

ConNotations

Volume 12, Issue 3
June/July

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

24 Frames

Movie News

By Lee Whiteside

Spidey Spins Big Box Office with Clones Not Far Behind

As has been reported widely in the press, *Spiderman's* opening weekend of \$114 million beat all and looks to not be broken for a while. Opening in 3,615 theatres across the country, the movie has reached the \$200 million and \$300 million marks



© Sony

faster than any movie in history. Marvel and Sony were more than pleased with how the movie was received by the critics and the movie going public. As can be expected, they are already at work planning a second *Spiderman* movie, slated to open in May 2004. With the ongoing draw of *Spiderman*, the debut of *Star Wars Episode II: Attack of the Clones* fell short of Spidey's record levels, but still did well considering it was in 600 fewer theatres.

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SF Tube Talk

TV News & Previews

By Lee Whiteside

We've got news on the new fall season, what's new, what's coming back and what's not. But that's all in the future, so lets get right to the new stuff that's happing in the next couple of months on cable.

Cable's Summer of SciFi on SciFi, USA, TNT and Showtime

It's summer and time for new episodes



© Sci-Fi

of series on cable and SciFi is no exception. New Friday night episodes return to SciFi on June 7th with the debut of *Stargate SG-1's* sixth season and *Farscape's* fourth season.

Moving from Showtime to SciFi, *Stargate SG-1's* sixth season will be broadcast in wide-screen. It will air in the

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ReAnimation

Anime Reviews

By Craig L. Dyer

- ***** **The Adventures of Mini-Goddess**
- ***** **Batman The Animated Series - The Legend Begins**
- ***** **Card Captor Sakura- Sakura Fight**
- ***** **Card Captor Sakura- Vacation Daze**
- **** **Card Captor Sakura- Friends and Family**
- **** **Card Captor Sakura- Magical Mystery**
- *** **Card Captors- Firestorm**
- ***** **Card Captors- The Best of Friends**
- ***** **Card Captors- End of Days**
- *** **Tenchi Muyo 7 - Showdown**
- *** **Tenchi Muyo 8 - Time Tripping**
- *** **Tenchi Muyo 9 - Escape To Space**

The Adventures of Mini-Goddess
The Gan-Chan Files
Pioneer, 100 min
DVD \$29.98, 13+

Whenever Keiichi leaves the house his girlfriend Belldandy and her sisters Urd and Skuld shrink themselves into little girl goddesses. While they are small they play with the other residents of the area including Gan, the rat. Or so says the back of the DVD case. In actuality Belldandy rarely appears, the action focuses on Urd, Skuld and Gan, the rat.

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Special Feature

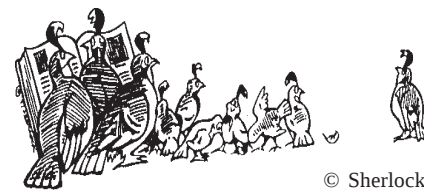
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Art Work

Sherlock Front page, 2



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October 3: Ancient of Days by Michael Bishop

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December 5: The Two Towers by JRR Tolkien

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

Other Book Groups

BORDERS OTHER WORLDS BOOK DISCUSSION GROUP

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Camelback at 6PM

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

BORDERS FANTASY & SCI-FI BOOK DISCUSSION:

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

June 26: On Basilisk Station by David Weber

July 24: Snow Crash by Neal Stephenson

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

Sept 25: Canticle For Leibowitz by Walter Miller

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

From Janeen O'Kerry

Hello,

I write Celtic and fantasy romance, and my next book, SPIRIT OF THE MIST, will be out in July 2002.

January 2003 will see the release of KEEPER OF THE LIGHT, and I am currently contracted for and working on MAIDEN OF THE WINDS.

All of these are from Dorchester Publishing/Leisure Books.

Also, my family and I had a great time at LepreCon and we're looking forward to HexaCon and CopperCon!

Thanks very much,
Janeen S. DeBoard
"Janeen O'Kerry"
<http://www.okerry.net>

INFORMATION LINE: For up to date information on each month's CASFS and fan sponsored sci-fi related events call (602) 973-2341 and select option 7 for a pre-recorded message. There is also a weekly email update. If you wish to receive the email update send your email address to Stephanie at leigh@casfs.org

What is CASFS?

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

CASFS Business Report

Supernal Readers,

New locks were purchased for \$94, a price well under the \$200 allocated. These were the exact locks we wanted acquired at bargain price. They were used successfully at LepreCon and worked well.

LepreCon also tested out the Embassy Suites Phoenix North for HexaCon and CopperCon. Their experience was on the whole a positive one. This bodes well for HexaCon and CopperCon. Also LepreCon's attendance was up and their financial bottom line looks good.

The new Laminates and Badge clips have been purchased and we are set in that area for a while. The cost per badge (Clip and Laminate together) is \$0.17.

Preparations for HexaCon are proceeding apace. Pre-registrations are excellent. Space allocations will now be made using the experience of LepreCon as a guide.

Preparations for CopperCon 22 are moving forward. Our Guests are Author Guest of Honor, Barbara Hambly; Artist Guest of Honor, Lubov and Music Guest of Honor, Jordin Kare.

The CASFS Board has approved the Hotel contract for CopperCon 23 at the Embassy Suites North also.

Until Next Time
The Busy Scribe



Who's Who This Issue

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Submission Info: Writers and artists are encouraged to submit work for publication. While we cannot pay you for your efforts your work will be seen by over 4,000 fans across the Southwest and the country. You will retain the copyright to your work for future publication. To submit your work or for more information please write to:

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Gamer's Corner

by Shane Irons

<http://www.justgoplay.com>

Sorting Through Magic the Gathering: Online

Like most good gamers I too found myself spending countless hours building decks and battling off against countless opponents in what can only be considered one of the best games of all time. For those of you who not only live under a rock, but under two rocks if you are unfamiliar with Magic (Magic the Gathering), Richard Garfield was tasked with creating a two player collectible card game that could be played in under an hour. Magic was of course a success and no CCG (Collectible Card Game) to date has been able to come close to Magic, which has become intimately dubbed cardboard crack.

First I must apologize, as there is not space enough in this column to tell you what Magic the Gathering is. If you truly do not know simply ask any game store owner or visit <http://www.wizards.com/magic/> for more information. Instead the scope of this article is to cover the new online version and why you will or why you won't want to play it – to talk about all of the rumors you've been hearing about its June release, and why these

rumors may or may not be true.

How do I know, because I've been playing it in Beta for the last few months and I have seen first hand what it's like when cardboard crack moves into the digital arena, and let me hold no air of objectivity about it when I say that it is good.

New vs. Old

First off all this will not be the same bug ridden realm of Shalandar that some of us were used to when Microprose tried its hand and creating an online Magic game a few years ago. Wizards went to Leaping Lizzard Software (<http://www.lplizard.com/>) for this project, and as their web site will tell you the Lizzard team loves Magic. In fact they loved it so much that they went to Wizards with a limited working demo to prove they had the knowledge and love required to code a game of this nature the correct way.

