Command, **Lexa Doig** (**Andromeda**) as their new doctor (as well as Gen. Landry's daughter) and **Lou Gossett Jr.** as a Jaffa leader vying against Teal'c for control of the Jaffa nation. Also returning for the first six episodes of the season will be **Claudia Black** as the alien con artist Vala. We'll learn more about her character and see a lighter side of her as she continues to drive Daniel crazy.

Kicking off the season on **SG-1** will be a three part episode (**Avalon, Avalon II, and Origin**) that will bring a whole new mythology into the Stargate arena, tying in the Arthurian mythology, revealing that Merlin was an ancient and that there is even more to learn about the ancients than they've known about. It will introduce a new villain in the Ori race, that are evil ascended beings from another galaxy. Stargate Command encounters missionaries for the Ori, and learn that the highly-evolved humans have zero tolerance for disbelievers. Following the opening three parter will be **The Ties That Bind**, where Jackson and Mitchell must go on an interplanetary scavenger hunt when Daniel discovers that he and Vala have been bound together by an alien energy field. They also go with General Landry to visit Washington to convince Senator Fisher, chairman of the Senate Appropriations Committee that even though various threats have been eliminated, there are other problems on the horizon that SG-1 still needs its funding for.

Out in the Pegasus Galaxy, **Stargate Atlantis** first needs to resolve the issues left hanging at the end of the season in **The Siege Part III** where Atlantis and the route back to Earth are on the line when the Wraith assault the Ancient city. **Mitch Pileggi** joins the cast of **Stargate Atlantis** in a recurring role as Colonel Steven Caldwell, Captain of the earth spaceship Deadalus that flies to the Pegasus Galaxy to deliver a Zero Point Module to help out the Atlantis team. **Intruder** will follow on from the season opener with the crew dealing with the fallout from **The Siege** including re-opened communications with Stargate Command on Earth and also with an intruder on the base. In **Runner**, Sheppard and his team attempt to locate Lieutenant Ford, only to find themselves captives of a young man, Ronon Dex, who is being hunted by the Wraith. Dex, played by **Jason Momoa**, will become a regular on the show while **Rainbow Sun Francks** will see his character, Lt. Ford, changed significantly and also reduced to a supporting role on the show. Other upcoming episodes include **Duet** where a

run-in with Wraith technology leaves the consciousness of a precocious Atlantis security officer in Dr. McKay's mind and **Trinity** where Ronon Dex discovers that a small number of his people survived the Wraith attack -- including his former military trainer, with whom he has unfinished business.

Finishing up SciFi Friday will be the return of **Battlestar Galactica**, which left things in a state of disarray with its season ending cliffhanger. The new season kicks off with **Scattered**, and the fleet is in chaos as Commander Adama's life hangs by a thread. Boomer (the Galactica version) can't believe what she has done, and must face the music. Adama remains in a coma in **Valley of Darkness**, but a new crisis emerges when Cylon Centurions manage to board the Galactica. Apollo leads a team of Marines to try and stop them. **Fragged** deals with Colonel Tigh, still in command as Adama lays near death. As things calm down following the recent run-in with the Cylons, Tigh must face the civilian government who suggest that Adama was instigating a coup by arresting President Laura Roslin. In **Resistance**, Kara Starbuck and Helo encounter a group of human survivors who hope to one day overthrow the Cylon occupation. In **The Farm**, Kara is shot and wakes up in what's left of a hospital facility on Caprica. Her friends are nowhere to be found, and Kara begins to suspect that her kindly doctor, has plans for her future that she doesn't agree with. Believing the human race must be repopulated or face extinction, he encourages Kara to bear children.

Upcoming Saturday night movies on SciFi include **Crimson Force** (June 4th): With Earth's energy reserves rapidly dwindling, a manned mission is sent to Mars in hopes of unlocking a recently detected energy source. But the astronauts crash-land after plunging into the crossfire of a previously unknown Martian civilization's brutal civil war. **Tony Amendola, C. Thomas Howell** and **David Chokachi** star. **Hammerhead: Shark Frenzy** (June 18): An alienated scientist invites his former colleagues to a remote island, to test the results of his experimental new cancer research. But the guests soon find themselves the prey in a "most dangerous game" scenario that pits them against their spurned associate's bloodthirsty mutant hammerhead-shark creature. **William Forsythe** and **Jeffery Combs** star.

Debuting on SciFi Wednesdays on July 29th will be **Master Blasters** which is described in SciFi's press release as "Imagination literally takes flight with **Master Blasters**," the new daredevil stepchild of the reality genre. A high-octane ride into the wild blue yonder, **Master Blasters** pits teams of amateur rocket scientists against each other in a race to design, build and launch some very bizarre things into orbit. From rocket-bolstered La-Z-Boys to fuel injected Mini-Coopers, "one small step for man" becomes one giant leap for mad science! A healthy dose of teamwork, competition, and creativity mixed with jet fuel and a strict defiance of the laws of physics makes for television's most

explosive half-hour in this weekly docu-style show produced by First Television." Also returning on Wednesday nights are new seasons of **Ghost Hunters** and **Tripping the Rift**. No real changes or differences are known about **Ghost Hunters** while the only real news on **Tripping the Rift** is that **Carmen Electra** will be voicing Six for the new season instead of **Gina Gershon**. Expect more of the same lowbrow humor and SciFi hijinx for the new season.

In the rest of the world, the new **Doctor Who** series has debuted to better than expected ratings and also generated a lot of unexpected press in its opening weeks with behind the scenes happenings. In early March, the opening episode of the new series, **Rose**, was leaked to the internet and drew lots of press attention and generally favorable reviews. In the aftermath of this leak, the BBC announced that it did track down who leaked it (an employee of a company working with Canada's CBC) and it also has led to a higher awareness of internet file sharing of television shows and a new crackdown by the MPAA on sites making available the bittorrent tracking info for file propagation.

The series debuted to record numbers for the BBC on Saturday night, with 10 million viewers and a 43% share of the viewing audience. This was well above the BBC's expectations and the series has continued to draw well and has held on to the 40% plus audience share even halfway through the series in mid-May. Following the news of the new series ratings success, the BBC quickly announced that they had ordered a second series of 13 episodes as well as a one hour special to air at Christmas time. But later the same day, the news broke that star **Christopher Eccleston** would not be returning to the series which it resumed filming. The BBC's press release erroneously reported **Eccleston** as saying he was afraid of being typecast and was weary of the grueling schedule, which launched a flurry of attacks on **Eccleston** in the press and on fan websites. The BBC later issued an apology to **Eccleston** for those quotes, which was not anything **Eccleston** had said. The full story has yet to come out, but indications are that it is something that had been in the works for some time, including a likely regeneration cliffhanger at the end of the first season. The BBC in fact already had the new Doctor lined up in actor **David Tennant**, who was most recently starring in the BBC's production of **Casanova**, also produced by **Doctor Who** producer **Russell T. Davies**. **Tennant** is an avowed fan of the series and has appeared an several audio **Doctor Who** adventures produced by Big Finish for the BBC. **Billie Piper** will be staying on as the Doctor's traveling companion Rose for the second season. The series so far is airing in Canada on the CBC to decent ratings and has just debuted in Australia. There is still no word on a US broadcast outlet, though.

There's been little info leaked about the remaining episodes of the current season. They are **The Empty Child/The Doctor Dances**, a two-part episode set

(Continued on page 5)

SF Tube Talk (Cont' from page 4)

during the London Blitz, *Boomtown*, where The Doctor and Rose travel several hundred years into Earth's future where they emerge in a run down and destroyed London. They discover a group of outlaws who claim to have captured an immortal being, or so they think. The Doctor realizes it is someone from his past, someone he presumed to be long dead..., and finally in *Bad Wolf/The Parting of the Ways*, The Daleks return in full force for another invasion of Earth and also likely some connection to the Time War that has been mentioned during the series as well as the continuing references to Bad Wolf that have also appeared.

Getting back to the US, the broadcast networks are all pretty much done for the year, with mostly reality shows and non-genre dramas and comedies interspersed with repeats for the rest of the summer. There looks to be a few new genre shows on the broadcast networks this fall, though. As of press time, here's how things were shaping up as we were in the middle of the network up-fronts:

NBC: *Revelations* has not been picked up for any more episodes, but they have picked up *Medium* for a full season as well as the new series *Fathom*. Created by Josh and Jonas Pate (*Dragnet*), who are also executive producers, it tells the story of the discovery of a new form of intelligent sea life from the perspective of naval officers in the South Antarctic Sea, a family in San Diego, scientists from the Oceanographic Institute in Monterey, and fishermen in the Gulf of Mexico among others. The seemingly innocent creatures they find are beautiful and kids may even want to play with them -- but is there something more to them? One thing's for sure - they're full of surprises as viewers can embark on this unfathomable journey to discover what might be lurking in the sea. **Lake Bell** stars as Daughtery Carstarphen, along with **Jay R. Ferguson** as Richard Owen, **Rade Serbedzija** as Dr. Aleksander Cirko, and **Carter Jenkins** as Miles. Look for it on Monday nights this fall.

ABC is riding high on the success of such shows as *Lost* and *Desperate Housewives* as well as a somewhat revived *Alias*, all of which have been picked up for next season. However, they will be breaking up the *Lost/Alias* duo by moving *Lost* back an hour to 9 pm ET/PT, 8 pm CT/MT and moving *Alias* to Thursdays at 8 pm ET/PT, 7 pm MT/CT. For new series in the genre area, they have picked up both *Invasion* and *The Night Stalker*. *Invasion* comes from **Shaun Cassidy** (*American Gothic*, *Roar*), which is set in Florida following a major hurricane which may have been a cover for a covert alien invasion. ABC describes it as "the suspenseful tale of a blended family that finds itself at the center of a conspiracy designed to mask an alien takeover that is happening one neighbor at a time." It will follow *Lost* on Wednesday night at 10 pm ET/PT, 9 pm CT/MT. The remake of *The Night Stalker* will have former *X-Files* producer **Frank Spotnitz** at the helm. **Stuart Townshend** will be reporter Karl Kolchack, who is

investigating the truth behind the murder of his wife and the strange goings-on he finds. Assisting him is fellow reporter, skeptic Perri Reed (**Gabrielle Union**). As with the original series, once Kolchack finds the answers, it will likely be without any evidence to convince other people about what he has found. *The Night Stalker* will follow *Alias* on Thursday nights at 9 pm ET/PT, 8 pm CT/MT.

CBS renewed freshman series *N3umbers* and all three *CSI* shows, but it decided not to renew *Joan of Arcadia* for a third season. CBS did pick up both of their genre series in development with *The Ghost Whisperer* and *Threshold*. *The Ghost Whisperer* is CBS's answer to NBC's *Medium*. It stars **Jennifer Love Hewitt** as a newlywed who can talk to the dead and has psychic **James van Praagh** involved with its creation. *Threshold* is described as a "drama about a female government contingency analyst (**Carla Gugino**) who leads a team of scientists and military personnel to respond to the threat of a mysterious alien lifeform." It is created by **David Goyer** and **David Heyman** with former *Trek* producer **Brannon Braga** signing on to be the showrunner. Other actors involved include **Brent Spiner** and **Charles S. Dutton**. Both will air on Friday nights with *Ghost Whisperer* at 8 pm ET/PT, 7 pm CT/MT and *Threshold* at 9 pm ET/PT, 8 pm CT/MT.

The WB renewed both *Charmed* and *Smallville*. *Charmed* will stay in its current time slot on Sunday nights while *Smallville* will be moved to Thursdays at 8 pm ET/PT, 7 pm MT/PT1. Joining *Charmed* for its eight season will be **Mark McGrath**. According to The WB's press release the Charmed Ones "will encounter their greatest nemesis: a demon smart enough to expose them and ruthless enough to disrupt their overnight dates. With the police closing in on their bewitching identities, the Charmed Ones can depend only on themselves for survival. But the challenge to conceal their calling is about to prove impossible." On *Smallville*, Clark will move on to college, but will still be close to his home. Reports are that Lois Lane will be around for at least 13 episodes as well. Clark will heed the call of his Kryptonian destiny while Lex Luthor continues on his road to the dark side. For new shows, The WB has picked up the series *Supernatural* starring **Jensen Ackles** as Dean Winchester and **Jared Padalecki** as Sam Winchester. The WB describes the show as "a completely new kind of thrill ride; a journey into the dark world of the unexplained that will deliver the terror of films like *The Ring*" and *The Grudge*. "Sam Winchester has done his best to escape his family's eerie history, but, along with his older brother Dean, Sam is bound by tragedy and blood to a dangerous, other-worldly mission. Criss-crossing the mysterious back roads of the country in their '67 Chevy Impala, the Winchester brothers search for their missing father — and hunt down every

evil supernatural force they encounter along the way."

FOX appears to have mostly given up on genre shows, but has one possibility for the fall in *Briar and Graves*. It is described by FOX as "faith and science meet when Dr. Laurie Graves (**Elizabeth Rohm**) and Malachi Briar (**Charles Mesure**) join forces to investigate the world of religious phenomena." Prospects for this have probably dimmed with the lackluster response to NBC's *Revelations* which covered similar ground but with FOX trying to have more of a year-round schedule, they might give this one a chance.

Finally, UPN has renewed struggling drama *Veronica Mars* hoping that viewers will discover it and keep the ratings on an upward climb. Not specifically a genre show, it still has elements that made shows like *Buffy* popular with genre fans. The only genre show for UPN with a chance of making it to the fall schedule is *Triangle*, a drama about a young doctor's (**Ivan Sergei**) investigation of his wife's mysterious disappearance during their Caribbean honeymoon. UPN is more likely to go with other dramas about sexy young adults living in Miami's South Beach or in the "hip Hollywood community of Silver Lake."

On the animated front, Cartoon Network looks to be going full bore with new episodes of *Teen Titans*, *Justice League*, and *Duck Dodgers* in June. Also make sure to catch repeats of episodes of *Krypto the Superdog*. While geared towards kids, the show usually has enough going on to make adults interested, especially those who remember stories about *The Legion of Super-Pets* from the 60's.

Upcoming *Justice League* episodes will continue the ongoing storyline with Cadmus and the threat to the League. Episodes likely to air through July include *Double Date*, where Green Arrow and Black Canary must stop the Question and the Huntress from killing organized crime lord Steven Mandragora; *Hunter's Moon* where Shayera, Vigilante, and Vixen respond to a deep space distress call, leading them into a deadly trap; *The Clash* sees Captain Marvel, the World's Mighti-

est Mortal, join the Justice League as Lex Luthor initiates a new plot; *Question Authority* sees The Question discover a secret that threatens to shake the very foundations of the Justice League; *Flashpoint* in which, Superman declares war on Cadmus to avenge a fallen comrade; *Panic in the Sky* sees the remaining League members fight to survive Cadmus' ultimate attack on the team when the founding members are taken out of action; in *Divided We Fall* the League's deadliest enemies emerge to take advantage of the chaos when most of the Justice League is incapacitated; and *Epilogue* which is set fifty years in the future where the history of the Justice League is the key to Batman's darkest secret...and his final destiny.

Teen Titans will continue on with the return of Slade and Raven's destiny, culminating in a three part season finale on July 4th (according to preliminary schedules). In *The Prophecy*, we learn more about Raven's origins, Slade's involvement with Trigon, and what is at stake for the Titans and the world; in *Stranded*, an exciting battle on a distant space station ends with a tremendous explosion that blows the T-Ship apart -- and sends the Titans flying off in five different directions to crash land on a strange alien world; in *Overdrive*, Cyborg installs a special Max-7 chip into his head which throws him into overdrive, allowing him to do a lot of things, very fast. But when the self-copying Billy Numerous starts stealing everything in town, even the Max-7 may not be enough to stop him; *Mother Mae-Eye* sees the Titans trapped by Mother Mae-Eye, who puts them under her control along with some other super-villains from The Hive; and in the three part *The End*: "The stars are aligned. The sun is in eclipse. All of Slade's labors are about to reach fruition - and the Titans are about to face their greatest challenge ever. But is there really any hope of preventing the end of the world?"

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24 Frames (Continued from page 3)

fascist state, a masked vigilante known only as “V” conducts guerrilla warfare against the government. When he rescues a normal young woman, she joins his struggle against the forces of oppression. The **Wachowski Brothers** (*The Matrix*) are producing and wrote the screenplay with **James McTeigue** making his directorial debut. **James Purefoy** initially was to be the vigilante, “V”, but dropped out of the picture for undisclosed reasons. Taking on the role will be **Hugo Weaving** (Agent Smith in *The Matrix*, Elrond in *LOTR*). Also in the movie are **Natalie Portman** as Evey Hammond, (and she shaved her head for the role), **Stephen Ray** as Finch, **Stephen Fry** as Gordon Deitrich, **Rupert Grey** as Dominic, and **John Hurt** as Bishop Lilliman. Filming is going on in Berlin right now. The other **Alan Moore** created movie project in the works, *Watchmen*, is still somewhat in limbo, having had director **Darren Aronofsky** drop out due to his scheduling with director **Paul Greengrass** brought on, and its planned filming in London now uncertain due to budget worries. With the changeover in executives at Paramount, the movie is having to be approved all over again before it can go before the cameras. The other DC superhero heading to the big screen is *The Flash*, with **David Goyer** working on a screenplay. According to an interview on SciFi Wire, Warner Bros. won't make any commitments for the movie until they see the first draft of his script. **Goyer** has said that if the movie does go ahead, he plans to direct it and would like to have his *Blade: Trinity* star **Ryan Reynolds** in the lead role. In various interviews and news reports, **Reynolds** has indicated he's more than ready to put on the red suit. Rumors are that a *Green Lantern* script is also in development, featuring the Silver Age ring-wielder, Hal Jordan. Not much news has leaked on that project, so stay tuned.