One of the main reasons the Microprose version was so bad is due to coding all of the AI for the one player version. They knew that AI coding revolves around patterns which would eventually be figured out, and lead to excess bugs anyway, so they focused all their time to working out card coding logic instead of useless computer AI logic that would be figured out eventually anyway.

Prices - What Your Local Game Store Doesn't Want You to Know

Perhaps the biggest debate online in

regards to Magic revolves around its price. Wizards claims that they will sell virtual boosters online for the same price as real boosters. Before you rule this out as extreme there are a few things you really need to know.

Perhaps the best feature of Magic Online is that unlike in real life when you win boosters online you can use these items to enter future tournaments. That's right no more winning tournaments and opening your four boosters right away, you'll be playing with those babies in another tournament assuming you play limited. (See can we say prizes for actual prize info).

People often claim that digital cards will never be worth their real life counterparts. In response wizards set out a press release (available at <http://www.wizards.com/default.asp?x=mtgcom/news/1>) informing all of us about their new card redemption program. Now you can cash in a set and turn them into "real cash worthy" cards.

Besides where do you people live? Do you not watch ebay? I made mad cash off of selling Diablo 2 items until a year after the game was released. Everquest had such a huge problem with "Item harvesters" that they actually had to warn people and then start banning accounts because they felt it was ruining the game.

This is our world people. Digital items have been trading for real bucks for quite some time now. For those of you

interested I sold several ebay items at over 20 bucks each. Can you say free Diablo 2?

The Tournament Scene

There are a few items of note when looking at the online tournament scene. First of all as of this point online tournaments will NOT affect your real life player rankings. Wizards plans on keeping the two items separate, which will make Magic Online a great testing grounds for players preparing for regionals etc.

Perhaps the most alluring aspect of Magic online is that there are tournaments running about every 5-15 minutes Monday through Sunday, which allows you to play as your schedule allows.

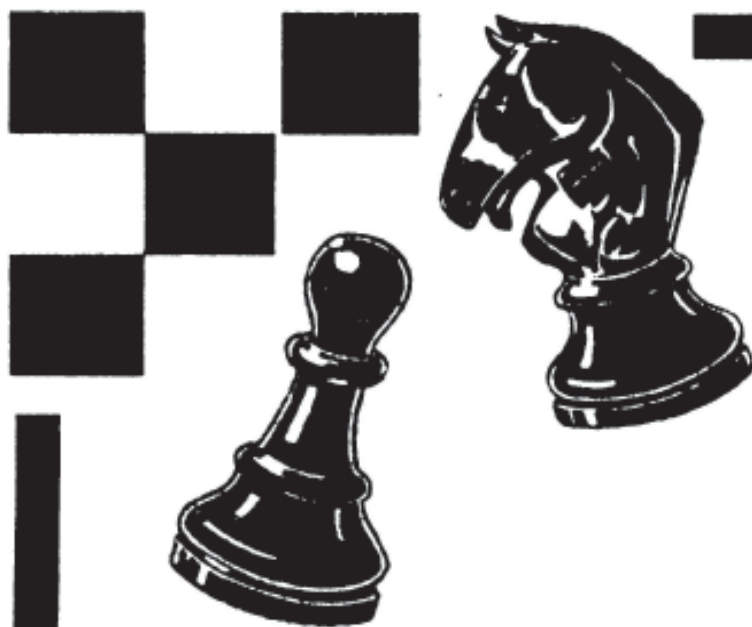
Let's not forget about drafting. In Magic online you may view all of the cards you have drafted while you continue to make your new picks. This "draft window" can further be sorted by color, rarity, and type to further aid you in drafting. This tool is so useful that other players will surely miss this feature when drafting in person.

Can We Say Prizes!

Prizes are great! Most tournaments are 8-player single elimination. They offer 8 booster packs to the winner, and 4 to second place. Keep in mind that you do get to use these booster packs for entry fees into future tournaments.

Weekend tournaments offer the best prizes since their events often have around 250 players offering 102 packs to

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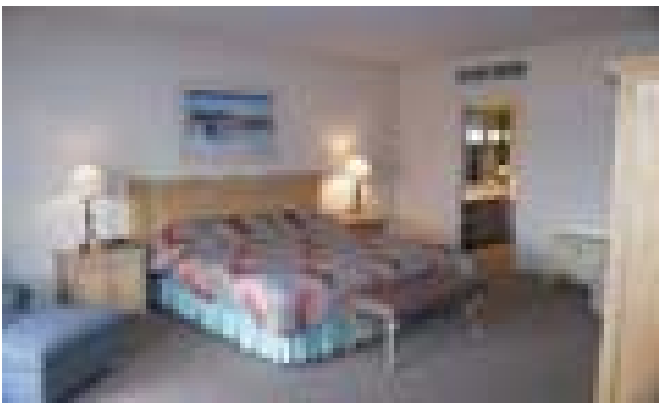


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AAA Four Diamond – The Arizona Kitchen

Time is short, the vote will be over the 4th of July weekend.
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NOW is the time to make your voice heard and

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for the AZ in 2004 Westercon Bid!

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

There will be a graduated scale of conversion to full membership in the Arizona 2004 Westercon
depending on the level of pre support.
Check our website at www.az-sf.org for more details.

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

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

or

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



Screening Room

Forty Years of Web-Swinging, Wall-Crawling Action *Spider-Man* by Shane Shellenbarger

It's a shame that it's taken forty years for Marvel Comics' greatest superhero, *Spider-Man*, to appear on the silver screen. At the same time, this film makes the wait worthwhile and co-creators Stan Lee and Steve Ditko can be proud that their baby has gotten into such a great vehicle. It's doubtful that an earlier film could have contained all of the elements needed to create this near-perfect tribute to the wisecracking wall-crawler. It has a great script, an accomplished group of actors, a director steeped in the mythos of Marvel, and a Special Effects group that made the impossible appear possible. Tobey Maguire portrays Peter Parker's innocence to fumbling perfection, Kirsten Dunst conveys herself believably as girl-next-door Mary-Jane Watson, and Willem Dafoe blends desperate scientist with ruthless madman to create a multi-faceted



character. Cliff Robertson as Uncle Ben and Rosemary Harris as Aunt May give caring performances that never step over the line into saccharine sweet schmaltziness.

Not that the film isn't without its flaws. Peter Parker's scientific abilities are talked about, but never demonstrated, Mary-Jane saves herself on the cable car too easily and she doesn't put together the clues of the Parker/Spider-Man identity until the end of the movie, spiders spinnerettes don't spin webs from anyplace near their jointed appendages (in the comic books, Peter Parker invented the web fluid and the web shooters), the history of Mary-Jane Watson and Gwen Stacy are used almost interchangeably (the bridge scene), and the biggest deviation that I won't mention in hopes of keeping the spoilers to a minimum, but if you've read any of the comic books you'll know immediately what I'm talking about. In spite of these problems and other nits too small to pick,

the changes made for the film and divergence from the established history of the character can be viewed as a sort of What If? The strengths of the film outweigh the weaknesses. Probably the biggest debate among film fans will be whose the better villain, Willem Dafoe as the Green Goblin or Jack Nickelson as the Joker (I vote for Dafoe.)