On the Marvel movie front, *Ghost Rider* is nearing completion of filming with **Nicholas Cage** as Johnny Blaze in the title role. According to producer **Avi Arad** in an interview with *Empire* magazine, it's “sort of *High Noon* meets *Shane* and *The Good, the Bad and the Ugly* kind of a thing.” **Arad** also said it has humor, a love story, and “there is a great mythology into it and it's an absolute hero story.” *X-Men 3* is moving ahead with director **Matthew Vaughn**, and Dark Phoenix may be part of the storyline, but not the main storyline. **Arad** says “movie three is probably, philosophically the most interesting and provocative for all of us. Uh, it will be an interesting debate. Should we or shouldn't we? All that I can tell you is, uh, it's going to be a very interesting dilemma. It's a very intelligent movie. I think it's, contextually it will be the best.” In the works are *Hulk 2*, which will be a lighter movie about Banner dealing with his anger, *Punisher 2* which will be “not for the faint of heart”,

Deathlok (script by **David Self**), *Iron Man*, *Black Widow* (**David Hayter** doing the screenplay and directing), and *Spider-Man 3* (with **Thomas Haden Church** as the as of yet unspecified villain). In various stages of script development are *Silver Surfer*, *Captain America*, *Thor* and *Gargoyle*. The Marvel Movie pipeline doesn't look to be drying up anytime soon.

There's more than just comic book inspired movies in the works, though. *Outlander*, which has **Karl Urban** (Doom) in talks to star, is an adventure about a man from another galaxy who crash-lands on Earth at the time of the Vikings, bringing with him an alien predator. **David Cronenberg** will direct *Painkillers*, a futuristic thriller that explores a society where mankind has taken a wrong turn, embracing perversions and practices that were once considered unacceptable.

Heading towards release later this year is the sequel *Underworld: Evolution*. The film traces the beginnings of the ancient feud between the two tribes as Selene (**Kate Beckinsale**), the vampire heroine, and Michael (**Scott Speedman**), the lycan hybrid, try to unlock the secrets of their bloodlines. The tale of action, intrigue and forbidden love takes them into the battle to end all wars as the immortals must finally face their retribution.

Just announced with filming expected to start in the fall is a sequel to *The Dark Crystal*, called *The Power of the Dark Crystal*, produced by the **Jim Henson** company. According to press reports, it is “set many years later, Jen and Kira are now king and queen, and must fight to save their kingdom when the crystal is once again split.”

Movie Previews for June & July
The Adventures of Shark Boy and Lava Girl in 3-D - A 10-year-old outcast is shunned by classmates and forced to spend summer vacation alone. With his two imaginary friends (Shark Boy and Lava Girl) he goes on a mission to prove dreams can become reality. Directed by **Robert Rodriguez** (*Spy Kids*) and stars **Taylor Lautner**, **Taylor Dooley**, **Cayden Boyd**, **George Lopez**, and **David Arquette**.

Howl's Moving Castle - Sophie, an average teenage girl working in a hat shop, finds her life thrown into turmoil when she is literally swept off her feet by a handsome-but-mysterious wizard named Howl, and is subsequently turned into a 90-year old woman by the vain and conniving Wicked Witch of the Waste. Embarking on an incredible odyssey to lift the curse, she finds refuge in Howl's magical moving castle where she becomes acquainted with Markl, Howl's apprentice, and a hot-headed fire demon named Calcifer. Sophie's love and support comes to have a major impact on Howl, who flies in the face of orders from the palace to become a pawn of war and instead risks his life to help bring peace to the kingdom. Directed by **Hayao Miyazaki** (*Spirited Away*), it is based on the novel by **Diana Wynne Jones**. English language voices include **Jean**

Simmons, **Christian Bale**, **Emily Mortimer**, **Billy Crystal**, and **Lauren Bacall**. Fans of **Miyazaki's** other works will definitely want to catch this when it comes to town in a limited release.

Batman Begins **Christopher Nolan's** film explores the origins of the Batman legend and the Dark Knight's emergence as a force for good in Gotham. In the wake of his parents' murder, disillusioned industrial heir Bruce Wayne (**Christian Bale**) travels the world seeking the means to fight injustice and turn fear against those who prey on the fearful. He returns to Gotham and unveils his alter-ego: Batman, a masked crusader who uses his strength, intellect and an array of high tech deceptions to fight the sinister forces that threaten the city. **Michael Caine** is Alfred Pennyworth, **Gary Oldman** is Sgt. Jim Gordon, with **Ken Watanabe** as Ra's Al Ghul, **Morgan Freeman** as Lucius Fox, **Katie Holmes** as Rachel, **Rutger Hauer** as Richard Earle and **Cillian Murphy** as Dr. Jonathan Crane (aka the Scarecrow). You can expect a much more serious look at the Batman legend than the last two movies produced by Warner Bros.

Bewitched - A somewhat skewed romantic comedy remake of the 60's sitcom, with **Nicole Kidman** as a real witch who takes on the role of Samantha Stevens in a remake of the TV series *Bewitched*. **Will Farrell** is actor Jack Wyatt, playing her husband, Darrin Stephens, on the TV series. **Shirley MacLaine** and **Michael Caine** also star. Hilarity ensues as Wyatt discovers his co-star is a real witch. Looks like it might actually be a bit fun. *George A. Romero's Land of the Dead* - In a modern-day world where the walking dead roam an uninhabited wasteland, the living try to lead “normal” lives behind the walls of a fortified city. A new society has been built by a handful of enterprising, ruthless opportunists, who live in the towers of a skyscraper, high above the hard-scrabble existence on the streets below. But outside the city walls, an army of the dead is evolving. Inside, anarchy is on the rise. With the very survival of the city at stake, a group of hardened mercenaries is called into action to protect the living from an army of the dead. Stars include **Simon Baker**, **Asia Argento**, **Dennis Hopper**, **John Leguizamo**, and **Robert Joy**. After *Shaun of the Dead*, can fans still watch a serious zombie movie?

Herbie: Fully Loaded - **Lindsay Lohan** stars as Maggie Peyton, the new owner of Number 53 - the free-wheelin' Volkswagon bug with a mind of its own - and puts the car through its paces on the road to becoming a NASCAR® competitor. Herbie's got some new tricks under his hood. Should be a fun movie for kids and may (I repeat, may) bring back fond childhood memories of the original Herbie movies for the parents. Also stars **Justin Long**, **Breckin Meyer**, **Matt Dillon**, and **Michael Keaton**.

War of the Worlds - A contemporary retelling of **H.G. Wells's** seminal classic, the sci-fi adventure thriller reveals the extraordinary battle for the future of humankind through the eyes of one

American family fighting to survive it. **Steven Spielberg** is back in summer blockbuster mode with this one. **Tom Cruise**, **Miranda Otto**, **Dakota Fanning**, **Tim Robbins**, and **James DuMont** star.

Dark Water - **Dahlia Williams** (**Jennifer Connelly**) is starting a new life; newly separated with a new job and a new apartment, she's determined to put her relationship with her estranged husband behind her and devote herself to raising her daughter, Ceci. But when the strained separation disintegrates into a bitter custody battle, her situation takes a turn for the worse. Her new apartment - dilapidated, cramped, and worn - seems to take on a life of its own. Mysterious noises, persistent leaks of dark water, and strange happenings cause her imagination to run wild, leaving her to wonder who is behind the endless mind games. As Dahlia frantically searches for the links between the riddles, the dark water seems to close around her. But one thing trumps all others in Dahlia's world: no matter what it is that's out there, nothing is going to harm her little girl.

Fantastic Four - It's Clobberin' Time as Marvel's Fantastic Four comes to life with **Reed Richards/Mr. Fantastic** (**Ioan Gruffudd**), who can elongate his body; **Susan Storm/Invisible Woman** (**Jessica Alba**), who not only can become invisible at will but can render other objects invisible; **Johnny Storm/Human Torch** (**Chris Evans**), who can shoot fire from his finger tips and bend flame; and **Ben Grimm/The Thing** (**Michael Chiklis**), a hideously misshapen monster with superhuman strength, together battle the evil Doctor Doom (**Julian McMahon**). Expectations are not very high for this in comparison to the *Spider-Man* and *X-Men* movies, but it has to be better than the unreleased *Fantastic Four* movie made by **Roger Corman**.

Charlie and the Chocolate Factory - **Charlie Bucket**, a boy from an impoverished family under the shadow of a giant chocolate factory, wins a candy bar contest and is given a tour, along with four other children, of the amazing factory run by the eccentric **Willy Wonka** and his staff of **Oompa-Loompas**. **Tim Burton's** take on the **Roald Dahl** story expects to be more faithful to the source material and won't be a musical like the 1971 film version. It stars **Johnny Depp** as **Willy Wonka** with **Freddie Highmore**, **David Kelly**, **Anna Sophia Robb**, and **Helena Bonham Carter** also starring. *The Devil's Rejects* - The unthinkable horror and chaos continues a few weeks after the events depicted in “*House of 1000 Corpses*,” as this film's focus shifts to a conflict between the various evil family members of the first movie and a new set of murderous loonies, in a blood-soaked road movie. With two gangs of bloodthirsty body-mutilation enthusiasts set loose at each other's necks, who will emerge victorious? Once again, **Rob Zombie** takes the director's chair and promises lots of blood and gore for his fans.

(Continued on page 7)

24 Frames (Continued from page 6)

The Island - Lincoln Six-Echo (**Ewan McGregor**) is a resident of a seemingly utopian but contained facility in the mid-21st century. Like all of the inhabitants of this carefully controlled environment, Lincoln hopes to be chosen to go to the "The Island," reportedly the last uncontaminated spot on the planet. But Lincoln soon discovers that everything about his existence is a lie. He and all of the other inhabitants of the facility are actually human clones whose only purpose is to provide "spare parts" for their original human counterparts. Realizing it is only a matter of time before he is "harvested," Lincoln makes a daring escape with a fellow resident named Jordan Two-Delta (**Scarlett Johansson**). Pursued by the forces of the institute that once housed them, Lincoln and Jordan engage in a race for their lives to literally meet their makers. Directed by **Michael Bay**, so expect lots of action and things blowing up.

The Brothers Grimm - Brothers Jake and Will Grimm, renowned collectors of folklore, have made a career out of traveling from village to village pretending to rid them of "enchanted" creatures. Their bluff is called, however, when they are forced by Napoleon's French government to investigate a haunted forest where girls have been disappearing mysteriously. What they discover leads to a series of adventures involving an actual evil (and immortal) sorceress that mirrors that of mythology and the fables that the Brothers Grimm would eventually become famous for. **Terry Gilliam's** back with what looks to be an interesting take on the fairy tales of the Brothers Grimm. **Matt Damon** and **Heath Ledger** are the brothers with **Monica Bellucci**, **Jonathan Price**, and **Lena Headey** also starring.

Sky-High - When you're the son of the world's most legendary superheroes The Commander (**Kurt Russell**) and Jetstream (**Kelly Preston**), there is only one school for you - Sky High, an elite high school that is entrusted with the responsibility of molding today's power-gifted students into tomorrow's superheroes. The problem is that Will Stronghold (**Michael Angarano**) is starting with no superpowers of his own and, worst of all, instead of joining the ranks of the "Hero" class, he finds himself relegated to being a "Sidekick." Now he must somehow survive his freshman year while dealing with an overbearing gym coach (**Bruce Campbell**), a bully with super speed and an dangerous rebel with a grudge (and the ability to shoot fire from his hands)... not to mention the usual angst, parental expectations and girl problems that accompany teenage life. But when an evil villain threatens his family, friends and the very sanctity of Sky High, Will must use his newfound superpowers to save the day and prove himself a "Hero" worthy of the family tradition.

An American in England Part Five: Blenheim Palace by Jeffrey Lu

The first bus stop was at the grave site of Winston Churchill. He was born, proposed marriage, and buried near his parents, Lord and Lady Randolph Churchill, at Blenheim Palace. What was

strange that day was rather a large pile of rocks next to his headstone.

Curious, I asked one of the groundskeeper. He said briefly that the custom was for Jewish WWII veterans came to pay respects. Each of them put a rock because he will not come back again. I found out later this was also the sixtieth anniversary of D-Day. In respect, I took a rock and contributed to the collection. Knowing I will be back some day, I added pence near his grave. He was half-American. This man was great beyond words.

The bus next stopped to Blenheim Palace. The place had a man-made lake, several beautiful gardens, and a fantastic palace. I ate lunch and quickly joined a tour group inside the palace.

What was stranger than fiction was one of the paintings. This is one of the descendants of Duke of Marlborough. Unbelievably, this was a splitting image of a cartoon character in a Disney film.

Hint: There were no crocodiles on the premises. Second hint: In reality, he did not have a hook. Believe it or not, the picture looked like *Captain Hook!*

I wondered what Winston thought when he saw *Peter Pan*.

What a great man!

Next issue: An American in England Part Six: The Globe

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Conversation (Continued from page 1)

Titans regularly anymore.

A novel of *Crisis on Infinite Earths* was out in May; if you're a fan, you probably already know all about it – if you were able to find a copy. Marv tried to write the novel not only for the readers who read all the original comics but also for new readers or those who read them twenty years ago and didn't remember all the details. This novel is really about Barry Allen. Marv won't be a contributor to any of the Infinite Earth's mini-series. He felt he's done all he needed to do with that title. And – if you're one of the fans who are still wondering about the 'plot device' that Marv created to allow him to bring Flash back – you need to go to his website and check the Q&A link. Marv has been asked that question so many times, he's gotten tired of answering it.

I asked him how he felt about *Nightwing* getting his own title. Marv told me that he knew he'd created a very good character that was very powerful and strong on his own. So he said he wasn't surprised at all that *Nightwing* got turned into his own book. I asked if he thought *Nightwing* was being treated well and he replied that he hadn't read him. Marv won't read any work by other writers for characters he created. I wondered then what he did like to read. He likes to read comics that he has never been involved with. Lately, he's been reading *Spider-Man*, *Fantastic Four* and *New Frontiers* from DC. Going back to his statement about not reading another's treatment of a character he created, he wanted to explain why he felt like that. He felt sure that the writers who came before him and George when they took over *Teen Titans* would never have looked at what they did. And he sure didn't want any writers coming after him to ever feel like they were 'in his shadow.' He hoped they would take the characters off into totally different versions and find their own voice.

Marv's favorite character has always been *Superman*. So then I became curious what he thought his favorite creation was – he replied *Night Force*. He liked it because no one had ever done anything like *Night Force* before; it came from a different part of him than he'd used for anything he'd done up to that time.

Marv felt the future of comic books is dependent on the creators rethinking the whole format and approach to the material. Comic books, from the 1940's through the 1980's, had originally been the only source of certain adventure-type stories. Movies were not yet

catering to this audience and video games were just moving away from Pong to Missile Command. Today, the audience has a plethora of movies and video games from which to choose. Even advertising imagery mirrors fantasy. Everything that made comic books unique is now everywhere you look. So, from comic books having the lead on this sort of entertainment, they are now way behind the curve. Marv felt the comic book medium is still the best way to enjoy this type of entertainment; however, the industry has to find a different approach, different advertising, different format, different content. If they don't, comics will die. The audience is shrinking, the costs of comics is growing and the competition is growing. Americans have a choice between a 32-page (22 pages of story) American comic for \$3.00 and a Japanese Manga book of 200 pages for \$6.00; plus, girls are more drawn to Manga (no pun intended.) He doesn't want American comics to try to copy Manga; obviously, the medium still works, it's more important that American comic creators rethink what they're selling since what they're offering isn't doing as well as Manga. There are a lot of really great comics out there right now, Marv told me, that are selling twenty to thirty thousand copies. Back in the 1970's, publishers cancelled titles that didn't sell at least 275,000 copies. When Marv was doing *Teen Titans*, they routinely sold 350,000 copies. It seems the adult-themed stories are not appealing to kids, so they're not buying comics; but they *are* buying Manga. Trouble is, the adults aren't really buying the adult-themed comics, either.

Time was getting short as I

asked him what were his early influences. Obviously comics, but he was also hooked on the Superman TV show. He also read lots of science fiction which fed his interest as a writer. But, he told me, comics were, in many ways,

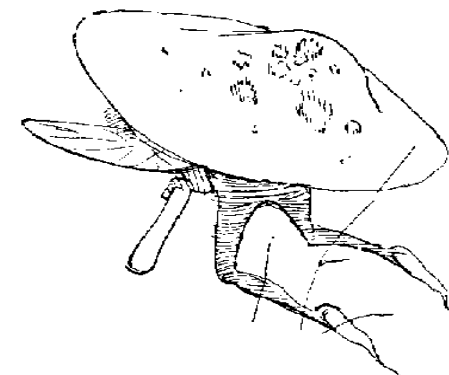
superior to the novel form since it included art. Unfortunately, we've been trapped into thinking that comics were only for kids, he added. Clearly, comics *are* for kids but they're for adults, too. Marv wants to see two separate sets of comics and he even believes they shouldn't be sold in the same store. To appeal to a broader market of adults, the more mature story lines need to be taken out of the comic book store and the packaging needs to address adult interest. Adults like comics: witness comics in newspapers, movies, TV shows; they just have to believe that comics are not just for children. It might be that graphic novels will help – they offer more value for the money and stay on the bookstore shelves longer – comics are more periodical. Graphic novels from writers like Neil Gaiman are proof that literature can contribute to comics.