Sam Raimi's direction is perfect for this film and he has been signed to direct the next two sequels. Casting of the principals was spot-on and the cameos were a hoot look for Stan The Man Lee as a souvenir vendor, Lucy Lawless (*Xena on Xena*) as a punk rocker who thinks that a man with eight arms is sexy, Bruce Campbell (Autolycus, the King of Thieves on *Xena* and the title character in TV's *Jack of All Trades*, as well as the star of the movie, *Army of Darkness*, the third film in a trilogy directed by Sam Raimi) as the cage fight announcer, and Ted Raimi (Joxer the Mighty on *Xena* and the director's brother) as J. Jonah Jameson's beleaguered assistant, Hoffman. J. Jonah Jameson is portrayed to desk-pounding perfection by J. K. Simmons (Police Psychiatrist Emil Skoda on TV's *Law and Order* and as the voice of the yellow M & M in the commercials.)

Spider-Man has action enough for the kid in all of us and intelligence enough for the fan in most of us. True Believers assemble at your local theatre and enjoy. Nuff Said!

<http://www.marvel.com/>
<http://hubcap.clemson.edu/~ellisom/biomimeticmaterials/files/spiderbiology.htm>
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Spirit Stallion of the Cimarron
Voices: Matt Damon, James Cromwell, Bryan Adams and Daniel Studi
Directors: Kelly Asbury and Lorna Cook
Writer: John Fusco
Release Date: May 24 2002
Rating: G
Genre: Animation
Run Time: 82 Minutes
Distributor: DreamWorks

This film is a triumph for art and animation. The movements of the horses were natural. The graphics smooth and crisp. The colors were clear and bright. Judging from the credits it seems to be an interesting mix of traditional animation techniques and CGI.

A purist could quibble over the use of



DreamWorks presents the animated feature SPIRIT: STALLION OF THE CIMARRON
© DreamWorks

human expressions on the horses, but it was either that or have the horses talk. The writer chose the expressions. It worked well.

The story involves the relationship between the horse and two humans, the soldier who wants to break him and a young brave who ultimately befriends him. The backdrop is the Old West with its Indian wars, wild horses and wilder men.

Ultimately Spirit wins over both men, finds freedom and love, and lives happily ever after. How he gets there is a great story. — Gary Swaty

SF Tube Talk (Cont'd from page 1)

9 pm ET/PT time slot with *Farscape* moving back an hour to 10 pm ET/PT. Those of you who haven't been watching the series on Showtime but in syndication will have missed a whole season which has seen the downfall of the Tokra, the defeat of Colonel Frank Simmons (**John DeLancie**) and the departure/ascension of Daniel Jackson (**Michael Shanks**). Joining the team will be Jonas Quinn (**Corrin Nemec**), who appeared in the season five episode "*Meridian*". He is an archeologist/scientist who has left his world in part because of the events that led to Daniel Jackson's departure. Starting off the season is the two parter "*Redemption*" where Teal'c is reunited with his son after a tragedy and Earth comes under attack by the Goa'uld. In "*Descent*", the SG-1 team is trapped in a Goa'uld mother ship that has crashed into the ocean. In "*Frozen*", the discovery of a frozen woman near where the Antarctic stargate leads to the SG-1 team being infected by a mysterious illness.

"*Nightwalkers*" sees the SG-1 team investigate a scientist with connections to the Goa'uld and find a small town whose inhabitants are part of a secret experiment. In "*Abyss*", O'Neill is captured and tortured by the Goa'uld and receives a visit from an old friend. In "*The Other Guys*", a team of scientists (including Enterprise's **John Billingsley**) must help rescue the SG-1 team that has been captured by the Goa'uld.

At the end of *Farscape*'s third season, we saw John left behind as Aeryn Sun departed and Moya was sucked into a wormhole of unknown destination. In the season opener, "*Crichton Kicks*", Crichton's solitary existence on an ancient Leviathan is shattered when mercenaries storm the ship, intent on harvesting its flesh. The episode takes place some time after the season finale and Crichton has been living pretty much by himself long enough to grow a beard.. Following is the two parter "*What Was Lost*" where the crew's reunion is endangered when Crichton falls under the control of Commandant Grayza's mysterious and dangerous allure. In "*Lava's a Many Splendored Thing*", the crew becomes entrapped in a lava-filled cave after an emergency landing and fall prey to a mercenary squad with a hidden agenda. New characters this season include Sikozu (**Raelee Hill**) who finds Crichton in the season opener and Commandant Grayza who was introduced in the latter part of season three. Gone are Crais and it is also rumored that Jool (**Tammi MacIntosh**) will also depart early in the season. As with *Stargate SG-1*, *Farscape* will air in wide-screen format starting with this season.

To fill up their three hour Friday block, SciFi will begin airing *Night Visions*, the FOX attempt at a *Twilight Zone* like

(Cont'd on page 12)

Fan Notes

by Daryl F. Mallet

Sometimes it sucks being one of the young ones.

Why? Because at family gatherings, you have to sit at the fold-up card table, with the Slurpee cup, the Bugs Bunny bowl and the mismatched silverware. And then, one day, you get invited to sit at the Big Table, with the grownups and you think, *How cool is this?* But stop and remember that someone at the Big Table is probably gone in order for there to be room for you there.

Fortunately, in the world of Fandom, the table just expands and contracts concurrently with the number of people invited. Occasionally, though, someone who was at the Big Table before you does die.

Bruce Pelz died the day before I wrote this installment of the “ProNotes” column, so I asked Stephanie Bannon, my editor, if I could write a “FanNotes” column this month instead.

Because, you see, Bruce was a fan...or, more appropriately, a Fan. (I’m still not sure what the “official” distinction between a fan and a Fan is, but I know it when I see it, and Bruce was definitely in the Fan category. This, of course, is not to be confused with fen and Fen, which, I am told, can alternately mean a female fan or Fan, or is the plural for a group of fans or Fans...as well as low, flat, swampy land; a bog or marsh; and is also the name of one of my dogs.)

I met Bruce way back in 1988. I was a college student and working at the J. Lloyd Eaton Collection at the University of California, Riverside. It’s the largest cataloged collection of science fiction, fantasy and horror materials in institutional hands in the world. Bruce was a librarian at UCLA and a friend of my bosses and mentors, George Slusser and Robert Reginald. I’d just sold my first book ever to Borgo Press; it was a second edition of a science fiction and fantasy awards compilation that Robert Reginald had put together some ten years previous to that. It was no big deal in the world of writing; certainly nothing compared to what other local Los Angeles-based writers like Larry Niven or Jerry Pournelle or Ray Bradbury—the REAL writers—were doing. It was just a tiny reference book.

But Bruce felt that it was enough to send me an invitation to be a guest at Westercon 42 in Anaheim, California, in 1989.

“What’s a Westercon 42?” I asked, not having a clue what fandom was, nor that the convention circuit existed. But Anaheim was just the next town from where I grew up, so I was intrigued.

He laughed and the rest is history.

Westercon 42 was absolutely delightful. Where George and Rob introduced to me to the professional side of writing, the publishing, the authors, and my eventual career, Bruce introduced me to fandom and conventions. He introduced me to people who loved the writing, the books, the movies, the toys as much as I did. But, more importantly, he opened up a whole world to me...a world in which I actually FIT IN, where I didn’t feel like an outsider, where it was OKAY TO BE WEIRD as part of my living! (I was already playing in the SCA, but that was a hobby; this was not just a hobby, but would become my vocation.)

Who knew? I had only ever heard of Forry Ackerman, SuperFan, the guy who got the first Hugo Award ever, and I had previously met Jim Blaylock, Tim Powers and Dean Koontz in my hometown area. I never knew there were legion of fen and Fen! And here they were, mixing it up with the pros. I was nervous going to this unknown event, where I would be asked to get up in front of people and talk about writing. What did I know about writing? My then-fiancee-now-ex, Annette and I had breakfast at a little diner down the street from the convention hotel. There was this guy there that I THOUGHT looked familiar from pictures in *Locus*, having breakfast at the counter.

“Honey,” I said. “I think that’s Larry Niven!”

Smiling indulgently at her crazy boyfriend, she said, “Go say hello.”

I walked up tentatively and, in a rare moment for me, couldn’t think of a thing to say. I just stood there, grinning at him like an idiot.

He very slowly turned to me and smiled and said, “Yes?”

“Are...are...are you Larry Niven?” I managed to blurt out.

“Yes,” he said quietly.

“Wow! What do you say to a guy whose books you grew up reading?” I asked stupidly.

“How about hello?” Niven responded instantly, which made a lot of sense after he said it.

Grinning sheepishly, I said, “Hello.”

“Bring your lady over.”

I waved Annette over and we had breakfast with Larry Freakin’ Niven! In a nondescript diner somewhere in Anaheim, California. And Larry bought us breakfast! (One more thank you, Larry!) How cool is that?!

Then, at the convention, I stumbled around and accidentally met Jerry Pournelle, who stopped to talk to me. ME! ME, the fresh-faced, young punk, 20 year old, just-published-his-first-piece-of-writing-which-was-so-not-important-compared-to-the-great-fiction-he-was-writing writer!

Then Bruce showed up and rescued me from an altercation I got into with Harlan Ellison, who was busily trying to buy my Indiana Jones and the Last Crusade T-

shirt right off my back. How the heck was I supposed to know that THAT was Harlan Ellison? (Harlan later that weekend came to my book signing—one of the few who did—and we’ve been good since then.)

Bruce took me around and introduced me to the other pros at the convention, some of whom I’d already met, like David Brin, Greg Benford, Sheila Finch, etc., and some of whom I’d not, like Jonathan V. Post, Vernor Vinge, Dean Lambe, etc. He then introduced me to the convention staff and other fen/Fen...Len & June Moffatt, J. Shaun Lyon, Chaz Boston Baden, Christian Truelove, Glenda Monroe, Alice & Marty Massoglia, Pearl Strickler, Ron & Val Ontell, etc. I think he told them that I was the Green-Behind-the-Gills Newbie, with special instructions to keep an eye on me (so as not to piss off people like Harlan again!).

Needless to say, my first convention experience was marvelous. Although I didn’t have the exact words at the time, my friend and Arizona fan Wil Macdonald sums up exactly how I felt: “How long has this been going on, and why didn’t anybody tell me sooner!?!?!”

When I moved to Arizona in 1993, I didn’t really know anybody. I had already met a bunch of the fen/Fen of Arizona at the World Fantasy Convention in Tucson in 1991, but didn’t really know most of them. I remembered Adam Niswander, who had made the leap from bookstore owner and reader to pro writer, and I’d been running into Mike Willmoth, Jean Goddin, and Jim & Doreen Webbert at cons in California for years, but I didn’t know how to reach any of them when I first got here. Jammie had come to one of my book signings at WFC, remembered me, and invited me to something called DarkCon. There, I met Wil Macdonald, Laura Modine, Jeff Jennings, and Nola Yergen, which led me to the Dark Ones, the Corsairs, LARPing, and got me back into the SCA, which led to a wonderful ex-girlfriend, an even more wonderful current girlfriend, and a great group of friends (Smitty, Ethan Moe, Cody Barker, Rachel Phethean, Brendan Maclear, Julie Cain, etc.) [so—see?—fandom CAN really change your life!].

When I first found *Locus* at the Eaton Collection, I read every issue, cover to cover, from #1 (actually, I think there were 2 non-numbered issues?). Harlan Ellison’s well-written obituaries made me laugh and cry and feel like I really got a chance to know those who had passed before I was invited to the party, folks like Frank Herbert, Ted Sturgeon, etc.

I don’t want to read obits any more. But we’ve lost so many since then...so many I’ve been privileged to know. Too many... Just off the top of my head, I can think of literally dozens...Wendy Ackerman, Margaret Aldiss, Poul Anderson, Isaac Asimov, Ian Ballentine, Jean-Pierre Barricelli, Joan Benford, Marion Zimmer

Bradley, Tom Clareson, Brian Daley, Sprague & Catherine de Camp, Avram Davidson, Scott Imes, DeForrest Kelley, Gary Louie, Frank McConnell, Roddy McDowell, Robert “Ozzie” Osman, Bill Rotsler, Rick Sneary, G. Harry Stine, A. E. van Vogt, Lynn Williams, Roger Zelazny, Paul Edwin Zimmer...

And just in 2002, we’ve lost Jack Haldeman, Cele Goldsmith, Cherry Wilder, R. A. Lafferty, John R. Pierce, Henry Slesar, Jon Gustafson, Damon Knight, Joan Harrison, George Alec Effinger, Richard Cowper...

Forry Ackerman is critically ill and is not expected to recover (he is at Kaiser Permanente Hospital in Hollywood (Sunset Blvd. at Vermont), in Building H, Room 474A, which is in I.C.U. and would appreciate calls and letters and visits!)...

And now The Bruce is gone, too, and the obits and remembrances written by others on the LASFS site and in *Locus* help me know more about the man I was privileged to call colleague and friend.

So, all of you—both fen/Fen and pros—who have not yet gone to the great Convention Beyond, I’m sure this isn’t said enough times to enough people. I love you all. You’re the greatest. Thank you so much for your years of friendship, support, criticism, arguments, ridicule, good times, good food and drink, great conversations, help, and encouragement! You can’t choose your genetic family, but you can choose your extended family, and this is the best extended family I can think of.

My heart goes out to Elayne and Cecy Pelz (and Chocolate Moose). Bruce, I’ll miss you, old friend.

And I fear there will be too many more obits I’ll be reading in the years to come.

Sometimes it sucks being one of the young ones.