Moving away from our discussion on the future of comics, which Marv has some very strong feelings about, I asked if he would share with us a little about his work style and habits. He requires, he told me, a very quiet, distraction-free room – no music, no TV; and I was awed to discover that he works *eight* hours a day. That's a lot for a writer; most novel writers I have interviewed tell me they have only 4-5 hours of creative time in them in a day. Sometimes, when on deadline, he's worked even longer. Of course, he admits that he no longer has quite the same level of energy he had when he was much younger. I asked if he limits his public appearances due to work needs. He's currently spending a lot more time on the road to publicize his novel than he ever did before. He mostly appears at comic

book conventions; however, he has attended SF/F conventions, especially since his wife has chaired a few. He admits he doesn't get to read as much SF as he used to but still considers himself a fan.

Before I let him go, I asked him which characters he'd created had appeared in a movie. He commented that one of his characters, Blade, *was* the movie. He loved the first movie, the second one was an okay vampire film but not a very good Blade story. He liked the third one a lot, too.

Finally, I asked him what he was most proud of as a writer. He's most proud of any material that has connected with his audience. He was happy to have met someone at this very convention who related to Marv that he had grown up in a small town with no entertainment except comics and that it was Marv's comics that he loved. Marv also enjoys getting email (or mail in the olden days...) from people who read his Teen Titans when they were kids and wanted him to know how much his stories had affected them. That's the stuff, he declared, when one finds out that a story one wrote had an affect on someone.



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Pro Notes

Hi everyone! The number of my contributors continues to grow. I have at least seven new names this month. Hey – is anyone really reading this column? Could you take a moment and let me know how you like it...or not? Email to: ProNotes@casfs.org

Let's start with **Spider Robinson** who answered from Canada with the most amazing news – he's writing a novel called "Variable Star" in collaboration with Robert A. Heinlein. No, *really*. Heinlein's estate, the Heinlein Prize Trust, has given Spider an extensive outline, recently discovered in the archives, that Robert drew up in 1954 and never got around to writing himself, and asked him to turn it into a finished novel. It's sold to Tor Books, and to be delivered by November. How all this happened is related on Spider's website: www.spiderrobinson.com. "Perhaps you can imagine something of the mix of joy, awe, terror, gratitude, humility and fierce pride that has suffused me ever since--I hope so, since it's beyond my power to describe" says Spider. Then recently it got even better. Spider had written some song lyrics, "On The Way To The Stars," into chapter one of "Variable Star". Last January, on New Year's Day, he got a very kind fan letter from one of the greatest musicians alive, and wrote a fervent fan letter back to him. They first became pen pals and then friends, and he turns out to be a major Robert Heinlein fan, and the long and short of it is, a tune for Spider's lyrics is even now being composed by none other than David Crosby. A man who has the distinction for writing the first-ever science fiction rock song, "Wooden Ships."

Also from Canada and new to ProNotes is **Julie Czerneda** - back from her trip to the real north, namely the Yukon Territories, as guest speaker for the Yukon Science Institute and participant in the 2005 Writer's Festival, Julie is now hard at work on the final installment of her SPECIES IMPERATIVE trilogy from DAW Books, "Regeneration". She's frequently heard muttering "Poor Mac" as she writes. As co-editor of "Mythsprings", the latest volume in her REALMS OF WONDER fantasy anthology series from Fitzhenry & Whiteside, Julie is eagerly awaiting the stories from the contributors, due to arrive in two weeks. Meanwhile, she's celebrating the release of "Migration", the second book of SPECIES IMPERATIVE, this month. What's ahead? The release of fantasy anthology "Fantastic Companions",

June in Canada, and this fall in the US, as well as research for her next project: the prequels to the TRADE PACT series. And big Congrats to Julie for the sale of her first fantasy "Turn of Light" to DAW. She's hoping for a Fall 2005 release.

Ramsey Campbell, up England way, shares that "Secret Stories" will be published in the autumn by PS Publishing in Britain. "The Overnight" is out from Tor, slimmed down by about 5000 words and with some other changes. He is now working on a new novel "The Communications". His new British agent is the splendid John Jarrold and the film of his novel "The Nameless" is out on American DVD from Buena Vista. He's written the introduction to the huge three-volume encyclopedia of supernatural fiction due from Greenwood Press in June, and a long autobiographical essay is in the next volume of "Contemporary Authors".

From a slightly warmer clime, namely Hawaii, I was awfully happy to hear from **Kate Elliott**. The CROWN OF STARS series is finished. "Volume Six: In the Ruins" comes out in August 2005, and "Volume Seven: Crown of Stars" is currently scheduled for publication in February 2006. Both published in the USA by DAW Books. She tells us "It's both a shock and a relief to be done with the whole thing. The question I am most asked: 'When will we find out who Alain really is?' " Meanwhile, she is writing a new novel in a new fantasy series (for Tor), with a working title of "Crossroads". She always has fun working in a new world; however, the last long sequence in this particular novel has been unusually difficult to get right. She's revising it for the third time, and hoping this time it all falls into place. No pub date set for that yet, and certainly no earlier than summer or autumn. From Florida I heard from both **Don Maitz** and **Janny Wurts** (they're married, you know). Janny reports that "Traitor's Knot" will be available in the USA in a gorgeous hardbound edition from Meisha Merlin, and should be appearing in bookstores in early June 05. She also has a short story appearing in Julie Czerneda's anthology, "Fantastic Companions". Trade Paperback edition of "To Ride Hell's Chasm" will release from Meisha Merlin this August. She'll be at American Book Expo supporting those releases and will also be attending DragonCon. Excerpts of the coming novel releases can be read on her website at www.paravia.com/JannyWurts. Current projects include three short stories about to be turned in, and the draft progressing for "Stormed Fortress", next in the WARS OF LIGHT AND SHADOW series. And, just in case you thought she was just lazing around, she also has several new works of art completed in the Paravia Sketchbook, and more new paintings in progress on the easel that she hopes to be exhibiting shortly. While from the other side

of the house, Don is working on production design for an animated film titled "Ant Bully", being produced by DNA, the same company that did "Jimmy Neutron", for which Don also did conceptual design. He will have a calendar of pirate images available from Tidemark in 2006, and some pirate prints forthcoming from Qoro. Several pirate works, and one fantasy painting have been produced on t-shirts. There are also some new pirate coffee mugs. Public appearances will include Book Expo America, and Gencon, DragonCon. His current projects include several fantasy commissions, and – more pirates! See his website for details. www.paravia.com/DonMaitz. Also from Florida (neighbors?) comes **Joe Haldeman** – who just yesterday (May 3rd) mailed off his latest short story collection, titled "A Separate War and Other Stories." For the next couple of months he'll be working on a YA novella and novel, "The Mars Girl". Then he'll be back on his regular science fiction with "The Accidental Time Machine". He has a new novel out this August, "Old Twentieth", and a collection of all of his Vietnam fiction, "War Stories", is due in December. He will be going over to the UK early, and before the Glasgow Worldcon, Gay and he will be bicycling Hadrian's Wall. Not on the wall; just alongside it...

Way up in Maine, are **Sharon Lee** and **Steve Miller**. Their "Crystal Soldier" came out from Meisha Merlin in hardcover in February. And the sequel, "Crystal Dragon", is currently scheduled to come out in hardcover from Meisha Merlin in February 2006. In February, they were Special Guests at SheVaCon in Roanoke, Virginia, and had a blast, despite dueling snowstorms. They handed in the first volume in the UNDER STRANGE SKIES series, "Sword of Orion", to John Ordover at Phobos Books. Look for that to hit the stands in October. In addition, the audio book edition of "Local Custom", narrated by Michael Shanks (Daniel Jackson on Stargate SG-1), will start shipping from Buzzy Multimedia on June 27. "Women of War", edited by Tanya Huff and Alexander Potter, will be coming out from DAW in July. That includes "Fighting Chance," a Miri Robertson story. "Absolute Magnitude #21", including LIADEN UNIVERSE(R) story, "Sweet Waters" came out in March. Whew!

Back on the west coast (and no one inbetween...sigh), I heard from **Pat McKillip** in Oregon. She has a novel coming out in June '05 from Ace called "OD Magic", a collection of short stories called "Harrowing the Dragon", which she's pretty sure will be out before the end of '05. Sometime in '06-- another novel called "Solstice Wood", which is a contemporary sequel to "Winter Rose",

will be out. These will all be published by Ace. When I asked what was next, she confessed that she's just at the first, tentative stages of something new . . . nothing coherent to say about it now! From Washington, **Robin Hobb** wrote that "Shaman's Crossing", book one of SOLDIER SON trilogy has been turned in and is moving through the editing process now. This new trilogy is set in a brand new world; no cross-over characters. There are probably a number of fans who are very interested. She says she's having fun writing it, and hope people will enjoy Nevare as much as they did Fitz. She's already hard at work on book two, with the tentative title of "Forest Mage". In May she'll be in Epinal, France for Imaginales, and in July she'll be in Australia at Continuum. In August, she plans to visit Glasgow for the World Convention. For more details visit Robin at: <http://www.robinhobb.com>

Moving south to where it's *really* warm – **Todd Ellison** in California reports that his website, www.etellison.com has been redesigned, has a new editor/webmaster and now contains a not-a-blog with periodic updates on the status of his fiction projects. It also includes "Orphans Eleven", a zine with some free short fiction, including a bizarre new story called "Until Next Tuesday". The bad news is that Todd recently discovered that a trio of blaster-toting nymphs from the planet Scourge is following him around just out of eye-shot with instructions to "terminate his sorry ass" if final manuscripts for "Night Funnels" and "The Masks of Madonna 13" (book two in the Last Nevergate Chronicles -- www.lastnevergate.com) are not completed by the end of 2005.

Slipping all the way over to Texas, I was unexpectedly gifted with news from one of our cherished fantasy artists, **David Cherry**. David is still with Ensemble Studios and is in the final month of production on a new game, Age of Empires III. It debuted in May at E3 (Electronic Entertainment Expo) in Los Angeles and is currently the number 2 most anticipated RTS for PC title. On Ensemble's last game, Age of Mythology, and its expansion pack, The Titans, David did some of the 2D art for the in game UI [user interface] and almost all of the marketing art [magazine covers, the box cover, ad art, posters, etc.]. On this new one, however, they got an even better artist, (*I doubt that...*) Chris Mullens, to do all that, and David was able, at long last, to move on to doing 3D art, something he has longed for since he joined Ensemble. For Age III, he did all the mercenaries and most of the cool, "clickable", buildings in the various "home cities" [a new concept in RTS

(Continued on page 10)

Pro Notes (Continued from page 9)

gameplay]. As people look at the graphics for the new game, any shots showing one of the home cities will be showing his work.

Jane Lindskold, in New Mexico, was happy to report the "The Buried Pyramid" is a finalist for the Reviewer's Choice award from ROMANTIC TIMES. This amuses her as well, since the book has very little overt romance in it. It's more a historical with a creepy fantasy element. "Wolf Captured" (the fourth FIREKEEPER novel) was released November of 2004 to all sorts of good notices, including a starred review in PUBLISHER'S WEEKLY. It has been chosen by VOYA (Voices of Youth Advocates) as one of the best books of 2004. "Child of a Rainless Year" is a May 2005 release. It is a contemporary fantasy set in Las Vegas, New Mexico. Color, mirrors, synesthesia, and liminal space (*get out your Websters...*) all play their parts in a strange tale of a woman returning to her birth place to search for her mother who disappeared over forty years before. Jane has also turned in the manuscript of the fifth FIREKEEPER novel, "Wolf Hunting", no clue about a pub date yet, hopefully early 2006. She has managed to fit in a few short stories, here and there, and is currently writing "Wolf's Blood", the 6th FIREKEEPER novel.

And, finally, home to Arizona where we have a slew of local talent...First up is **Melanie Rawn** (whom I've been trying to squeeze news out of for months...) finally has something to report. She recently sold "Spellbinder"--a romantic and sexy supernatural thriller--to Beth Meacham at Tor Books, via Russell Galen. To celebrate, she bought tickets to see The Eagles in August and Paul McCartney in November. You go, girl! And, her neighbor, **Jennifer Roberson**, tells us she's doing final edits on "Karavans", the first novel in her new fantasy universe, which will be published in hardcover in March 2006. DAW is also repackaging the six SWORD-DANCER books into three 2-volume trade paperback omnibus editions, and these will be out in February, March, and April of 2006. Her next project is to move directly into the second Karavans novel, and when that one is finished, Jennifer will write the first of three new CHEYSULI novels. She has no plans for a new historical novel at this time, but "Lady of the Glen", her Scottish historical, remains under option with a screenwriter who is shopping the project. Good luck! Jennifer has six novels under contract with DAW, so she has job security for the next few years!

Adam Niswander has turned "The Charm", "The Serpent Slayers", The

Hound Hunters" and "The War of the Whisperers" in to Meisha Merlin, but there is no publication schedule available as yet. Prime Books, an imprint of Wildside Press, is scheduled to release a trade paperback reprint of "The Sand Dwellers", and the first volume of Adam's young adult trilogy. The YA novel, the first book in THE HISTORIES OF LIGHT AND DARK, is titled "Golden Dreams". Adam has completed the fifth SHAMAN book, titled "The Nemesis of Night", and is working on the sixth, "The Primal Pipers". Whoa...so busy and Adam still has time to be a regular at our local conventions.

Jacqueline Lichtenberg, she of Sime~Gen and Buffy fame, has some very interesting information to share with us. As most of her fans probably already know, Meisha Merlin has had changes that have delayed the publication of "Sime~Gen: To Kiss or To Kill". And this news ties to Spider's news: Meisha Merlin was recently chosen by the Robert A. and Virginia Heinlein Prize Trust and the Butler Library Foundation to publish The Virginia Edition: The Definitive Collection of Robert A. Heinlein. This historical project will consist of forty-six titles spanning the entire writing career of Robert A. Heinlein. The Virginia Edition will contain all of Heinlein's novels and short stories. It will also include all of his non-fiction titles along with the vast majority of his interviews, social commentaries, speeches and articles. Finally, the Robert A. and Virginia Heinlein Prize Trust agreed to allow them to include several volumes of Heinlein's letters and personal correspondence. One might guess that Meisha Merlin was strategizing their publication schedule based on this project. So, in the fall of 2005, MM will be re-releasing "Sime~Gen: The Unity Trilogy" through their new distributor, Diamond Distribution, with a publicity spread that should bring the book into stores in Canada and other countries. It will get much wider exposure than it has to date. It has been nominated on the 2005 ballot N3F Speculative Fiction Awards (Neffy) for *classic reprints at least 20 years from 1st copyright*, see the website for the other nominees: www.nfff.org Way to go, ladies! And, *finally*, we can expect that "To Kiss or To Kill" will be released in June 2006. This is all-new, never before published material. There is one long novella by Jean Lorrh, "To Kiss Or To Kill", which is set right after "Zelerod's Doom". It is followed by a Zhag and Tonyo short story. Zhag and Tonyo are the Sime and Gen musicians who take Gulf Territory by storm right after Unity. Jean will be writing an entire novel about them one of these years. And the third item in this omnibus is a very short novel by Jacqueline entitled "Per-

sonal Recognizance". That novel is set after "Mahogany Trinrose" and deals with some of the same problems and themes addressed in "To Kiss Or To Kill".

My final note is an update from **Dragon Page** – Michael Mennenga and Evo Terra. First of all, they are now producing three different shows, each with their own special twist on SF/F. To go along with *Cover to Cover*, the book-focused show, they've created *Wingin' It!*, an hour of anything-goes sci-fi silliness. And so that they also give adequate coverage to the big and small screen, they've set up a brand new show and website called *Slice of Scifi* (<http://sliceofscifi.com>). All three shows can be listened to anywhere around the globe, and at anytime you want. As long as you've got a broadband internet connection, you can keep up with the latest episodes of their shows via the magic of podcasting. <http://dragonpage.com> has all the information you need to take place in this revolutionary way of taking the content you want with you to go! {See also the article on Podcasting elsewhere in this issue.}

In even bigger news, The Dragon Page is headed to XM satellite radio! Starting the week of June 5th, they will be added

to the Sonic Theater channel and will be broadcasting all of the science fiction and fantasy literary goodness they have to offer on Cover to Cover to 3.8 million people! Way to go, Michael & Evo! Congrats!! Finally, for people who want to listen to a good story during their commute, morning jog or while they clean the kitchen, the guys are helping release several audio books in a serialized fashion. A "podiobook" is very close to an "audio book", with two major differences. First, you get a chapter each week, rather than the whole book at once. Second, it's free. And have you *seen* the price of audio books lately? Check out <http://podiobooks.com> for a few samples for now, with lots more being added in the coming months.

That's it for this issue, watch for me in August. And, as always - if anyone wants to contribute or knows someone who knows someone...please write to ConNotations or email me at ProNotes@casfs.org – Catherine Book.



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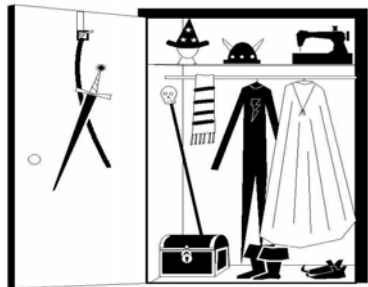
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The Costume Closet



Carry On at Conventions by Randall Whitlock

One of the nagging little details about wearing hall costumes at cons is the question of, "Where do I put my stuff?"

No matter what character you portray, you'll still need to carry a few mundane necessities around the con - room key, driver's license, essential medicines, etc. It's also nice to have room for a digital camera, cell phone, sunglasses, pen, and note pad. Your con badge takes care of itself with a clip, but these other things need room. Many historical looks and media characters do not include their own cargo space.