Bruce Pelz
Aug. 11, 1936 - May 9, 2002



Bruce Pelz, Fanzine Archivist, Fanhistorian, Fellow of NESFA, Worldcon Chair, "The Elephant," Fandom's Institutional Memory, passed away the evening of May 9th, 2002.

Bruce is survived by his wife Elayne, his daughter Cecy, and innumerable friends of all ages.

Messages, reminiscences, et cetera may be posted to the following web address:
<http://www.lasfs.org/lasfs/bruce/>

Gamers' Corner (cont'd from page 3)

the winner, 50 to second, 26 to 3rd and 4th, 14 to 5th – 8th, and 8 to 9th – 16th place. Excellent when compared to normal tournaments. As of beta it appears that online storefronts also sponsor these events offering a full real life booster to the winner as well. It simply does not get any better than this.

You do not, however, get any boosters you want. Prizes are always given from the most current set(s) being played in the tournament. If more than one booster is present or you are playing standard your packs will be split evenly among all available boosters in the newest Magic block.

The Difference With Deck building

The worst part of real life magic had to have been sorting through thousands of magic cards looking for those last few cards you need to add to your deck. With Magic online you can filter your cards by color, type, or even a keyword search that works very well.

As you are selecting cards to add to your deck, Magic online tells you how many lands, and creatures it contains, and has a stats button that will further tell you your deck composition, average mana cost, and what the chances are for drawing cards in your opening hand and then each turn thereafter. This is a very nice feature indeed.

Individual decks can then be saved, modified and/or traded to other players who can then use them assuming they have all of the required cards. Strategy web sites now list winning decks and then provide the magic online deck file with them.

It would have been nice had Thunder Lizzard provided a way for an online store (selling singles) to read this file so that they could automate future card buying abilities; however, as of beta these files are not easy to understand without the Magic online program to interpret them.

Lag

So far there have been several people complaining about enormous amounts of server lag during the beta test. In my experience lag time has been virtually non-existent. While I do use a cable modem, which supports very high Internet connection speeds, I think most of the lag complaints are due to bad Internet connection services. I know that my problems were do to Cox cable's inexperience since they just recently started offering the service themselves instead of using a third party.

Other players using Qwest, or other modem Internet providers were probably experiencing the same issues most of the time as well. It seems that any company can promise high connection speeds, but the government very rarely makes Internet providers prove it.

To cite my source search any online Arizona newspaper, and you will find

several recent (last month or two) articles in regards to Cox cable's problems. The city of Tempe threatened not to renew their contract due to lack of customer support recently.

F Bombs – What Every Parent Should Know

Perhaps the biggest negative on Magic online is the amount of foul language and overall bad player attitudes which, of course also frequent real life play. While Wizards and Lizard have been making every effort to filter out bad works players continually find ways to get around them, the four-letter F bomb being the most prevalent.

Wizards has a press release about the level of security being very high with Magic online, yet they have not been able

to master the problems with bad language when there will obviously be younger children playing Magic online as well. Let's just hope they can keep hackers out better than the chat rooms do.

Wizards has appointed Adepts (room monitors) for help and to monitor language problems, but most language problems appear within draft or the two player game windows. Be aware that each game you play is assigned a number, and recorded on your computer (for future play mistake review), but you can also send it in to report people ruining the gaming experience for you. Supposedly these

players will then lose their accounts and all of their paid for cards with it. This should help things out in the future.

Newbie Mistakes

I sincerely suggest you play a few of the free games and go through the tutorials even if you're a real life veteran of the game. To put things simply there is a slight learning curve especially for people who are used to playing the older version of Magic from

Microprose. While these two games look alike there are some differences in the interface that could cause you to take mana burn, or pass on your combat phase by accident.

Also make sure you really know the rules. The most common complaints about bugs etc, are due to people not really understanding the rules, and losing a tournament because of that is not the most fun.

What About The Bugs?

As far as bugs are concerned Leaping Lizard has done a great job, and it appears that most of the bugs have been worked out. Keep in mind that wizards expects you to report any bug, and to act as if the bug doesn't exist until they fix it. In other

words cards with the lure ability (as of this writing) are pretty much the only cards not working correctly. However, you should still assign all of your creatures to block it, instead of cheating the system. If you get caught it is loosely alluded that you may lose your account for un-sportsman like conduct.

Next issue we look at German superstar Wolfgang Kramer. We will look at several of his past Spiel des Jahres winners and take a peek at what his future has to offer. Until then send all comments or questions to shane@justgoplay.com and visit <http://www.justgoplay.com> for detailed reviews and pictures of other great board games.



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Videophile

Harry Potter and the Sorcerer's Stone
Warner's Home Video
DVD \$26.99, VHS \$24.99
May 28, 2002

Harry Potter is out on video May 28, 2002. I will not review the main film, as, if you haven't seen the film you have at least heard opinions on this film (or you live in a cave with no modern conveniences.) The film is one of the five (Since this changes very fast these days, I'm being safe. It was number 2) highest grossing films in history and is extremely faithful to the best selling book.

The internal special features are fun. There are a number of scenes that were cut from the movie and are available in this DVD, that in my opinion should not have been cut, even for time considerations. These scenes tend to help explain the plot



and contribute to continuity of the film.

The tour of Hogwarts is fun and somewhat interesting and is aimed at the younger viewer (pre-teen). Though an adult might enjoy going through Diagon Alley and other features they are definitely aimed at the younger viewer and do not challenge an adult.

For the film buff there are the theatrical trailers and interviews with cast and crew.

The DVD-ROM PC features do have some problems. The internal software to used view the DVD-ROM PC features was not real user friendly. You do need an internet connection and a microphone hooked up to the PC to use all the features effectively. When you get to them they add a lot to the fun of this video.

Just buying Harry Potter is a must for fantasy fans of all ages, but the added features increase the value to a recommendation by me as a must own for everybody. - **Barry Bard**

Harry Potter and the Sorcerer's Stone
Warner Home Video, 152 min, PG
VHS \$24.99, DVD \$26.99

We all know the story of Harry Potter by now and the best selling book has now been translated into one of the top grossing movies of all time. The release of this film on video is anticipated and rightly so.

Along with the movie itself, the DVD contains a lot of additional items. The deleted scenes are wonderful and really should have been included in the movie itself. Since there are only five of them I wonder how much more footage is out there (I'm imagining hours and hours....) perhaps we could eventually see a much longer director's version with all the deleted scenes reinserted. Aside from the obligatory cast and crew interviews the remainder of the extras seem to be aimed at the same age group that the books originally targeted. There is a trip to Diagon alley where you can go to Gringots for your wizard money and then off to Ollivander's to be chosen by a wand (I blew up the store several times before I picked the right one), a trip through the school itself, and enough more for an evenings entertainment all on its own.

The VHS version seems to have only the movie and some of the deleted scenes.

The DVD-ROM PC features require an Internet connection in order to access them and the included software to play them locked up two of our computers before it successfully installed on a third. On the other hand, you can enjoy the features simply by using your Internet browser and going to the Harry Potter website. Kids and adults alike will enjoy enrolling in Hogwarts and being sorted by the Sorting Hat.