Here are a few cheats I've used over the years:

Around the Neck. This works fine for small items like room and car keys. Just loop them through a cord and drop them down inside your shirt. Plastic ID Badge holders from work and school are now readily available, which allow drivers' licenses and credit cards to be stowed this way. This method does not work well for costumes with low necklines

Belt Pouches are a natural accessory for military, medieval and renaissance looks, and are even included in Jedi outfits. These work particularly well for phones, wallets, and small cameras. You can buy a pouch at a renfaire, make your own, or adapt an off-the-shelf camera case. If your costume includes a decorative belt, it may not be practical to attach your pouch. The weight of the pouch may cause the belt to droop on one side. Try hanging the pouch from a separate strap. If your pouch does not go with the costume, it might be slung behind your back, concealed by a coat, cape, or robe. One variation on this is a traveler's money belt, which can be hidden under a tunic.

Shoulder Bags, Handbags, and Backpacks offer the greatest capacity, but are particularly hard to match to a character costume. Some characters, like Indiana Jones, carry bags normally. A Man In Black might reasonably carry a briefcase, but his suit has pockets anyway. Try making your bag look like something else, say a tricorder.

Concealed Pockets are particularly useful, though they must be designed into a garment from the beginning. My Jedi robe has them, as do several of my capes. You can hide a pocket inside the side seam of pants or a skirt using snaps or Velcro to close the seam. Patch pockets

(Continued on page 12)

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Costume

Closet (Continued from page 11)

can be blind-stitched to the inside of a vest or bodice. Pockets are easy to hide between the shell and lining of coats, robes, and capes.

Shoulder Harnesses, like those used to hold a plainclothes detective's holster, have their uses. These consist of a loop of cord or strapping that passes in front of the shoulders, under the arms, and behind the back and neck. A pouch or holster hangs from this harness under one arm, allowing it to be hidden inside a coat. My old digital camera was bulky and this arrangement worked quite well to hide it inside robes and capes.

Inside the Boots. This trick will work if you are wearing boots with loose tops. With one of my old Starfleet uniforms, I could unfold my wallet, wrap it around my calf, and slide it down inside the boot. Some police officers use ankle holsters to carry a backup weapon. An ankle harness might work for a small pouch if you wear long, loose pants.

Inside the Hat. This is has limited uses, but may be good for credit cards and other thin things. A customer once had me sew a business card pouch into his beret. I'll leave out other, more painful possibilities, like duct-taping things to your skin. Never having tried the cross-dressing thing, I have no experience with down-the-bra concealment or thigh holsters.

Musical Notes

by Tom Tuerff

Additional Review by Gary Swaty

Joe Bethancourt — The Great Big Way Out There (Random Factors 1009)

Joe Bethancourt is pretty much considered a filk staple, even though up to this point you'd be hard pressed to say that he's ever recorded what you might call a "filk" album.

But the music on his other recordings certainly appeals to filkers — whether he's singing about the SCA, Appalachian Folk Tales (see my review of his wonderful "Who Fears the Devil" in the last issue), ancient English folk tales or what have you.

But this time out, Joe has actually recorded an album that you could definitely call his "filk" album. And a damn good CD it is!

The Great Big Way Out There is a concept album, in that you start on Terra Firma, then take off and never come back, as the songs move you further and further through the void of space.

We start our journey about 100 years ago, with **Bethancourt's** delightful cover of **Nancy Freeman's** "Overland Stage," a song which is reprised in a very futuristic way at the end of the album.

Let me say right here — and I know that Joe agrees with me — that "Overland Stage" is one of the best songs you'll ever hear by an Arizona songwriter.

Bethancourt's version is performed slowly, dreamily, in a very story-telling style that makes you wonder what's next.

Well, then the traveler starts to dream about what might lie out there (the title cut). Then things get weird ("Fishing for Chickens" — okay, it doesn't really fit, but Joe gets requests for this one all the time so it HAD to be on the CD!).

But once we're in the air, we're treated to songs by **Bethancourt** and a host of other great songwriters, including **Cat Faber, Ralph McTell, Leslie Fish** and many others.

Highlights: "Big Ty's Ride," an outer space tall tale; "Benson, Az" the song from the movie "Dark Star"; and the musical question: "Will We Still Have Country Music Out In Space?"

So with his first "legitimate" filk foray, Mr. B. definitely hits the stratosphere. Check out "The Great Big Way Out There" for yourself. It's available from the Random Factors website or from Joe at his gigs, and they oughta make it available at CD stores across the universe.

Tom Tuerff is a local musician and advertising guru who writes filk reviews for *ConNotations*. His album, "Something To Sell At My Gigs" is sold out, save a few copies at www.cdbaby.com/tuerff. He owns a corgi named Dweezil who has an unnatural fear of big bamboo sticks when they're laying on the ground. He also owns an iguana who, after more than eight years, still has no grip on the concept of "glass." Tom is also the host of *Zappa Universe*, which airs at 6 p.m. MST on Sundays at www.radiofreephoenix.com

Tales of Camelot

Format CD

Vocals: Wyllow Ravenscroft
Violin: Michi Regier; Harps: Oanielle Franklin; Doumbek: Kevin Brushes; Tambourine: Kevin Brushes
Run Time 71 Min. 43 Sec.
Recorded at Cray Room Studios, Glendale Arizona. Distributed by Maybe Manana Music, P.O. Box 7717, Tempe AZ 85281

Sheila Brushes in her persona of **Wyllow Ravenscroft** has produced a magnificent presentation of the legend of King Arthur. The story is told in a series of songs stitched together by readings from *Le Morte D'Arthur, Idyls of the King, Chretien de Troyes, Geoffrey of Monmouth's History of the Kings of Britain* plus some original writing by **Wyllow**. The lyrics are original as is most of the Music. Her *Avalon* song uses a traditional tune.

Even a newbie to the legend could understand the story. The readings provide a perfect backdrop for the songs. The songs are beautiful and well sung. There is no over engineering here. The lyrics stand clear and the music backs the lyrical intent rather than obscuring it as so often happens.

The whole of the Legend from the Lady of the Lake to Guenevere, to Lancelot, to Merlin, to Modred, to Morgan Le Fey. To the Grail ... It is completely wonderful performed with Magic by a marvelous Celtic musician. — **Gary Swaty**

HexaCon 14

would like to thank the many volunteers whose tireless efforts enabled us to staff HexaCon 14. In appreciation would like to present complimentary memberships to HexaCon 15 to the following people:

Matt Andrews
Rick Andrews
Nadine Armstrong
Stephanie Bannon
Marcus Black
Jennifer Boyd
Tiffany Branum
Dollar Bucky
Jason Bustard
Jim Chaney
Tiffany Cheung
James Cochran
Antonio Contrisciano
Peter Couleur
Chris C Culver
Jay Denebeim
Cynthia DeVault
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Demo Team Game Crazy #002
Demo Team Game Crazy #003
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Steve Ives
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Myron Lieberman
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Jade Lloyd
Rick Loomis
Darkyr Malys
Ben Mandall
Jermy Martain
Kim L Martin
David Martin
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Vicki Mieth
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Charles Myers
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Kevin O'Connor
Ray Powers
Mitchell Robinson
Chad Rockney
Reality Simulations RSI #001
Reality Simulations RSI #002
Chris Sanders
Bryan Seminara
RPGA Shield of Almor #001
RPGA Shield of Almor #002
RPGA Shield of Almor #003
RPGA Shield of Almor #004
RPGA Shield of Almor #005
RPGA Shield of Almor #006
RPGA Shield of Almor #007
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RPGA Shield of Almor #020
RPGA Shield of Almor #021
RPGA Shield of Almor #022
David Smoker
Russ Stanley
Scott Staples
James Stephan
Gary Swaty
Gus Talbott
Susan Uttke
Larry Vela
Janet White
Demo Team White Wolf #001
Demo Team White Wolf #002
Demo Team White Wolf #003
Demo Team White Wolf #004
Demo Team White Wolf #005
Demo Team White Wolf #006
Lee Whitesidel
Mike Willmoth
Elizabeth Woodward

If you believe your name should be on this list and it is not, please contact Stephanie <banker@hexacon.org>

Move Over Blogging, Here Comes Podcasting: The Next Big Thing on the Internet.

By Shane Shellenbarger

I recently conducted an unscientific survey of about twenty-five people, asking them this question: have you heard of podcasting? Most answered yes, but none of them had tried this evolutionary addition to the internet universe. Using shorthand, Podcasting is Tivo for your iPod (or any mp3 player, either portable or on your computer). That's the capsule explanation. The big picture takes a bit more detail.

First, let me give you a bit of background on podcasting. In 1999, Adam Curry (best known in the U.S. as the MTV VJ who set up and maintained MTV.Com) met Dave Winer (programmer and developer) and proposed the creation of a method for downloading mp3 files using an aggregator which is a software-based method of automatically gathering files. The ultimate goal was to add an enclosure element to the RSS (Really Simple Syndication) distribution format Winer had developed earlier, allowing a file to be 'attached' to an RSS entry by means of a URL (Uniform Resource Locator or Web address) pointing to the file. Curry wrote the Apple Script program, iPodder, which would schedule downloads during an off-peak time, such as during the period when the broadband (DSL or cable modem) or dial-up modem wasn't being used by the computer owner.

After nearly five years of battling around ideas, Curry launched iPodder in August of 2004 and the field of podcasting has exploded. In addition to iPodder, Doppler, and iPodderX, for Windows and Macs, there are programs such as Skookum which are being developed for Smartphones. The source material is growing as well. Thousands of podcasts exist on subjects ranging from art to zoology, from music to talk, politics, religion, and practical subjects like how to clip your cats nails are already in existence and hundreds of podcasts are being added everyday. A growing area for listeners are mash-ups (also called, bastard pop), a blending of two or more songs to create a new bootleg sound.

In addition to developing iPodder for podcatchers (the listening audience), Curry has recently worked with his business partner, Ron Bloom, on the development of CastBlaster, a podcast recording tool currently in by-invitation-only beta test. Curry and Bloom are also launching Podshow.Com, a company which will sponsor the development and expansion of podcasting. On May 13th, Curry will also launch, produce, and host a four-hour podcast show each weekday on Sirius Satellite Radio. Move over Howard Stern, here comes Adam Curry, the Podcasting King!

Podcasting History Links:

http://en.wikipedia.org/wiki/Adam_Curry
<http://live.curry.com/>

Volume 15 Issue 3

<http://www.theinquirer.net/?article=18152>
http://en.wikipedia.org/wiki/Dave_Winer
<http://scripting.com/>
<http://www.ipodder.org/whatIsPodcasting>
<http://www.ipodder.org/history>
<http://blogs.law.harvard.edu/tech/rss>
<http://adamcurry.edittthispage.com/broadband/>
[http://adamcurry.edittthispage.com/stories/storyReader\\$27](http://adamcurry.edittthispage.com/stories/storyReader$27)
<http://www.cbsnews.com/stories/2005/04/26/eveningnews/main691083.shtml>
<http://tmp.manilasites.com/>
<http://www.podshow.com/>
<http://www.mp3.com/>
Howard+Stern+vs.+Adam+Curry/stories/1300.html

Podcast URLs:

<http://www.ipodder.org/>
<http://www.podcastalley.com/>
<http://ipodderx.com/directory>
<http://www.podshow.com/>
http://www.bbc.co.uk/radio4/news/inbusiness/ram/inbusiness_current.ram
<http://biz.yahoo.com/prnews/050502/nym045.html?v=8>
<http://www.podcatch.com/>
<http://www.podscope.com/>
<http://audio.weblogs.com/>
<http://feeds.feedburner.com/SoundseeingToursPodcast>

Podcast Aggregators:

<http://ipodder.sourceforge.net/index.php>
<http://www.dopplerradio.net/>
<http://ipodderx.com/>
<http://www.msmobiles.com/news.php/3759.html>
<http://www.msmobiles.com/news.php/3617.html>
<http://www.equin.co.uk/ipoddersp/>
<http://www.igsoftware.com/playpod/>
<http://www.decafbad.com/blog/2004/10/08/itunesxslt>

Podcast URLs:

<http://live.curry.com/rss.xml>
<http://feeds.feedburner.com/kfi>
<http://leoville.tv/airchecks/kfi.php>
<http://leoville.tv/tlr/rss.xml>
http://disneyland.disney.go.com/disneyland/en_US/rss/podcast/disneylandresort50th
<http://www.scifi.com/battlestar/downloads/podcast/>
<http://sliceofscifi.com/podcast.xml>
<http://podcasts.engadget.com/>
<http://podcasts.engadget.com/rss.xml>
<http://slashdotreview.com/wp-rss2.php>
<http://vinylpodcast.com/>
<http://feeds.feedburner.com/EarthCore>
<http://www.slackerastronomy.org/slack-live.xml>
<http://houseofwaxpodcast.com/rss.xml>
<http://www.dawnanddrew.com/rss2.xml>
WARNING: Adult material!

Mash-Ups:

<http://www.mash-ups.co.uk/>
<http://www.salon.com/tech/feature/2002/08/01/bootlegs/print.html>
<http://www.djbc.net/mashes/>

Send comments about this article to:

ConNottations.Shane@gmail.com

Screening Room

**Star Wars Episode III
Revenge of the Sith**
Running Time: 146 minutes
Rated: PG-13

On May 19, 2005, Western Science Fiction Association, with the assistance of Richard Bolinski and Mike Willmoth reserved an entire theater so that almost 200 friends and fans could share the ultimate Star Wars experience with each other.

Synopsis:

“Three years after the onset of the Clone Wars, the noble Jedi Knights have been leading a massive clone army into a galaxy-wide battle against the Separatists. When the sinister Sith unveil a thousand-year-old plot to rule the galaxy, the Republic crumbles and from its ashes rises the evil Galactic Empire. Jedi hero Anakin Skywalker is seduced by the dark side of the Force to become the Emperor's new apprentice – Darth Vader. The Jedi are decimated, as Obi-Wan Kenobi and Jedi Master Yoda are forced into hiding. The only hope for the galaxy are Anakin's own offspring – the twin children born in secrecy who will grow up to become Luke Skywalker and Princess Leia Organa.”

from Catherine Book

I can still remember how I felt watching the first Star Wars movie back in the spring of 1977 (am I remembering the date right?) It was the most amazing thing I'd ever seen on the big screen, it was awesome (before that word became trite), it was high Space Opera on a big budget scale. It romanced me, amused me and heartened me with the thought that 'we'll see more good SF movies from now on.' I was less than enamored with the two latest entries; but I felt the same awe and amusement with this latest effort. The plotting, direction and editing harkened back to the first movie. I was so thrilled that I could easily forgive plot holes and immature acting – after all, doesn't that also harken back to Episode IV?

from Adam Niswander

On May 19th, the fans went to see Star Wars III. Thanks to Richard Bolinski, Mike Willmoth and Catherine Book, we had our own theatre, too. And I got to take my mom as a belated Mother's Day present. What fun.

I really liked it! Number III connected all the dots.

It was also the end of an era - the end of a project that has lasted just short of half my life. I was satisfied and pleased.

And, of course, I'm now looking forward to watching them all in order as soon as I can get my own copy.

from Stephanie L Bannon

Western SFA with the able assistance of Richard Bolinski and some much appreciated financial boosting from Mike Willmoth reserved a theater for opening day. It was a memorable experience to be surrounded by almost 200 fellow fans as the third chapter of Lucas' space opera epic unfolded on the screen.

Episode II lives up to the hype and then some. Considering we all knew the eventual end - sweet little Anakin turns into evil Darth Vader - Lucas still delivers a riveting film that may well be the best of the series.

Interspersed between some really kick-*ss special effects and exciting space battles we have the drama of Anakin's descent into the dark side with some really disturbing actions and Padame's heartbreak as she realizes the Anakin she loves is no more.

As soon as the DVD is released we're planning a viewing party to watch all 6 in sequence...

from Gary Swaty:

Episode III has burst upon the universe in all its glory. It tells the story we all ready knew in retrospect from the information in Episodes IV, V and VI. The fall of Anakin Skywalker to the Dark Side, the end of the Republic, the destruction of the Jedi Order, the founding of the empire, the birth of Luke and Leia and their placement with people who raise them well and love them. It all happened as we knew it would.

The only flaw I saw in the otherwise wonderful presentation of the story was Anakin's turn to the Dark Side. It was too abrupt and not quite believable. The special effects are exciting and flawless, the characters well developed, the acting Superb. The story runs down to its expected grim ending and are ready for Episode IV, A New Hope.

From Sue Martin:

It is hard to believe that 28 years has gone by since that giant galactic space ship crossed over our horizon and introduced us to the wonderful world of George Lucas' "Star Wars."

I must admit, with "Revenge of the Sith," I was not holding my breath. "Attack of the Clones was so bad and the dialogue so wooden (along with a great deal of the acting) I was quivering in my shoes.

But boy, Episode III started off with a bang and kept going forward, all guns blazing until the heart-wrenching end. There were very few moments for me that were draggy or dull. And the actors actually had good dialogue to get into. Even some of the acting had depth, and levels and everything! Especially from Hayden Christiansen, who in the last film was a dead spot every time he came onscreen.

Watching Anakin become the evil creature that is Darth Vader was tragic and sad and horrible. I wish Natalie Portman had had more to do than pace her really swell apartment and whine. Ewan MacGregor was wonderful again as Obi-Wan and he looked a great deal more like the young Alec Guinness. And the final showdown between Anakin and Obi-Wan was really compelling and dramatic. And Yoda SO kicked major butt in this film. Even more than in the last film. It was also great to see Jimmy Smits, as Bail Organa (Leia's foster dad), with something to do.

I think Lucas pretty much tied up all his loose ends, looping the whole story pretty seamlessly together. (Though I do not understand the comment at the very end about Qui-Gon. But there you go.)