I look forward to years of enjoyment with this DVD just as I enjoy re-reading the books regularly. Harry Potter, in the books or on the screen, is a bonafide classic. - **Stephanie L Bannon**

The HitchHiker's Guide to the Galaxy
Warner/BBC Home Video, 180 min, NR
DVD \$34.98

This is the DVD release that fans of Douglas Adam's HitchHiker's Guide to the Galaxy have been waiting for. Not only does it include the full episodic original version of the TV miniseries but it also includes a wealth of supplemental material about Adams and the whole HitchHiker's Guide phenomenon.

The six part, three hour plus, miniseries appears on video in its original form for the first time in a very good quality transfer. It looks much better than the early 90's video and laserdisc releases. It tells the story of Arthur Dent as he travels through time and space with the aid of Ford Prefect and the HitchHiker's Guide to the Galaxy. Made in the early 1980's, it had a slightly bigger budget than Doctor Who of that era (but not that much more) and covers parts of the original radio series and the first two novels of the series (no one version of the story is the same). Yes, Zaphod Beeblebrox's second head looks pathetic, but Marvin and the Guide animations still look great and Simon Jones IS Arthur Dent.

But the real joy in having the DVD is the extra material contained within. You get the Making of HHG special made in the early 90's with lots of interviews and

archival footage plus an additional 30 minutes of material compiled from the production of that special. There is convention footage and talk show clips from when the TV series debuted featuring the actors as well as some raw footage from the production. To make the supplemental disk complete is the BBC Omnibus Documentary tribute to Douglas Adams that was produced after his untimely death last year. It is a fitting video tribute to Douglas Adams with archival interview footage and tributes to Adams. - **Lee Whiteside**

Dracula - The Dark Prince
Artisan, 89 min, R
VHS \$44.99, DVD \$24.98

Those looking for a vampire movie need to look elsewhere. This Dracula takes us to the 16th century and the real Dracula, Vlad Dracul, the Prince of Rumania.

The film covers Vlad's life from his boyhood as a captive of the Turkish Sultan to his escape and then his campaign to free his country and keep it free from the Turks. We learn of the intrigue, betrayal and politics of the time, brother against brother, Catholic church against Orthodox church and all against the invading Turks. Is he a hero or a monster, well, it depends on your point of view.

Rudolf Martin stars as Vlad the Impaler and he is a good choice, his dark brooding good looks make Vlad both attractive and frightening at the same time. It is easy to see him as the loving father and devoted husband but the underlying darkness makes his brutality utterly believable. Others in the cast include Jane March as Vlad's wife Lidia, Michael Sutton as Vlad's brother Radu, Roger Daltrey as King Janos, and Peter Weller as Father Stefan

This film earns its R rating for a lot of violence and bloodshed, though none of it is gratuitous, this is a film that covers a violent time in our history. I found the film a fascinating telling of a story that has been appropriated by Hollywood and twisted to make it the basis for monster movies. I truly think it could have done without the cheap shot at the end that tries to tie the real Vlad with the fictional vampire but other than that this is definitely worth watching. - **Stephanie L Bannon**

The Others
Miramax, 104 min, PG-13
VHS \$106.99 , DVD \$29.99

The film begins with a scream as Grace (Nicole Kidman) awakens from what we assume is a horrible nightmare.... or is it? It is 1945 and the servants have disappeared, leaving Grace and her two children on their own in the fog enshrouded house. Three strangers arrive, apparently in response to Grace's ad for new servants, led by housekeeper Mrs. Mills (Fionnula Flanagan), and it is a toss up who is stranger, Grace with her overprotectiveness towards her children or the servants with their seeming

knowledge of the house's past. The atmosphere builds as the Grace's daughter Anne (Alakina Mann) claims to see first a mysterious boy and then other people in the house, there are sounds with no apparent cause and nothing is exactly what it appears to be. When Grace finds a photo album full of pictures of past residents of the home.

This is a real treat. Reminiscent of my favorite horror/suspense film, the original *The Haunting*, it is chilling without needing to rely on glitzy special effects. Throughout the film the suspense builds quietly towards a marvelous conclusion that, even though I have suspected it, was still a treat. The performances are great, this, rather than *Moulon Rouge*, is the performance for which Nicole Kidman should have received her Oscar nomination. The atmosphere produces goosebumps, all in all this is the best suspense thriller I've seen in years. - **Stephanie L Bannon**

Back To The Secret Garden
Artisan, 100 min, G
VHS \$14.98, DVD \$19.98

The Secret Garden was one of my favorite books when I was growing up and I was intrigued to see a movie sequel to the original. *Back To The Secret Garden* gives us an updated but still period version of the story.

It is 1946 and Misslewaith Manor has become an orphanage run by Lady Mary Craven (Cherie Lunghi), the orphan of the original story. Leaving the orphanage and the secret garden, in the charge of Miss Sowerby (Joan Plowright), Lady Mary travels to the USA. While there Lady Mary finds orphaned Lizzie (Camilla Belle) and sends her to England in exchange for a British orphan who needs medical attention in the US. She leaves the key to the garden with Miss Sowerby but the gate disappears and a new one must be installed.

While the garden is no longer secret it also isn't as lush as it was when young Mary first took care of it. The children are allowed into the garden only on Sunday's and it is no longer the magical place it was when Mary was young. In fact the garden is dying, not from neglect but from lack of happiness. Lizzie sneaks into the garden and finds the magical door though she cannot open it. After she finds the key she sneaks into the garden again. When Miss Sowerby learns that Lizzie can find the magical door she lets Lizzie work in the garden. Befriended by Robert (Alec Roberts) Lizzie brings the garden back to life. David Warner appears as Dr. Snodgrass, one of the instructors.

This is one of those rare film sequels that lives up to the original. The atmosphere is faithful to the original and children, as well as their parents, will enjoy the film. - **Stephanie L Bannon**

24 Frames (cont'd from page 1)

Even before it opened, **George Lucas** admitted it wouldn't bring in as many dollars as the webslinger, but he wanted to keep his movie in the better theatres. **Lucas** has to be disappointed that Clones could only be found in less than two dozen digital theatres across the country. With this movie being the first fully digital live-action movie (albeit with a ton of special effects), having only a limited number of places to see it that way is not what he envisioned when he committed to the digital format. If you have a chance to see it digitally, do so. Nevertheless, Clones opened with \$80 million for the opening weekend (plus \$30 million on it's Thursday opening day) and looks to continue to draw in big numbers for the next several weeks. It also drew in \$69 million in other parts of the world which didn't include big markets such as Japan and Korea.

With the big success of *Spiderman*, Marvel is looking forward to their other superhero movies on the horizon. Next up is *Daredevil*, starring **Ben Affleck** as the blind superhero, **Jennifer Garner** (*Alias*) as Elektra. It is scheduled to debut on February 14th next year. It will feature cameos by Marvel legend **Stan Lee** as well as director **Kevin Smith**, who recently has been writing for the *Daredevil* comic. In writing about the movie on his website, **Smith** claimed that this *Daredevil* may be "the best comic book movie we've seen since... maybe *The Rocketeer*". Also currently filming for a June, 2003 release is *The Hulk*. Directed by **Ang Lee**, it stars **Eric Bana** as Bruce Banner/The Hulk and also stars **Jennifer Connelly**, **Nick Nolte**, **Sam Elliott**, and **Josh Lucas**. The teaser trailer released with *Spiderman* has fans already anticipating this movie adaptation.

Also coming in May 2003 is *X2*, the next X-Men movie. It returns all the X-Men

from the first movie plus rumored appearances by Nightcrawler and Angel. Also in various stages of development are *Sub-Mariner* (Universal), *Ghost Rider* (Sony), *Fantastic Four* (Fox), *Dr. Strange* (Dimension), *Iron Man* (New Line), *Prime* (Universal), and *Punisher* and *Iron Fist* from Artisan.

With Marvel Superheros bringing in the big bucks at the box-office, many fans are wondering where the hell are the DC Superhero movies? Warner Bros. has had several takes on Superman and Batman as well as Catwoman in development, but none have yet been given the firm go-ahead. The closest to happening looks to be a Catwoman movie starring **Ashley Judd**. Latest reports are that French director **Pitof** has been signed to direct the movie with a script by **John Rogers**. In recent interviews, Judd has commented that she hopes the movie will start filming this year. A Superman movie is currently in development with **J.J. Abrams** (*Felicity*, *Alias*) writing a script. Rumors are that **Brendan Fraser** may take on the role but no casting is likely to happen until the script is finalized. Warner Bros. has likely paid for a half dozen or more scripts for possible Superman movies in the last several years, so don't hold your breath waiting for it. Less certain is the next take on *Batman*. They have a live action *Batman Beyond* movie in development as well as a *Batman: Year One* project and a possible *Batman/Superman* movie. Also in serious development is a *Wonder Woman* movie which at one time had **Sandra Bullock** inked to it. I'm sure the Warner Bros. accountants are looking at the *Spiderman* box-office numbers and are hoping that their movie people can get something out in the next couple of years that will be that successful.

Recently turning up at Warner Bros. is the film adaptation of **Orson Scott Card's** *Ender's Game*. **Card** has been working for

several years on getting the movie going and now has Warner Bros. involved with **Wolfgang Peterson** lined up to direct the film. The deal has come about from a detailed outline of the script that will combine elements from the original *Ender's Game* novel as well as the companion novel, *Ender's Shadow*. There's still a long ways to go before it hits the screens, but this looks like it may finally happen.

Of course the latest trailer release that has fans talking is for *The Matrix Reloaded* and *The Matrix Revolutions*, both scheduled for 2003. In an interview with SciFi Wire, **Joel Silver** talks about what to expect from the movies in the way of special effects in light of how the effects from the first movie have been used all over the place: "For a while ... I bet they [the **Wachowski** brothers] thought it was flattering. But after a while, they kind of got angry about it. So they decided that, in these two movies, they would create visual effects that could never be copied. So we have done visual effects for the movie that, because of the time that we took to make them and the cost, will never be seen again. So I really think that the bar has been raised so high that, you know, there is no bar. This will end the way movies have been made up to now, because they can go no further."

Let's not forget *The Lord of the Rings* this issue. As announced, a special preview of "*The Two Towers*" was added to the end of "*The Fellowship of the Ring*" in March. New Line also announced an August 6th DVD release of the theatrical version of the first movie with a ten minute preview of "*The Two Towers*" as well as two hours of supplemental material. However, it will be followed on November 12th by a "*Special Extended Edition*" which will have 30 minutes more footage than what was shown in the theatres. This will come with

July 12 - *Reign of Fire*
 July 19 - *Stuart Little 2*, *Halloween: Resurrection*, *Eight Legged Freaks*
 July 26 - *Austin Powers in Goldmember*
 July - *The Powerpuff Girls Movie*
 Aug 7 - *Spy Kids 2: The Island of Lost Dreams*
 Aug 16 - *Pluto Nash*, *The Tuxedo*
 Fall Release Dates: *Harry Potter and the Chamber of Secrets* (Nov 15), *James Bond 20: Die Another Day* (Nov22), *Star Trek: Nemesis* (Dec 13), *Lord of the Rings: The Two Towers* (Dec 18 or Dec 25)

Scooby Doo - **Sarah Michelle Gellar**, **Freddie Prinze Jr**, **Matthew Lillard**, and **Linda Cardellini** bring the cartoon characters to life along with a CGI Scooby Doo. **Rowan Atkinson** also stars as the dastardly bad guy. Advance word is that it's not very good, but it will still draw in lots of people who grew up watching the cartoon misadventures of the original Scooby Gang.

Lilo & Stitch - This new Disney movie isn't based on a fairy tale, but tells a tale of a young girl's close encounter with the galaxy's most wanted extraterrestrial. Lilo is a lonely Hawaiian girl who adopts a small ugly 'dog,' whom she names Stitch. Stitch would be the perfect pet if he weren't in reality a genetic experiment who has escaped from an alien planet and crash-landed on Earth. Through her love, faith and unwavering belief in "ohana" (the Hawaiian concept of family), Lilo helps unlock Stitch's heart and gives him the one thing he was never designed to have - the ability to care for someone else. It stars the voices of **Tia Carrere**, **David Ogden Stiers**, **Zoe Caldwell**, **Kevin Michael Richardson** and **Daveigh Chase**.

Minority Report - Based on the short story by **Philip K. Dick**, *Minority Report* is set in a 2054 Washington D.C. judicial system in which killers are arrested and convicted before they commit murder using a psychic technology. **Tom Cruise** is the head of this Precrime unit and is himself accused of the future murder of a man he hasn't even met. Directed by **Steven Spielberg**, it also stars **Colin Farrell**, **Samantha Morton**, **Peter Stormare** and **Max Von Sydow**.

Men in Black 2 - Looking to set new Box Office records over July 4th weekend is the sequel to the popular *Men in Black* movie. **Will Smith** (J) and **Tommy Lee Jones** (K) return to fight a new alien threat spearheaded by **Lara Flynn Boyle** as Serleena. Lots of good bits and alien wackiness is apparent in the new trailer.

Halloween: Resurrection - In this latest edition of the Halloween series, a publicity stunt webcast of kids lured into Michael Myers' house turns violent, and the viewers can only communicate to the victims via a portable e-mail device.

Eight Legged Freaks - The Giant Spider movie to end all Giant Spider movies. In this sendup of monster movies, the residents of a rural Arizona mining town discover that an unfortunate chemical spill

(Cont'd on back page)



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four DVDs with the movie taking up two of them and over six hours of supplemental material The extended version will likely come with an "R" rating for more graphic violence.