"Revenge of the Sith" was a very satisfying end to the story arc. And like so many fans, I cannot wait to do a very long day of watching all six films together to see how they really play out.

Anyway, I just want to say here: Thanks so much, George Lucas, for showing us your marvelous world and letting us all play in your sand box.

ConClusion

Ice Escape Cosplay at AniZona Phoenix Comic Con Nebulas Space Access

Ice Escape 2005
Reviewed by Sue Martin

I went to a small, delightful writer's conference over the weekend of March 18th-20th in downtown Phoenix at the Wyndham Hotel on Adams St.

Ostensibly there to help with the Charity Auction, I was also able to attend a writer's seminar that I found very useful led by the knowledgeable and entertaining **Fern Reiss**, a self-published author and the conference's keynote speaker. The seminar ran the three days of the conference. A wide gamut of things were discussed: pitch letters, agents, how to promote yourself (make up a holiday for your book or a character in it!) electronic publishing and a great deal about self-publishing. **Reiss** was very informative and an easy speaker to listen to. She has published several books on her own and has been very successful at it. She prefers self-publishing to dealing with the New York powerhouse publishers. At one point in her career, she turned down a six figure advance from a major publishing house.

For a writer's first introduction to the whole process of what happens after the manuscript is finished, this conference could not be beat. It offered an amazing opportunity: there were several agents with whom you could make appointments.. You were given a fifteen minute window in which to pitch your book idea and you could talk to as many as you wanted to sign up with. The agents all had bios for you to peruse so you could see what kind of material they were best at representing.

I was thrilled with this aspect of the conference because I had never had a chance to pitch my book to anyone. And though not as prepared as I wanted to be (I only found out the Wednesday before the con began that I was going to have this opportunity) I was encouraged to find that even the agents were helpful and the three I talked to said very positive things about my book idea. (I have received a generic response from a publisher in Canada, but nothing specific about my particular book.)

As a matter of fact, after talking to several attendees, it appears the agents offered positive feedback to a great many writers there.

In the course of going to **Fern Reiss'** seminar, I met up with a couple of people I knew and made some new friends when we were grouped together during the

seminar to work on and give feed back to pitch letter ideas. The hardest element of the pitch being the three sentence distillation for each of our book ideas. Talk about needing to be concise and succinct! And then, if we wanted, we went up to the mike and presented our pitch to the room.

I was having the worst time wrestling my words down to something clear and enticing, but finally I did and was one of the last ones to go up there and fling my book idea out.

This seminar was the highlight of the conference and I found it very useful, especially if I ever decide to go the route of self-publishing.

The rest of the conference, of course, offered an array of panels concerning legal matters, marketing, advertising, POD (Publishing On Demand), ebooks, book designers. And heck, if the conference didn't offer a panel on some aspect of book publishing or writing that you were interested in, there was some one there who knew who you needed to talk to.

I found the conference staff very helpful and nice—and they were great at the charity auction too, which raised a \$1,000 for Sunshine Acres Children's Home in Mesa, AZ.

There was a wonderful dance put on Saturday night where there was a presentation made to a high school student who had written an award-winning essay with a check for \$4,000 to further her education. One of the members of the group I had been in when developing our story pitches won a \$2500 package towards self-publishing her novel.

I really will recommend this conference for any of you aspiring authors out there, especially if you have a book-length idea and are not certain what to do with it.

The only aspect of the conference which was awkward was the fact that the Wyndham is going through some extensive renovations at the moment and it made navigating the hotel a bit difficult and confusing.

For information concerning next year's Ice Escape, contact the organizers at: www.IceEscape.com

Escape to the first Ice Escape Writer Conference by Jeffrey Lu

The first annual Ice Escape Writer's Conference was held at the downtown Wyndham Phoenix Hotel on March 18-20, 2005.

One nice thing about this convention is that here one has the opportunity to meet an agent. I was not ready but learned early what book agents were expecting in both fiction and nonfiction.

Another cool element was the seminars on self-publishing. This, to me,

was a mind blower. I actually understood now the complex workings of publishers. This is good to know for when I need a publisher.

Luckily, I was at all seminars at the Fern Reiss Workshop. She talked in more detail about her three books.

The one thing I did not like about this conference was that I didn't have enough time to go to all the wonderful seminars.

I hope to be in the future Ice Escape Writer's Conferences. We'll see.

Cosplay at AniZona Reviewed by Randall Whitlock

Do you remember that special feeling at your first SF convention, that moment when you first realized other people really are into this stuff and want to play? Now imagine a con where two-thirds of the attendees are having that feeling right now! That was the atmosphere of AniZona, Arizona's first full-scale Animé convention, held at the Embassy Suites in Phoenix on March 25-27, 2005.

Animé and Manga, the uniquely Japanese incarnations of animated serials and comic books, respectively, were all ready a well-established sector of fandom when I came to Arizona in the middle 1980s. Up to now, animé fandom had largely been expressed locally as special viewing rooms at SF cons. This time they owned the whole show.

An integral part of the animé fandom phenomenon is "Cosplay" - costumed portrayal of animé characters. There were 48 units in the Saturday evening masquerade with many of the presentations including two or three people. By my visual estimate, the costumes on stage represented perhaps twenty percent of the total costumed persons. Hall costumes were everywhere!

I was invited by the organizers to serve as a judge in the delightful company of Katie Bair and Yaya Han (who were among the con's artist guests of honor) and Masquerade Director CJ "Kyo" Sellards. I've done SF and Fantasy costumes for more than 20 years, but this was my first exposure to full metal cosplay.

The nuts and bolts of the masquerade were much like the SF convention masquerades we're accustomed to, except that five-minute pre-judging interviews for each contestant took the place of the usual big contestant meeting. It took us more than four hours just to do these interviews.

Contestants were offered the opportunity to do a 60-second sketch in character on stage. (hence the word "Cosplay" - a costume and a play.) Relatively few contestants actually did sketches. This looked like a shyness issue to me and I expect to see more sketches at future cosplay masquerades.

The masquerade was held in the canvas pavilion near the hotel's tennis

courts, which is often used as gaming space for CopperCon. This outdoor venue had several advantages for the masquerade, including much greater seating capacity. The overflow crowd formed a standing-room only space around the outside of the tent's fence. The physical layout of the tent with its steel frame allowed for efficient hanging of lights without freestanding trees. On the downside, there was no contestant green room and the tent would probably be too hot a venue to use in the warmer weather of September for CopperCon.

AniZona Winners:

The convention presented five awards in the form of gift certificates donated by cosplay.com.

—3rd Place: SongJa Haas (or Chi) as Lucifer from "Angel Sanctuary." This was a black faux leather-clad fallen angel with a single wing.

—2nd Place: Whitney Grant as Galiant Beast Vincent from the video game "Final Fantasy VII." This was a well-done fursuit of a purple werewolf with an articulated jaw and teeth built with parts from a taxidermy supply shop.

—1st Place: Marissa Sripracha as Medusa from "Petshop of Horrors." The costume featured long sculptured braids, lots of detailed bead and jewel work and a remarkable snake tail.

—Best in Craftsmanship: Amanda Hosler as Kirara from "InuYasha." This was a fursuit rendition of the heroine's cat-like companion, played to the hilt on all fours with feline body language.

—Best in show/performance: Travis & Ariana as GoGo & Celes from the video game "Final Fantasy." This involved an incredibly complex and detailed appliquéd robe for a gambler/trickster character.

Katie awarded a special mention to Honey Bunny for her detailed molded-fiberglass armor-plate bikini. Katie donated a gift certificate to her "Katie Bair's Art Emporium and Petting Zoo" online store for the prize.

The Southwest Costumers Guild awarded a "Special Mention for Special Effects" to Michael Griffith for his portrayal of Colonel Roy Mustang from "Full Metal Alchemist." The costume resembles a 19th Century military greatcoat with silver piping, but the skirting is actually a separate garment from the jacket. The special effect allowed Michael to shoot flames from his fingertip. Since the masquerade was held outdoors, the hotel safety regs allowed this to be performed on stage. The award

(Continued on page 15)

ConClusions (Continued from page 14)

is a one-year local membership to SWCG. I'm looking forward to next year's Anizona, as well as the several cosplay events to be held by local Anime and comics shops.

Randall Whitlock is newsletter editor for the Southwest Costumers Guild
www.southwestcostumersguild.org and four-time director of the CopperCon masquerade.

A Fan's Final Salvation in AniZona I by Jeffrey Lu

In grade school during the 70s, I had come back from Taiwan to Arizona and showed my classmates a cool comic book called Manga. All of them told me that this stuff will never sell.

In the same vein, I've been told that this convention was never to be. Anime in Arizona? Never sell. Too foreign. No one likes Japanese comics. Yada, yada, yada. Did I listen to the critics? No...I paid for the convention months in advance to prove them wrong.

When I was there on Friday, I saw the sign- *Sold Out*. I could not believe my eyes. People in costumes from "Final Fantasy" to "Sailor Moon" flooded the convention. I smiled happily and went to the dealer's tables.

I emptied my wallet as I purchased stuff. I went back to my car and loaded my hard-to-find *Robotech* merchandise. I came back to enjoy the convention. For three glorious days, I chatted with fellow fans who loved Manga and Anime. I ate ramen noodles and Japanese snacks. I even helped the costume contest by being Security and literally, a "chair" person (i.e. chair mover). I did not even expect to report this or be in the presence of Yoshitaka Amano (See other article- *Lost in Translation*).

And, I had great fun in seeing 50 entries going for the Cosplay (Anime costume) contest. They were great in their costumes and ingenuity. I admire this generation for having fun.

I do, too - now.

Lost in Translation: A Group Interview with Yoshitaka Amano by Jeffrey Lu

I heard his nickname on the parking lot. Others have called him - god. I had no idea why but Yoshitaka Amano has influenced so much that the staff of this first AniZona had mistakenly believed a Japanese fan was him.

With standing room only, I had the good fortune to be a staff reporter. (Bless Stephanie- she's my editor.) I was escorted by Security to the front row seats.

There I listened and jotted down my notes as the designer of the *Final Fantasy* games series spoke only Japanese.

Luckily, he had friends. Some were translators.

Summarizing the interview with endless questions from the audience (with <> as Yoshitaka response):

What character was the most challenging to design? <Dragons.>

How do you like the Cosplay? (Four girls dressed up in wonderful costumes near the front row.) <Sometimes the characters in my head should stay there.> (*Laughter from the audience*)

<Just joking.>

What words of wisdom do you have for someone to be good as you in your business?

<First, do what inspires you- books, movies, plays. Second, stay up to date.>

Who is your biggest influence? <Changes from year to year. First started, Batman. Up to now, my own work. I am inspired by my own work>

(*The four ladies in costumes surrounded him to do a photo shoot.*)

I left wondering if I should learn more Japanese. I had a book signed by him. I bowed and walked away.

Entering Phoenix Cactus Comicon 2005 by Jeffrey Lu (with help from Catherine Book)

The place was the Glendale Civic Center and the date was April 10, 2005.

Comic books, toys, and stuff- oh, my. There were Marv Wolfman, Steve Rude, Marie Croall, Brian Pulido and Todd Nauck - all notables in the world of comic book creation. Fans were lined up to meet and talk to the people behind the heroes. There were sellers, fans, artists, writers and dreamers. All in one day. But who was the man behind this curtain of graphic novels, Heroclix, and other collectibles?

Matt Solberg was the man. He saw a need when he decided

to start a comic book convention back in June of 2002. The first convention was at the Best Western Grace Inn at Ahwatukee. They had over four hundred fans with just a handful of dealers and local artists. Jim Mahfood was one of the artists along with the team from "Villikron Chronicles." Their programming consisted of an Art Contest.

Matt had since expanded from being a one-man team to seven people who are actively involved throughout the year to

pull off a successful convention. He also brought two dozen volunteers to help out during this one-day event. This 4th convention drew over 800 people and featured more dealers, artists and vendors than ever; along with a full day schedule of panel discussions, artists, door prizes and Art and Costume contests. Barry Bard was there with his movie previews and give-aways.

The fan response has been so positive,

(Continued on page 16)



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ConClusions (Continued from page 15)

Matt is planning a two-day convention for 2006. He's shopping for a new venue and is actively looking for more volunteers who want to get involved. Stop by his web page and leave your name if you're interested.

(www.phoenixcomicon.com)

2005 Nebula Awards Weekend Reviewed by Lee Whiteside

You may have seen the results from the annual SFWA Nebula Awards weekend where the Science Fiction and Fantasy Writers of America, Inc. hand out their annual awards for the best in science fiction and fantasy. In case you haven't, here they are:

Best Novel: *Paladin of Souls*, by **Lois McMaster Bujold** (Eos, Oct 2003)

Best Novella: "*The Green Leopard Plague*," by **Walter Jon Williams** (Asimov's, Oct/Nov 2003)

Best Novelette: "*Basement Magic*," by **Ellen Klages** (F&SF, May 2003)

Best Short Story: "*Coming to Terms*," by **Eileen Gunn** (Stable Strategies and Others, Sep 2004)

Best Script: *The Lord of the Rings: The Return of the King* by **Fran Walsh & Philippa Boyens & Peter Jackson** Based on the novel by **J.R.R. Tolkien** (New Line Cinema, Dec 2003)

Also recognized during the Nebula Awards ceremony were **Anne McCaffrey**, who was awarded the SFWA Grand Master award and **Kevin O'Donnell, Jr.**, who was given the Service to SFWA award.

The awards were just the culmination of an entire weekend of activities in Chicago over April 28 to May 1st. The event was hosted by a contingent of Chicago fans and SFWA members and put the focus on area writers over the weekend. I attended in part because I will be in charge of the Nebula Awards weekend being held in Tempe, Arizona in May 2006 and wanted to get a better idea of how it was run and what all took place during the event. But I also enjoyed the chance to talk with some of the writers and fans while learning about the event.

Kicking things off during the day on Thursday, they held a continuing education session in association with the Illinois State Bar Association on Publishing Contracts for New Authors and New Publishers. Authors and lawyers were able to learn a lot about contracts and intellectual property rights. In the evening, local fan groups hosted a reception that ended up having an impromptu reading of **Travis Tea's** *Atlanta Nights*, a very bad book put together by SFWA members to fool an online self-publishing company that had been dissing science fiction and fantasy authors. More details on this book can be found at www.travistea.com The readers

were generally able to keep their composure while reading prose that makes "*The Eye of Argon*" seem like a masterpiece.

During the weekend, the SFWA hospitality room was available where attendees could get a snack and sit and chat with other attendees. There was also a lot of business being done as well as a good amount of story swapping. It was a very relaxed atmosphere for just hanging out with the authors and other attendees.

Friday saw some attendees taking a road trip to visit nearby science institutions, the Argonne National Laboratory and Fermi National Accelerator Laboratory (Fermilab). Those that took the tour enjoyed the chance to see real science in action, but it made for a long day and a lot of walking. Programming for the day focused on science, philosophy, and other items of general interest. Of note was **Geoffrey A. Landis**, who gave a presentation on the Mars rovers, showing images he had specified for the rovers to take and also giving attendees some behind the scenes perspective on this very successful planetary exploration mission.

Friday night saw the first of two autograph sessions at a nearby Borders bookstore. About 25 authors were squeezed into a third floor area with lots of books but not a large number of fans to get them signed. The largest line was for Grand Master **Anne McCaffrey**, and even that wasn't that long. Most fans with a lot of books were able to go through the line several times.

Following the book signing, Del Rey sponsored a reception honoring **Anne McCaffrey** at the hotel. During the ceremony, SFWA president **Catherine Asaro** indicated that it was **Jack Williamson's** birthday (his 97th!) and an impromptu phone call was made to **Jack's** home in New Mexico and the contingent of authors and fans sang Happy Birthday to him. Certificates and nominee pins were handed out to the Nebula Nominees that were in attendance. In honor of **Anne McCaffrey**, a special cake was unveiled by Del Rey editor **Betsy Mitchell** for the occasion. It had the **Michael Whelan** cover image of **Anne's** first book, *Dragonflight*.

Saturday started off with a SFWA Board meeting followed by the SFWA Business meeting. The results of the SFWA elections were announced during the meeting. The afternoon had programming geared towards writing including a session with *Analog* editor **Stanley Schmidt** offering editing tips to writers and a panel with **Ellen Datlow**, **Gordon Van Gelder**, and **Gardner Dozois** on the state of short fiction.

Then it was time for the big event: the Nebula Awards Ceremony! **Neil Gaiman** was toastmaster and was dressed quite smartly for the occasion. His opening speech talked about how he got into writing and some of his experiences with SFWA and noted that this event marked

the 40th anniversary of the organization, founded by **Damon Knight** back in 1965. He pointed out what stories and books were nominated in 1965, including works by **Philip K. Dick**, **Harlan Ellison**, **Keith Laumer**, and **Poul Anderson**. He ended his speech with "The Nebulas are a tradition, but that's not why they're important. The Nebula Awards are important because they allow the people who dream, who speculate, who imagine, to take pride in the achievements of the family of SF. They're important because these lucite blocks celebrate the ways that we, who create futures for a living, are creating our own future." The entire text of **Neil's** speech can be found at his web site, www.neilgaiman.com

The first award presented was the Service to SFWA award, to **Kevin O'Donnell, Jr.** **Kevin** gave a impassioned speech asking his fellow authors to stand up for their rights and to not let them get pushed around by publishers. He pleaded with them to share information and to ask for help when they need it. Even **Gaiman** seemed a bit taken aback by his intensity.

Next was the Grand Master Award presentation to **Anne McCaffrey**. Following short appreciations by **Anne's** agent **Diane Tyler** and **Anne's** son, **Todd McCaffrey**, **Anne** was presented with the Grand Master Award. Also on hand were three of her grandchildren, who proceeded to spray **Anne** with silly string (intended to simulate "thread" from the Pern novels). Following that bit of silliness, it was time to start handing out the Nebula Awards.

For each of the awards, a local Chicago area author presented the award with **Jody Lynn Nye** and **Richard Chwedyk** doing the honors for Best Script and Best Short Story, respectively. Following the presentation of the Short Story Award, a special presentation was done to honor SFWA's 40th Anniversary, with a cake brought out and with some reminiscing by veteran SFWA members on the early days and the membership drives spearheaded by SFWA founder **Damon Knight**. **Anne McCaffrey** was also noted for her persistence in encouraging authors to join up when she was an officer.

Continuing on in this vein, each of the remaining presenters, **Gene Wolfe**, **Phyllis Eisenstein**, and **Frederick Pohl** told of some early SFWA memories when they presented. **Wolfe's** was the most memorable, remembering how excited he was when editor **Ben Bova** called him up to ask him to write a story. **Bova** wanted a story about **Adolph Hitler** selling **Winston Churchill** a Volkswagen. **Wolfe** was more than happy to do it, having just joined the ranks of SFWA shortly after it was started in 1965. Later he found out that **Bova** had been trying to get **Frank Kelly Freas** to paint a picture of **Hitler** selling **Churchill** a Volkswagen, but

Freas had refused to do the picture until there was a story to go with it. **Wolfe** realized that **Bova** had gone through the SFWA directory asking each of the authors to write the story, and hadn't found one willing to do it until he reached **Wolfe** near the end of the alphabet! Nevertheless, **Wolfe** was still glad to have sold another story. [As a further note, the story I assume is *Volkswearon*, published in *Mike Shayne's Mystery Magazine* in September, 1967. **Ben Bova** may not have actually been the editor in question, but it was still a good story - Lee]

Following the last of the awards, with **Lois McMaster Bujold** collecting her third Nebula award, the banquet ended with the customary photo shoot of all the winners. Someone realized there was still some silly string left and all of the winners plus **Neil Gaiman** ended up getting sprayed as the group photos were finishing up. After that, many of the attendees went to the Hospitality Suite for some of the SFWA Anniversary cake and to congratulate the winners and console the runner-ups.

For the final event of the weekend, a second book signing was held at the nearby Borders, with authors such as **Bujold**, **Resnick**, **Flint**, and both **Todd** and **Anne McCaffrey**. Turnout for this signing was a bit sparse but it was a good chance to chat with some of the authors and get any remaining books signed by them.

It was a fun weekend and I really enjoyed the chance to see what actually went on during the Nebula Awards weekend. Next May will see the Nebula Awards take place in Tempe, Arizona, and I hope to make it a fun and interesting weekend for all attendees, pros and fans alike.

A Space Cadet in Space Access 2005 Conference by Jeffrey Lu (Credit shared with Gary Swaty)

Seated in a stuffy room, I suddenly came to my senses. Even though I had a father who had a PhD in physics, I was awed that most of the crowd was rocket scientists. On second thought, I wondered "why me?" in this endless space. Then, I remembered! I came because *our generation has a chance to orbit the earth!*

The people in front were talking about government regulation on commercial space flight, about their company's inventions, about experimenting with different rocket fuels, about President George W. Bush's space plan, and/or about other space topics. And I was there.

I look forward to flying in space, this century. This is a great time to be alive.

ReAnimation

***** **The Incredibles**

*****½ **Tenjo Tenge**

***** **Kyo Kara Maoh! - God (?) Save Our King! - Volume 1**

***** **NausicaA of the Valley of the Wind**

***** **Porco Rosso**

***** **The Incredibles**
Disney, 115 mins, PG
DVD \$29.99

From the back cover: "From the Academy Award(R) winning creators of FINDING NEMO (2003 Best Animated Feature Film) comes the action-packed animated adventure about the mundane and incredible lives of a house full of superheroes.

Bob Parr and his wife Helen used to be among the world's greatest crime fighters, saving lives and battling evil on a daily basis. Fifteen years later, they have been forced to adopt civilian identities and retreat to the suburbs where they live "normal" lives with their three kids, Violet, Dash, and Jack-Jack. Itching to get back into action, Bob gets his chance when a mysterious communication summons him to a remote island for a top secret assignment. He soon discovers that it will take a super family effort to rescue the world from total destruction.

Exploding with fun and featuring an all-new animated short film, this spectacular 2-disc collector's edition DVD is high-flying entertainment for everyone"

This film is going to be a classic. Action packed from beginning to end it holds the attention of the youngsters as well as adult. And the extras in this two-disc set are the icing on an already perfect cake. In particular the *Jack Jack Attacks* short which fills in the story of what was going on at home with Jack Jack and babysitter Kari while the rest of the family was busy saving the world. Even after a dozen viewings it remains hilarious.

This set is highly recommended - run, don't walk, to your nearest video store and pick this one up. - **Stephanie L Bannon**

*****½ **Tenjo Tenge - (V.1) Round One**
Geneon Entertainment, 100 min, 16UP
DVD \$24.98,

From the back cover: "Souichiro and Bob want to rule their new school, but just as they begin cracking heads, their plan is shot to hell. First there's the Natsume sisters and their Juuken Club. If the older sister, Maya, isn't kicking their ass, then the younger sister, Aya, is trying to force feed Souichiro and make him her husband. Then there's the Student

Executive Council that sends executioners to "educate" anyone who questions the council's authority! Their education is just beginning!"

Tenjo Tenge suffered from problems with severe editing - the original manga release was severely edited to cut down on the overt sexual content. They added bras and shirts in the manga and used it as a basis for the Anime. In the anime they also used the camera technique of panning in to miss the sexual overtones. All of this was done to get a more friendly rating but even after all the edits this is still not an anime for children - it earns its 16up rating.

It's better than most action anime. I really enjoyed the bloody kick ass characters. Look for the minor twists that the writers threw in. The sub-plots are small, but they make this worth watching. I really love *Tenjo Tenge*. Don't worry about the typical plot, the cheesy dialogue, or the stereotypical characters. All you need to do is sit down with your favorite bowl of ice cream and enjoy the good old carnage. Where is the next volume? - **Craig L Dyer**

**** **Kyo Kara Maoh! - God (?) Save Our King! - Volume 1**
Geneon Entertainment, 125 min, 13UP
US\$24.98

From the back cover "Yuri Shibuya is an average baseball-loving high school student. When he decides to take a stand against some local bullies, they decide dunk him in a toilet and Yuri finds himself sucked into another world! He lands in a strange new world populated by warring humans and demons. When the demons announce that he is their new "Maoh" (Demon King), Yuri's convinced that they must have got it wrong. He's not alone in that opinion and some of the other nobles who are eyeing the throne for themselves are already taking action. Meanwhile, Yuri is managing to get himself into enough trouble by himself - part of his staff wants to date him, part of them hate him, the ex-queen just plain wants him, and, thanks to local customs, Yuri has even managed to get himself engaged to another guy!! Is he ever going to be able to get out of this crazy world and back to his own?"

A very funny, bishonen (beautiful boys), and fantasy based on a Japanese manga series that has sold more than 2 million copies. Well worth watching. It has a great story line, but is not as action packed as most. If suggested homosexuality makes you uncomfortable, this is not for you. The first season is 39 episodes, and the second is said to also be 39 episodes, which would make this about 78 episodes total at the end. That might be good or bad for some people. Rated 13 and older for violence, nudity, suggested homosexuality.- **Craig L Dyer**

***** **NausicaA of the Valley of the Wind**
Buena Vista, 117 mins, 13up
DVD \$29.99

When Hayao Miyazaki wrote and directed his first Epic animated film in 1988, he, at the same time, created the Ghibli Studio. That film, *NausicaA*, remains a classic in Anime'. *NausicaA* is an early environmental film about a girl trying to save her world. My only technical criticism of the film is that the English dubbing in both the 1990 version and the 2005 DVD expanded version is synchronized better to the mouth motions than the Japanese dubbing. We got the better lip synch. The DVD contains many scenes not found in the earlier VHS version. I loved the film. - **Marguerite Murray**

***** **NausicaA of the Valley of the Wind**
Buena Vista, 117 mins, 13up
DVD \$29.99

In the early 1980s Hayao Miyazaki gained attention in Japan for his ecological themed manga series, *NausicaA of the Valley of the Wind*. Two years later he adapted the story for the screen. The basic premise is set on earth, 1000 years after a war devastated much of the planet. On the edges of a huge polluted forest filled with weird mutated insects the remains of humanity struggles to exist. Nausicaä, the princess of the tiny realm of the Valley of the Wind, is the only one who understands the environmental significance of the forest. Caught between warring kingdoms and powerful leaders, who all hold only partial knowledge that their greed is hastening earth's decay, NausicaA personal battles bring her closer to fulfilling an ancient prophecy and in the end she emerges as her people's savior.

Released in the US previously as the butchered *Warriors of the Wind*, the new English dub from Disney presents the film in a complete version. Add vocal performances by Uma Thurman, Patrick Stewart, Alison Lohman, and Edward James Olmos and this is definitely a keeper. - **Stephanie L Bannon**

***** **Porco Rosso**
Buena Vista, 93 mins, PG
DVD \$29.99

This is one of Hayao Miyazaki most unusual films. This adventure about a pilot who has been turned into a pig was initially supposed to be a short film to amuse tired businessmen on airplanes. Miyazaki says "Why kids love it is a mystery to me."

Set in the post WWI Italy of the 1930s the film focuses on the planes of the era and includes wonderfully complex aerial stunts and dogfights. Italy is

plagued by air pirates, bounty hunters and all sort of other high flyers including Porco Rosso, who is the most skilled of all the pilots. In his last air battle, as he watched the spirits of the pilots he has killed rise into the heavens, he finds he has been cursed - turned into a pig. Now he makes his living by rescuing those who are the victims of the air pirates while he competes with his arch-rival, Donald, both in the air for jobs and on the ground for girlfriends.

I love all of Miyazaki's work, from *Sherlock Hound* to this - I am hoping Disney or some other studio releases all of his work here in the US. Highly recommended. - **Stephanie L Bannon**

FYI

CASFS Book Discussions

The CASFS Book Discussion is held monthly at the Barnes & Noble bookstore at Metrocenter, 10235 N. Metro Parkway East. We will be meeting on the third Wednesday of each month at 7PM

Books scheduled for discussion are:
June 22: *Fairy Godmother* by Mercedes Lackey. A fun, earthy take on Cinderella who had no Prince Charming to complete her story so she became a Fairy Godmother instead.
July 20: *Hominids* by Robert Sawyer. An engrossing story encompassing science of alternate universes, evolution and sexual identity.

August 17: *Newton's Cannon* by Greg Keyes. *In 1681, Sir Isaac Newton discovers the key to manipulating physical matter. Thus starts the age of miracles...*

September 21: *Out of Their Minds* by Clifford Simak. Wonderful classic by the master - *a nightmare world where goblins and demons hobnob with Dagwood Bumstead and Don Quixote - world which seems whimsical but presents mankind with a real and terrible menace.*

October 19: *Kushiel's Dart* by Jacqueline Carey. I think it's about a homicidal, masochistic courtesan. My kind of heroine!!

November 16: *DaVinci Code* by Dan Brown. Paperback not due out until October. Loads of stuff to bash about, great fun!

December 14: (moved up a week to keep it away from Christmas) *Dragonflight* by **Anne McCaffrey.**

Please join us.

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

Signings

Saturday, July 9 - **Dan Simmons** at Poisoned Pen, 4014 N Goldwater Blvd, Suite 101, Scottsdale, AZ 85251, Phone: (480) 947-2974 www.poisonedpen.com

In Our Book

Dead As A Doornail
by **Charlaine Harris**
Ace, 304 pp, \$22.95

The eagerly awaited fifth entry in the *Southern Vampire* series hit the stands on May 3 and I hear it is already set for a second print run

From the back cover “Sookie Stackhouse is a cocktail waitress in small-town Louisiana. She has only a few close friends - which isn’t surprising, since not many people can appreciate Sookie’s abilities as a mind reader. It’s not a quality that has the guys beating down her door - unless they’re vampires, werewolves or other supernatural beings. And now some of them aren’t just friendly - they’re family.

When Sookie sees her brother Jason’s eyes start to change, she knows he’s about to turn into a werepanther for the first time. But her concern for her brother becomes cold fear when a snipe sets his deadly sights on the local changeling population - and Jason’s new panther brethren suspect he may be the shooter. Now, Sookie has until the next full moon to find out who’s behind the attacks - unless the killer tracks her down first.”

Sookie’s life has become increasingly complicated since she met and started to date Bill the vampire.... she has been dragged into vampire and, werewolf politics, discovered fairies, witches and other supernatural beings, broken up with Bill, been the object of amorous attention from several supernatural beings - including Bill’s boss Eric the vampire, she has been shot, beat up, lost her grandmother, her brother is now a werepanther..... and it is barely a year since Bill first walked into the bar and into her life.

I sat down to read this and didn’t put the book down again until I had finished. Taking up where *Dead to the World* left off *Dead As A Doornail* bring us more insight into the shifter community, both the insular society of tiny Hotshot as well as the high stakes inner working of the werewolf pack in Shreveport and the tensions between the various groups and types. Sookie, for a change, isn’t attached to one particular male and has the opportunity to consider several romantic options. We learn more about some of the local humans and their all so human failings, Bubba makes a brief appearance and the fairies, Claude and Claudine, are delightful when they are on the scene. Some loose ends are tied up while others are left for future resolution.

I can’t wait for the next Sookie book though it will not appear until next year. In the meantime I will have to content myself with rereading the entire Sookie series and looking forward to Ms Harris’ new supernatural mystery series which

debuts in October with *Grave Sight*. All of Ms Harris’ series are highly recommended. - **Stephanie L Bannon**

The Book of Flying
by **Keith Miller**
Riverhead Books; 272 pp., \$14;

I haven’t read a “morality tale” in sometime. This novel made me think of Neil Gaiman’s utterly charming “*Stardust*.”

This is the tale of a lonely librarian named Pico who lives in a seaside town where not only are there mortals, but winged humans too. And these winged humans sole joy is dipping and flitting about the sky. They are rather fey, aloof creatures. Pico falls in love with a winged girl. Though he was born of winged parents, he is wingless. So, he must travel to the legendary faraway “Morning Town of Paunpuam” where he can get his wings. And hopefully the love of the winged Sisi.

What’s a librarian to do? Why, go on a Quest.

Through Dark and Unknown Lands needless to say, where he meets a series of characters who all teach him a little something, add a little something to his life before he goes on his way. Among the colorful beings he meets is a Robber Queen who teaches him of physical love and how to defend himself, a talking rabbit, who is a naturalist, an educated, somber Minotaur whose unwanted task is fighting anyone who wants to cross his bridge. And finally, he comes to a wonderful city nestled at the foot of high mountains where he meets, (you guessed it), “the whore with a heart of gold.” (actually, there are two whores) one named Solya and the other Narya. The two women introduce Pico to a wild wind of an artist named Zarko and together the three of them enjoy the delights of the café society of this city of bridges and narrow stone streets.

But tragedy finally pushes Pico the librarian from his almost settled life in the city. And he once again, sets out on the road to morning town. And he meets a few other remarkable souls before he finally makes it to the ruinous city of Paunpuam where he gets his long awaited wings.

But the old adage, “Don’t ask for what you wish for; you may get it,” proves to be the underlying moral to this Miller’s tale.

The author’s writing is very, very lyrical, dense and distinct. Exquisite. I imagine he writes a lot of lush poetry. This tale has its charm and displays an interesting array of characters to help Pico achieve his Quest.

It really is a sweet story. There are a few moments of darkness and violence, but all-in-all, the story is full of color and longing and change. A worthy addition to your fantasy collection. - **Sue Martin**

Fool’s Fate
by **Robin Hobb**
\$24.95, Bantam, 631 pp

This is the third book of Ms. Hobb’s The Tawny Man trilogy; which is, of course, actually the sixth book about the Fool and FitzChivalry. It’s taken me a while to work through all six, hefty as they are, but it was well worth the time. Robin is a consummate writer who can write an epic without it seeming to actually *be* an epic. It’s just a really long tale.

In this installment, FitzChivalry is still dead to all but a handful of people who know his true identity. He continues to justify the charade as a protection to those he loves; despite the challenges and the deceit and sorrow such a charade imposes on those same people. But his secret is unraveling – his daughter speaks to him in his dreams without knowing he is her father. His other secret, that he is Witted (able to bond and communicate with animals), is becoming known to more and more people. He continues to deny it even though current thought and laws make it no more a risk to him than others who openly proclaim it. Again, because of his secrecy, he causes sorrow in those who love him. His relationship with the Fool, also known as Lord Golden, has become impossibly complicated. He no longer knows how to repair the hurt he caused his very best friend. He also continues to misunderstand the nature of their relationship which contributes to his own pain. We learn a great deal more of the true nature of the Fool himself; although Ms. Hobb denies us a complete understanding.

The backdrop of the story is that Prince Dutiful, the heir to the Six Duchies Farseer throne, has been betrothed to a girl from the Outislands. The same Outislands who waged such an awful war on the Six Duchies and caused the demise of Prince Verity, who should have been King. In the process of negotiating the marriage contract and subsequent trade agreements, many secrets and truths are discovered: as in, the true nature of ‘forging’, the hideous weapon that the Outislanders employed during the war, and the revelation that dragons still exist. The Prince is tasked by his betrothed to bring her the head of one of the remaining dragons with the marriage and the trade negotiations as the prize. The implications of this quest are more far-reaching than the reader might suspect at first and are the main focus of the story. The Fool is busy insuring that the future he had foreseen since he was a child will come to pass; although he is challenged by a woman from his race, with the same abilities, who wishes a different future. Fitz continues his stumbling way through these events convinced, as always, that his understanding shows the wisest way. And, as always, he is surprised to find that he

did not always choose the best path. Fortunately for him, the people who love him best continue to forgive him and try, even in the face of his stubbornness, to guide him to a happier life. As with life, there are not complete ‘happy ever after’ stories, only good people trying to do their best or selfish people trying to gain what they want no matter the cost.

These are most satisfying stories. They are both well-plotted and executed, and have imaginatively conceived and fully-realized characters. Often, the reader gets either a good plot or great characters and not always both. This ‘epic’ is a fully-realized one and masterfully written. I don’t like to use such trite descriptions but I cannot find any others that illustrate how good these books are. If you haven’t encountered Ms. Hobb yet, I urgently urge you to start at the beginning – it’s never too late for a good story. -

Catherine Book

Paper Mage
by **Leah R. Cutter**
ROC Books, 343 pp., \$6.50

A historical fantasy about a woman who does magic paper folding in ancient China. Time approximate: the Middle Kingdom of the Tang Dynasty. Xiao Yen leaves her village to go along and protect some travelers with her magic. Fantasy escalation: on their journey, Xiao Yen helps a goddess battle a warlord. Heavy on historical accuracy, the author has provided a partial research bibliography at the end, including sources on Chinese mythology. And we get lists of names of people and hours of the day at the start. Discover that ancient China can be as exotic as any far-off planet, and folded paper as wondrously powerful as any ray gun. - **Mike Griffin**

Shadow of the Storm
by **Kurt R.A. Giambastiani**
ROC Books, \$6.99

This seems the third in an alternate history series centered on the Cheyenne Native Americans. The first, ‘*The Year the Cloud Fell*’ presumably covered how global catastrophe happened not from a meteor but volcanism, allowing some dinosaurs to remain alive. In North America, the Cheyenne have held off European invaders, though they’ve been pushed west of the Mississippi River. The story continues in ‘*The Spirit of Thunder*’ while in this third novel the Europeans are pushing west again. In 1889, the president is George Armstrong Custer, having capitalized on his Indian campaigns. He doesn’t know his son has joined the Cheyenne Alliance against him. The author has provided a pronunciation guide and glossary of terms, though the use of native language is not overdone. A worthy addition to that small subgenre of Native

(Continued on page 19)

In Our Book (Continued from page 18)

Americans in science fiction. - **Mike Griffin**

Mortal Engines
by Philip Reeve
EOS Books, 310 pp, \$16.99

A debut novel in *The Hungry City Chronicles*, part older children/dark fantasy/science fiction. The hungry city is London, the main characters are the youths Katherine, Tom and Hester. To quote: "London was hungry again. Londoners were preparing for the thrill of the hunt again. Tom lived in the city long enough to know prey was close. Tom didn't know what was going to happen next, but he certainly didn't expect to fall off his city and out of the only world he had ever known. He had no idea that he was going to end up betrayed, heartbroken and abandoned in a desolate wasteland." But Hester to the rescue! Harry Potter and Lemony Snicket beware! A Whitbread Award short-listed and Nestle Smarties Gold Award winner. - **Mike Griffin**

Dante's Equation
by Jane Jensen
Del Rey Books, 484 pp., \$15.95

How's about a kabbalah/science fiction/thriller set in the contemporary world? You might call this a Jewish version of *'The Da Vinci Code.'* Seattle scientist Jill Talcott researches wave equations, and her work links up with a rabbi's discovery of a physical law of good and evil. Her lab blows up, she runs for her life, and the Dept of Defense is interested. "This ambitious second novel, the result of months of exhaustive research into physics and kabbalah, takes place partially on earth and partially in other worlds, following interconnected storylines. Exploring the relationship between science and the divine, good and evil, space and time..." So it's a bit more mundane than the usual science fiction, and a bit more profound. - **Mike Griffin**

Deathstalker Coda
by Simon R. Green
Roc, 377 pp, \$23.95

Deathstalker Coda is the final volume of the *Deathstalker Saga*.

Owen Deathstalker has survived his confrontation with the Terror, only to find that it is his true love Hazel D'Ark.

More than two hundred years before, in her grief over losing Owen, she entered the madness maze which turned her into a force that could devour galaxies. In order to stop the Terror, he must use the powers he gained from his own trip through the maze to go back in time to stop Hazel's transformation.

With Owen gone, Lewis Deathstalker

must take command of the fleet, and defeat Finn Durandal, the usurper that claimed the Emperor's throne and turned it into a slaughterhouse for all that oppose his madness.

This is fast paced action, mixing fantasy and science fiction leavened with a touch of humor. Green's characters are quirky enough to hold interest anywhere. It is a good read and a keeper. Enjoy - **Pam Allan**

Great Sky River
by Gregory Benford
Aspect, 434 pp, \$6.99

Great Sky River is book three of the *Galactic Center* series. It can stand alone as one era of a hard science fiction epic.

Nearly a hundred millennia after the first contact with the dominant machine civilization from the Galactic center, mankind is reduced to a few hundred humans on the barren planet of Snowglade. Hunted by the "Mechs", living by scavenging and constantly running, to avoid annihilation they have joined with another tribe in the search for a metropolis where they might be safe. They are contacted by an enigmatic cosmic entity who would protect them... as denizens of his metropolitan zoo. Safety after generations of running sounds wonderful but how long would they remain human in the zoo? Another option surfaces. Thousands of years before, when humans first came to Snowglade, they hid a fully equipped spaceship in case they had to flee. The knowledge needed for spaceflight has been lost except in the age old memory of the "aspects", the personalities and memories of the ancestors accessible through chips in their brains. Safety? Something unknown, but free. The tribes must choose and act.

This is hard science fiction at its best, with a fully fleshed world and characters. This book, and the series are not only good reading but should be required reading for futurists. Keepers all. - **Pam Allan**.

Guardians of the Keep
by Carol Berg
Roc, 433 pp, \$7.99

Guardians of the Keep is book two of *The Bridge of D'arnath*.

For ten years, Seriana has lived in exile believing her beloved husband is dead.. She then finds his soul has been anchored in another body in his native world. He lives, but his memories are gone.

As his memories are being restored slowly, Seri returns to her ancestral home, Comigor, to take care of family business. It turns out her leadership is needed both for the estates, and her nephew, Gerrick, who disappears. Gerrick's kidnaping, and resulting murders lead her back to the

world and Zhev'nar where Seri and her husband, Karon, must combat the lords of Zhev'Nar to save both worlds.

This is a series I have enjoyed following. Combining vivid characters, intricate worlds and magic with action, and complex plotting within the plot line hold your interest to the last page. With enough exposition to stand alone, you'll want this for your library so that you can read it again. - **Pam Allan**

Scrolls of the Ancients
by Robert Newcomb
Del Rey., 531 pp, \$26.95

Scrolls of the Ancients is volume three of *The Chronicles of Blood and Stone*..

Prince Tristan and his twin sister Shailiha are the Chosen Ones, prophesied to unite the opposing magic of the good Vigors, and the dark Vagaries, But, there is a third player, who also has the blood of the prophesies, who also has great Magic that can release the unspeakable evil of the Vagaries or join in the healing. As they embark on the dangerous quest to find the third, he is captured by Krassus, a devoted servant of the Vagaries who imbues him with their dark enchantments. Aided by the beautiful pirate Tyranny, the twins must destroy the demonslayer fleet and try to find the man/mage that may be their nemesis.

With strong plotting, plenty of action, and complex, flawed characters encapsulated with lavish descriptions that

make the fantasy more real than real, this is a keeper as well as a good read. - **Pam Allan**

The Rose of the World
by Jude Fisher
Daw, 576 pp, \$23.95

The Rose of the World is Book three of *Fool's Gold*.

Since the beginning of time, the world of Elda has been guided by three god-like beings, the Woman, the Man, and the Beast. Under their protection, Elda lived in peace and harmony, but centuries before a powerful but avaricious sorcerer, Rahe, imprisoned the Man and stole the Woman and Beast, removing their memories and draining their magic. In the ensuing centuries, Elda has become two warring nations. Eyra, honed by the harsh environment of the north, has become harsh and unforgiving but men and women have equal standing. In Estria, the women are property and anyone who disagrees is burned in the fires of Falla, the fire goddess.

Now, Rahe has lost his prizes and the Woman, the Rose Eldi is slowly regaining her memories as a war begins for her possession. The Beast finds his true form again, and the Man stirs in his prison in the volcano.

The war goes on, as the Rose, struggling to find her identity accidently creates magical talismans unbeknownst to

(Continued on page 20)

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In Our Book (Continued from page 19)

herself that can kill or heal and tries to rejoin the others in her triumvirate. Rahe is trying to find and recapture her before she remember her powers.

With multiple and engrossing subplots, lots of action, and characters you can care about, the *Rose of the World* will cast her spell on you and make you a willing resident of her world. Highly recommended.- **Pam Allan.**

The Sea Dragon's Daughter
by Alan F. Troop
Roc, 287 pp. \$6.99

The Sea Dragon's Daughter is the third novel in the *Dragon DelaSangre* Series.

For several years, Peter DelaSangre and his family have lived peacefully on their island, contented and secure in their wealth. Now people have begun to disappear from boats and islands off

Miami's coast. Tabloid rumors have focused attention on, Peter and his family. But underneath the sea lies a greater danger waiting for a chance to strike. Peter's Grandfather had buried a secret that burns in the heart of another race of dragons and they are bent on revenge.

Dragon DelaSangre is a new form of horror, pushing the vampires and werewolves to the side. Punning aside it is time to enter the dragon. - **Pam Allan**

scientific underpinning, well rounded characters, Asher sets his plot twists in a fully fleshed out world. And one can't help enjoying the antique Prador war drone that saves the world while having fun. This one is worth buying because you will want to re-read it down the road. - **Pam Allan**

The Wilding
by C. S. Friedman
Daw Books, 440 pp, \$24.95

For millennia, the war between the Braxi and the Azea have been waged without either being able to win. It appears it will go on forever. The Braxi have been bred into powerful and implacable warriors. The Azea worked to perfect their gene pool and create psychics of immense power. When the psychics went mad, both empires tried to eradicate them. The remaining few scattered to places the empires dared not go. Now, the Braxi gene pool must be refreshed with new blood, fed by a custom called the Wilding, the abduction of women with good genes to prop up the gene pool.

Fleeing execution, a kesseret warrior prince embarks on a wilding quest. One that may change the course of the war.

On Azea, one of the mediators, a twin to an abducted psychic child, is injured in an assassination attempt. It awakens the psychic world within her and she becomes a rogue to find the missing sister. When Tathas the Braxi, Zara, and her sister Rho come together, it sets in motion an ancient conspiracy that will change everything.

A fast moving combination of fantasy and space opera this is a fun read with action, good plotting and characters, this makes a great addition to anyone's library. - **Pam Allan**

Blade Trinity
by Natasha Rhodes, [based on screenplay by David S. Goyer.]
Black Flame Publishing, 404 pp, \$7.99

Blade Trinity is based on the action movie and features a screen hero with flaws. Blade is still hunting vampires with his mentor Whistler. The FBI and the vampires are hunting him. When he is rescued from the FBI, the rescuers include the daughter of Whistler and her scientific team. But the vampires have brought back the original vampire. He can shape change, and walk in the sun. He wants to get ride of the human race. It is fated the two shall meet. Only one race will survive.

This reads like an action film, and makes an entertaining afternoon. - **Pam Allan**

The Skinner
by Neal Asher
Tor, 474 pp,
\$26.95

The Skinner is an independent Science fiction novel..

The world of Spatterjay is a water world deadly to its own denizens who are all part of the food chain. It can be deadly, or confer immortality on visitors. It is proscribed by the Polity, and has a warden watching over it since the war with the Prador.

Three visitors arrive on Spatterjay. We have Janer, acting as the eyes of the hornet hive mind.

He does not know his mission. Erlin, a famous academic, who returns to find Ambel, an

incredibly old sea captain to learn how to live, and Sable Keech, a re-animated dead man in search of Spatterjay Hoop, who committed hideous crimes in the Prador War. They all think they have time until a Prador light destroyer sneaks in with it's own agenda., exterminating all witnesses to their wartime atrocities.

This is actually an action thriller with overtones of horror. Can it work? Reading this book suggests it can. With a solid

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(Continued on page 21)

In Our Book (Continued from page 20)

Mistress of Dragons by Margaret Weiss Tor, 345 pp, \$6.99

Mistress of Dragons launches a solo series by Ms. Weiss

In Dragonvarld, dragons keep apart from human kind although they are sworn not to kill them. When a rogue dragon, Maristara, takes over the kingdom of Seth. She takes human form and establishes an order of amazons and priestesses with dragon magic to defend her kingdom from dragons. But she and her secret partner still indulge a taste for humans.

Three hundred years later, the dragon parliament sends a walker, a dragon in human form to find out what is going on. Draconis, the walker, must try to find Maristara and stop her, before she takes over the body of still another Mistress of Dragons. He must also save mankind in his spare time.

Lots of twists, and action leave you waiting for the next installment. Characterization is good if sometimes one dimensional. I will look forward to the next book. - **Pam Allan**

Hammered by Elizabeth Bear Bantam, 324 pp, \$6.99

Hammered is the debut of Ms. Bear and starts a new series to be followed by *Scardown*.

Jenny Casey was a member of Canadian special forces. Injured, she was re-engineered into a combat version of the bionic woman. Now, she is pushing fifty with her cyber body parts failing and in constant pain. Her former boss hunts her down and offers to rebuild her, better with the latest enhancements, but it may cost her her soul.

The future of Jenny and the earth is dark and dangerous, full of drug wars, international cartels who have more control than the dystopian governments to which they give lip service. This menacing gestalt is peopled with great characters, action and intrigue. Can't wait for more from this author though I miss the optimism for the future we once had. Get this book. I think we will hear a lot more from this pen. - **Pam Allan**

Interstellar Patrol by Christopher Anvil compiled by Eric Flint BAEN, \$7.99, 592 pp

Are you a brave and resourceful young man? Capable of thinking outside the box? Do you enjoy finding creative solutions to difficult problems? Then the Interstellar Patrol wants you!

The Interstellar Patrol is a unique organization that specializes in solving the

type of problems that the regular bureaucracy can't handle. Be the one to bring law and order to a planet in anarchy to persuading neo-feudal governments to grant landing privileges to colony convoys. If the problem is impossible, call out the Interstellar Patrol.

This book was originally written as a series of related short stories published between 1958 and 1969 in a variety of magazines. In *Interstellar Patrol* Eric Flint has brought them together for the first time.

The science is corny, the heroes are macho and the plots are ridiculous. In other words, great classic space opera. I found this book a pleasantly nostalgic return to the sci-fi of my youth. I would recommend this book to any fan over 50 who is interested in a return to their youth.

- **William B Whitmore**

Yip, Yip, and Away! Krypto is 350 (in dog-years)

by Shane Shellenbarger

Look! Up in the sky! It's a ...dog? Yes, Krypto, experimental space traveler from the doomed planet, Krypton, with powers and abilities far beyond those of mortal dogs. Superdog, who can change the course of wayward asteroids, dig up brontosaurus bones for a light snack, and who, disguised as Clark Kent's dog, Skip (mild-mannered pup in the rural town of Smallville) fights a never-ending battle against cats, fleas, and super villains!

The relationship between man and dog has been traced back to a period between 15,000 and 40,000 years ago when dog-wolves left their wild litter mates in the darkness of the wilderness and began to share the warmth, food, and shelter of humans. Man and dog are joined as no two other species on this planet have ever been.

As recounted in *Adventure Comics* #210 (March 1955), "The Super-Dog From Krypton!" and again in *Superman* #146 (July 1961) "The Story of Superman's Life", baby Kal-El and his puppy shared many a happy hour playing, until young Kal's father, Jor-El, needed the pup in his first experimental rocket, in a doomed attempt at saving the people of Krypton. The ship, knocked off its intended trajectory by a meteor, failed to return to Krypton and instead headed for a spiral galaxy. Soon, Jor-El and his wife, Lara, placed their infant son into a second experimental rocket and launched it toward the third planet out from a yellow star. Nearly a decade and a half later, the Last Son of Krypton reunites with his childhood companion whom he named Krypto.

Superboy and Krypto (aka Clark Kent and Skip) spent their free time chasing comets, dodging asteroids, and corralling the crooks of Smallville. When Superboy joined the Legion of Super-Heroes, Krypto later joined forces with Streaky the Supercat (an Earth cat who gains temporary super powers when exposed to

X-Kryptonite), Beepo the Supermonkey (who snuck aboard baby Kal-El's rocket), Protty II (a "pet" of Chameleon Boy), Comet the Superhorse (a centaur named Biron who is given the powers of the Greek gods by Circe the sorceress when an evil wizard tricks Biron into drinking a potion, making him all horse). Forming the Legion of Super-Pets, their adventures are recounted in *Adventure Comics* # 293 (Feb. 1962) "The Legion of Super-Traitors", *Adventure Comics* No. 313 (Oct. 1963) "The Condemned Legionnaires", *Adventure Comics* No. 322 (July 1964) "The Super Tests of the Super-Pets", *Adventure Comics* No. 343 (Apr 1966) "The Evil Hand of the Luck Lords", *Adventure Comics* No. 351 (Dec 1966) "The Forgotten Legion", and *Adventure Comics* No. 364 (Jan 1968) "The Revolt of the Super-Pets".

Making cameo appearances for years, Krypto has finally gained star billing in Cartoon Networks "Krypto the Superdog," an animated series that had its sneak preview on March 25th, 2005 and began its regular run on April 4th at 9 A.M. Eastern and Pacific. Joined by Streaky and Ace the Bathound, Krypto gains a new best friend in Kevin Whitney, a boy who recently moved to Metropolis with his parents. Cameo appearances have already been made by the Man of Steel. Cartoon Network has targeted an audience in the 5-9 year old range and it should delight those fans of the Dog of Steel.

<http://theages.superman.ws/Encyclopaedia/krypto.php>
<http://theages.superman.ws/users/maggin/>

<http://www.laurasimms.com/starwinds-howl/welcome.php>
<http://www.laurasimms.com/TravTails.html>
http://news.nationalgeographic.com/news/2002/11/1121_021121_DogEvolution.html
<http://www.ualberta.ca/~jzgurski/dog.htm>
<http://www.supermanhomepage.com/images/gallery/gallery.php?topic=krypto-animated>
<http://www.supermanhomepage.com/tv/tv.php?topic=reviews/krypto1-ep01>
<http://www.supermanhomepage.com/tv/tv.php?topic=episode-guides/krypto-animated>
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<http://www.supermanhomepage.com/tv/tv.php?topic=interviews/michael-daingerfield>
<http://www.supermanhomepage.com/tv/tv.php?topic=interviews/alberto-ghisi>
<http://www.fanzing.com/mag/fanzing45/feature2.shtml>
<http://www.supermanhomepage.com/comics/who-classic/who-classic-intro.php?topic=krypto>
<http://www.fanzing.com/mag/fanzing45/feature2.shtml>
<http://www.fanzing.com/mag/fanzing45/fiction2.shtml>
http://members.shaw.ca/legion_roll_call/reserve/pets/krypto/
http://members.shaw.ca/legion_roll_call/reserve/pets/
<http://www.toonopedia.com/krypto.htm>
http://www.cartoonnetwork.com/tv_shows/krypto/

ConRunners 11

June 11, 2005

Embassy Suites Phoenix North

2577 W Greenway Rd, Room 3005

Have you ever wondered what goes on behind the scenes at your local fan run convention? Have you ever wondered what kind of people volunteer to help? Have you ever thought you have what it takes to run a convention? This is the place for you! A day long seminar for fans run by fans.

Registration opens at 8:30AM

Morning Session

9AM-1PM:

Topics: TBD

Lunch 1PM-2PM.

Afternoon Session

2PM-4PM

We will play "If I Ran The Z/o/o Con" a con running choose your own path adventure game.

We will provide coffee, tea, some soda and light snacks

Membership \$15.

For more info Stephanie <conrunners@westernsfa.org>

www.westernsfa.org

PO Box 67457, Phoenix AZ 85082

Calendar of Events - June/July 2005

To have your event or meeting listed please email calendar@casfs.org - **Deadline for August/September Submissions - July 15, 2005**
(This is a free service. All release dates are tentative)

June 2005

June 15 - Wednesday

July 2005

July 22-24 Friday-Sunday

June 1 - Wednesday

Meeting: ConNotations Staff Info:
editor@casfs.org

Event: CASFS Book Discussion Info:
book@casfs.org
Movie: Batman Begins

July 8 - Friday

Movie: Dark Water, Fantastic Four

Event: ConGames 1 Info:
www.iceescape.com

June 4 - Saturday

TV: Crimson Force - SciFi movie debut

June 17 - Friday

Event: Fannish Open House. Info:
stephanie@doverkeep.com

July 9 - Saturday

Meeting: UFP Meeting - Pool Party/
BBQ/Gaming Info: <http://www.U-F-P.org>

July 23 - Saturday

Meeting: UFP Meeting - Video Project
Info: <http://www.U-F-P.org>

June 5 - Sunday

TV: The 4400 Season 2 starts on USA
Network

June 18 - Saturday

Meeting: CopperCon 25 Committee -
2PM at JB's (I-17 and Indian School)
Info: cu25@casfs.org
Meeting: HexaCon 15 - 4PM at JB's (I-17
and Indian School) Info:
hex15@casfs.org

July 12 - Tuesday

DVD-TV: Hercules: The Legendary
Journeys Season 6

DVD-TV: Star Trek Enterprise Season 2

June 7 - Tuesday

DVD-TV: Dead Zone Season 3, Lois &
Clark Season 1, Wonder Woman Season
3, X-Files: The Mythology, Doctor Who:
the Leisure Hive, Ghostlight
DVD-Movie: Star Trek: Insurrection
Collectors Edition, Club Dread, Seed of
Chucky

Meeting: UFP Meeting Video Project
TV: Hammerhead: Shark Frenzy SciFi
movie debut Info: <http://www.U-F-P.org>

July 15 - Friday

Event: Fannish Open House. Info:
stephanie@doverkeep.com
TV: Stargate SG-1 Season 9, Stargate
Atlantis Season 2, Battlestar Galactica
Season 2 Start on SciFi
Movie: Charlie and the Chocolate
Factory

July 27 - Wednesday

TV: Master Blasters, Ghost Hunters
Season 2, Tripping the Rift Season 2 on
SciFi

June 10 - Friday

Movie: The Adventures of Shark Boy and
Lava Girl in 3-D, Howl's Moving Castle
(Limited)

June 21 - Tuesday

DVD-TV: Bewitched Season 1, New
Outer Limits - various themed collections
DVD-Movie: Cursed, The Jacket

July 19 - Tuesday

DVD-TV: Cleopatra 2525 complete
series, Dead Like Me season 2, Earth 2
complete Series, Lost in Space Season 3
Vol 2, Sliders Season 3
DVD-Movie: Constantine, The Crow:
Wicked Prayer

July 29 - Friday

Meeting: CASFS monthly meeting 8PM
at JB's (I-17 and Indian School) Info:
info@casfs.org
Movie: The Brothers Grimm, Sky-High

June 11 - Saturday

Event: ConRunners 11 Info:
www.westernsfa.org
Meeting: UFP MeetingTBA Info: <http://www.U-F-P.org>

Meeting: CASFS monthly meeting 8PM
at JB's (I-17 and Indian School) Info:
info@casfs.org
Movie: Bewitched, George A. Romero's
Land of the Dead, Herbie: Fully Loaded

July 20 - Wednesday

Event: CASFS Book Discussion Info:
book@casfs.org

June 12 - Sunday

TV: The Dead Zone Season 4 Starts on
USA Network

DVD-TV: Twilight Zone (1960's) season
3, Twilight Zone (1980's) seasons 2 & 3,
La Femme Nikita Season 3, Revelations
Season 1

June 29 - Wednesday

Movie: War of the Worlds

July 22 - Friday

Movie: The Devil's Rejects, The Island



See FYI for detailed information
on Book Discussion Groups,
Signings, Writer's Groups or
other events

Ongoing Events

Wednesdays

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

Samurai Comics, 7th St & Camelback
Samurai Comics, 7th St & Camelback
Samurai Comics, 7th St & Camelback
Imperial Outpost, 49th Ave & Thunderbird
Pop Culture

www.samuraicomics.com
www.samuraicomics.com
www.samuraicomics.com
www.imperialoutpost.com
Call for details, 480-557-6640

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

Kiwanis Park
Imperial Outpost, 49th Ave & Thunderbird
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Imperial Outpost, 49th Ave & Thunderbird

www.titheofsouls.com
www.imperialoutpost.com
www.imperialoutpost.com
www.imperialoutpost.com

Fridays

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

Samurai Comics, 7th St & Camelback
Imperial Outpost, 49th Ave & Thunderbird
Game Daze 2140 E 5th St #11, Tempe AZ 85281
Pop Culture

www.samuraicomics.com
www.imperialoutpost.com
www.imperialoutpost.com

Saturdays*

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

Imperial Outpost, 49th Ave & Thunderbird
Samurai Comics, 7th St & Camelback
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www.samuraicomics.com

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
Samurai Comics, 7th St & Camelback

Call for details, 480-557-6640
www.samuraicomics.com
www.samuraicomics.com
www.dragonpage.com

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@gnerns.com>, 602-955-9446; or Ron Harvey <rbh1s@yahoo.com>, 480-775-4690 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: 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 Tucson science fiction group that puts on TusCon. Contact us at PO Box 2528, Tucson AZ 85702-2528 or basfa@earthlink.net our website at <http://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 Con-Notations. Best described as SF/F generalists with a strong bent towards literary SF/F. Guests welcome - meets at 8pm on the last Friday of each month in January thru September and the second Friday in October, November and December at JB's Restaurant, 2560 W. Indian School in Phoenix, AZ. Write PO Box 62613, Phoenix, AZ 85082-2613 or call Stephanie L. Bannon (602)973-2341 for information. Web www.casfs.org

*******C.R.O.F.T.** Celtic Reenactment of Fellowship and Trades is Phoenix based Reenactment group specializing in the western European renaissance. We research lifestyles and trades concurrent with the Celtic Peoples from 400 BC until 1746 AD. We emphasize Scots, Irish or Welsh crafts and do Celtic re-enactment. We open participation to anyone with an interest in period crafting and entertainment. Demonstrations occur at the Highland Games, Scarborough Fair, and the Arizona Renaissance Festival. Web page <http://www.crofters.org> We meet in Tempe at the Pyle Adult Center SW corner of Rural and Southern on the 2nd Saturday of every month, phone number (480)350-5211. The Board meeting will be at 2:00 pm with the General meeting starting at 2:30 pm.

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

THE EMPIRE OF CHIVALRY AND STEEL, INC. The Empire of Chivalry and Steel specializes in the general recreation of the culture of the Middle Ages including all of the Art Forms, Events (Feasts, Tournaments, Ceremonies and Wars) and Combat Arts covering the years of 800AD up to 1650AD and any location within Europe or its explored territories. For more information contact Leonard Byrd (Tucson) (520)742-2432 Web: www.galandor.org

THE JEDI KNIGHTS (Founded 1977) Meetings are the 3rd Sunday of each month. For more information call Carol Alves, Publicity, (760)244-9593 or write Jedi Knights, c/o Carol Alves 8038 "I" Street, Hesperia CA, 92345-7066.

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@earthlink.net Webpage: www.leprecon.org

MIB The Men in Black is the official global organization of field operatives for Steve Jackson Games. We attend local conventions to demonstrate and promote products of Steve Jackson Games. We also schedule demos in local gaming stores as well as community service events. If you have a gaming store, convention, or community service that you would like to have official Steve Jackson Games representation at, please contact the MIB Arizona Cell Leader at MIB.6361@cox.net. We are also recruiting new MIBs in some areas of Arizona. If you're interested, contact us. You can find additional information about the Arizona MIB at our website <http://members.cox.net/mib.6361/>

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 Disney-land. For more details ph. Greg at [949] 552-4925 or send a message to our listserve 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 interest-ed persons are invited to participate. We are currently in the process of getting organized and becoming an official organization with tax status. Web page: <http://www.parex.org/> E-mail Contact: John Kittelsrud, johnkit@teamdroid.com

THE PHOENIX FANTASY FILM SOCIETY A Phoenix based club interest-ed in the entire realm of SF, Fantasy and Horror film. PFFS has been in existence for 30 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.

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

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

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, Email: moryha@samuraicomics.com

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: myrddinal@aol.com Web www.atenveldt.com

SOUTHWEST COSTUMER'S GUILD The Southwest Costumers Guild is a loose organization of persons interested in all facets of historical, cultural, science fiction, fantasy, and humor costume. Members are often seen on stage and behind the scenes at local and regional Science Fiction Convention masquerades. They meet on the last Sunday of each month at various members' homes in the greater Phoenix area. For details. Southwest Costumers Guild, PO Box 39504, Phoenix,

AZ 85609 or Randall Whitlock at costumers@casfs.org or www.southwestcostumersguild.org

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

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 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, games, and occasional outings with more to come now that Doctor Who is returning from hiatus. Many members maintain an active presence at conventions. You can contact us at 2243 W Wagon Wheel Dr, Phoenix, AZ 85021, Voice Mail at (602) 864-0901, E-mail TARDIS-Info@cox.net or visit us at <http://members.cox.net/tardis-info>

TEKWAR FAN CLUB Sanctioned by the series' production companies and the USA Network! It is THE information conduit between the fans and the series! Fan club membership will bring you the following 1) subscription to the info filled Tek Informer newsletter; 2) official TekWar Fan Club membership card and kit. Membership is by regular mail only and the newsletter and materials will not be reproduced electronically. To join the action and initiate your annual membership, make check or money order out for \$12.50 to: Official TekWar Fan Club (Membership section), 2522 N Sparkman Blvd., Tucson AZ 85716-2417

T.H.E.M. 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, Email them@themonline.org Web www.themonline.org

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

USS STORMBRINGER The Stormbringer is a correspondence Star Trek fan club chapter of Starfleet, Intl. based out of Tucson AZ. The chapter was commissioned as the USS Stormbringer NCC-74213, attached to Division 31, Starfleet Covert Operations, on 10/31/98. As of 11/29/98 there were 32 members. There are no dues other than the \$15 for joining Star-fleet 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

(Continued on page 24)

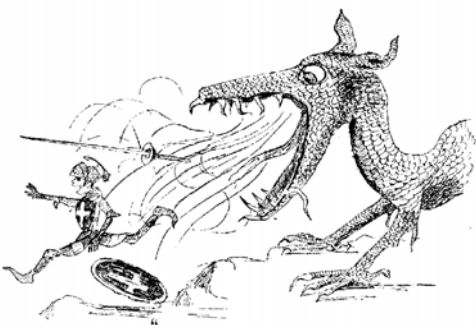
Club Listings (Continued from page 23)

correspondence chapter. Their web site is: <http://www.geocities.com/Area51/Vault/9505/> and their contact/CO is Capt. Dave Pitts, thepitts52@hotmail.com

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

UNITED FEDERATION OF PHOENIX A Phoenix area Star Trek and general SciFi fan club. We are a social club that 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

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



What is CASFS?

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

Convention Listings

ConRunners 11 (Phoenix AZ) **June 11, 2005** - At the Embassy Suites Phoenix North, 2577 W Greenway Rd, Room 3005. Registration opens at 8:30AM - Morning Session 9AM-1PM: We will play "If I Ran The Z/o/o Con" a con running choose your own path adventure game. Membership \$15. For more info Stephanie <conrunners@westernsfa.org> Or our web site www.westernsfa.org

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

HexaCon 15 (Tempe, AZ) **August 5-7, 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 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; Ghost GoH. 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, Web www.coppercon.org

TusCon 32 (Tucson AZ) **November 18-20, 2005** InnSuites Hotel in Tucson, AZ. We'll again have a Short Story Writing Contest. We will offer gift certificates for prizes and the word limit will be 5000 words. So start writing! The Short Story Contest deadline is October 10, 2004. This year's Author GoH will be David Brin! Memberships are \$35 until 5/9, \$40 until 9/12, and \$45 after that and at the door. One-days are \$15/30/15 for Fri/Sat/Sun. Children (ages 3-12) are 1/2 current adult rates. Also, we are now able to accept PayPal payments for membership registration: For more info write us at: TusCon, PO Box 2528, Tucson AZ 85702-2528 (note: this is a new PO Box and Zip as of 4/15/2003) FAX us at: 520-571-7180 TusCon email: basfa@earthlink.net

Westercon 58 (Calgary Alberta) **July 1-4, 2005** Westercon 58 "Due North" Westin Calgary Hotel Author Guest — SM Stirling Canadian Author Guest — Dave Duncan Publisher Guest — Tom Doherty (TOR Books) Editor Guest — David Hartwell (TOR Books) Science Guest — Dr. Phil Currie Artist Guest — Mark Ferrari Fan Guests — Cliff Samuels & Eileen Capes Calgary, Alberta, Canada <http://calgaryin2005.org>

SiliCon 2005 (San Jose CA) Sci-Fi Through the Ages to be held **October 7-9, 2005** in San Jose, CA. We're an annual, non-profit, fan-run general science fiction/media convention with gaming and anime tracks. Info: info@siliconventions.com. Our 2005 website is www.siliconventions.com.

Loscon 32 (Los Angeles CA) **November 25-27, 2005** Author Guest of Honor: Steven Brust Artist Guest of Honor: Rowena Morrill Fan Guest of Honor: Bruce Farr Membership Rates: \$35 (Adult) or \$17.50 (Kids) <http://www.loscon.org/loscon/32/>

Gilacon 2006 (Phoenix AZ) **March 31 - April 2, 2006** Holiday Inn Phoenix - Midtown 4321 N. Central Ave., Phoenix AZ (602)200-8888 We will be featuring several Nyronnd regional scenarios, Living Arcanis, and D&D Minis

AniZona 2 (Phoenix AZ) **April 14-16, 2006** Embassy Suites Phoenix North, Phoenix, AZ Arizona's Own Anime Convention Guests TBA Memberships \$25 until 07/30/05, \$40 at the door Membership limited to 850. Hotel rates \$99 S/D, \$109 T/ \$119 Q (plus tax) (602) 375-1777 www.anizona.org, Email agrutta@anizona.org



Mailing/Subscription Information

ConNotations is sent free of charge to those who have attended a CASFS sponsored convention in the past two years (currently 2003/2004). Attendees of CopperCon 23, CopperCon 24, HexaCon 13 and HexaCon 14 will receive ConNotations Volume 15 Issues 1 thru 6.

ConNotations updates it's mailing list each December.

Individual subscriptions are available for \$15 for 6 issues.

Some non-CASFS groups give their membership lists to CASFS and purchase a bulk corporate subscription so their attendees may also 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 individual convention listing for mailing address)

More info on Masquerade Art Show Volunteer Other