Movie previews for June & July
 June 14 - *Scooby Doo*
 June 21 - *Lilo & Stitch*, *Minority Report*
 July 3 - *Men in Black 2*

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\$20 Jan 1 - June 30, 2002
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Contact Info

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

Location Info

Embassy Suites North
2577 W. Greenway Rd;
602-375-1777
800-527-7715
Standard: \$74 S/D
Executive Suite \$94 S/D/T/Q
Rooms **INCLUDE** a full breakfast
and Happy Hour

PRIZE DRAWING

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

Miniatures Painting Contest

Bring your miniatures to enter in our
contest or simply stop by the Dealer's
Room to admire the work of others. We
plan to have some paint demos and
possibly a FEMO demo too. For more info
contact Gus at contest@casfs.org

Used Game Auction

I'm sure everyone is looking forward to
our wonderful Used Game Auction. Bring
the games you no longer play and bring
your cash for all those games you've been
looking for. For more info contact Mark at
auction@casfs.org

Full Consuite

HexaCon is pleased to provide a fully stocked Consuite for our members. Stop by to relax
before that next campaign starts or relax and relive the campaign that just ended. Since
we are in a new hotel we will have a couple of restrictions on taking food and/or soda
out of the Consuite. The policy will be clearly posted in the room. We look forward to
seeing you.

Miniatures & Battletech At HexaCon

Tucson's 13th Heavy Metal Legion Battletech Mechwarrior group makes its
first appearance at Hexacon with a series of three Classic Battletech games, on
3D Battlescape Geo-Hex with Z-scale buildings, trees, and other terrain
features.

Friday Night, the elite Knights of BlackRook Company will take on all
challengers with a Level 3 Mixed Clan and Inner Sphere tech free for all.
Custom mech designs in Heavy Metal Pro format will be accepted. Hand made
custom designs must be input and verified onsite, so check in early for "King of
the WaterHole".

Saturday Evening, the Clan Nova Cat and the Wolf's Dragoons will duke it
out. Equal pre-generated Level 2 forces, matched by BV, will contest
possession of a manufacturing district in "Cats and Dogs, 3060".

Sunday Afternoon, the 13th Heavy Metal Legion will battle Team Banzai for
possession of a lost Star League Era Naval base on an airless moon orbiting a
gas giant. Equal pre-generated Level 3 forces, matched by BV, will fight it out
in low gravity with vacuum rules for fabulous Lostech in "Merc Wars, 3065".

In addition, there will be Mech Scale Union and Leopard Class Dropships,
hordes of carefully painted battletech miniatures, and a complete Battletech
scale city on display. We have contacted WizKids and hope to be able to demo
the new Mage Knight Battletech: Dark Ages game.

See the Hexacon 12 website for game schedules, or contact
buckwally@earthlink.net for more details or the schedule a game

Anime Room

We are running a 24-hour anime room,
from beginning to end of con, mostly
game-related series. So if you need to
take a break from gaming proper,
anime room is there! If there is
something special you would like to
see contact Carlos at
Anime@casfs.org

Dealer's Room

Currently the following dealers are
tentatively scheduled to be at HexaCon

The Master Gamer
Barry Bard
Michael's Magic
Imperial Outpost
Samurai Comics
Game Depot

For information about reserving a table in
the dealer's room please contact Len
Sippel at Hex12dealers@casfs.org

Game Chits

In order to give everyone a fair chance to
sign up for games we will be reinstituting
the game chit system. Details will be
posted on our website and at Registration.

Special Events

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

Chess Federation

HexaCon Chess Challenge

If you can keep our Chess expert from checkmating you in 2-minutes of his playing time in a HexaCon Challenge Match, We will give you a free membership to HexaCon 13!*

That's right, you don't even have to beat him.

Regardless of the position on the board, if two minutes passes on our expert's clock and he hasn't won the game you will get a free membership to HexaCon 13. You do not have to win the game. A draw or even an unfinished game is sufficient..

We are limiting this to up to 10 free memberships, first come first serve. One challenge per member only, for the free membership. Stop by and challenge him based on your schedule (limited to our expert's availability) or if you prefer play in a scheduled simultaneous challenge match with no time limit.

There is no Challenge registration cost or limitation on HexaCon members to challenge. Nothing to lose, everything to win. The burden & risk is on us. Stop by between your other games.

* We reserve the right to limit individual challenge matches time to 30-minutes each. That's 2-minutes for our expert and 28-minutes for you.

* Any player rated at or above 1800 by the USCF must play at even time of 5-minutes playing time each.

If your time runs out, you are checkmated, or you resign, then Sorry, no free membership. However, if you Checkmate our expert, Draw, or he runs out his 2-minutes, we will award you a free membership to HexaCon 13.

We will only award these memberships until we have awarded up to 10. We will stop accepting challenges once this limit is met.

Vegas Fun Chess

Now you can try your LUCK at Vegas Fun Chess at Hexacon XII.

Luck at chess??? Yes, Luck!!

Vegas Fun Chess adds the element of luck through the use of dice to determine the pieces that can be moved on your turn.

Of course, traditional chess and many other variations of chess will also be available at the Chess Club at Hexacon XII.

For more information contact Myron or Rachel Lieberman at azchess@aol.com

Steve Jackson Games

A great selection of Steve Jackson Games are planned for HexaCon. If you would like to request a game or if you want more info please contact Jessie at [<SJG@casfs.org>](mailto:SJG@casfs.org)

Volume 12 Issue 3

Scheduled Events Include

(Schedule subject to change - Check our web page at www.hexacon.org for updates)

White Wolf

It has been said that from behind the screens of the Kindred's societies that the Elders guide their pawns across a multitude of chessboards. That their power is undeniable. What happens when the pawn flees the chessboard? For times endless the Cliath's of the Garou Nation have been indoctrinated in the individual beliefs of their Tribes. But when those teachings fail what choices will they make and what will the consequences be?

At HexaCon 2002 you will have the chance to test these ideals. This story



centers on the schemes of an Elder and the orders of a Sept Leader. Both desire the same goal, which is locked away inside a bank vault, but how to get them? Should they work with the Wyrms to gain a greater prize? Or should they slay each other and to the victor goes the spoils?

This tournament, put on by The Wrecking Crew, a White Wolf Demo Team, will be held on both Friday and Saturday. Pregens will be provided with the opportunity to customize. Prizes will be awarded on both Friday and Saturday.

For answers contact David Martin at davidshome@mindspring.com

Sanctioned Magic & CCG Tournaments

We have a variety of tournaments and fun event planned for HexaCon this year. A few will require an extra fee but others will not. If you would like to schedule a game or if you have any questions please contact Ray at CCG@casfs.org



RPG

A great variety of RPG and RPGA events are planned for HexaCon this year. If you would like to schedule a game or if you want more info please contact Harley at rpg@casfs.org

Board Gaming

For additions or changes, and to guarantee your table please contact: Phil McElfresh [<boardgames@casfs.org>](mailto:boardgames@casfs.org) In addition to the below scheduled games, open gaming will last from Thursday, July 25th 9AM to Sunday, July 28th 3PM

Friday, July 26

10AM_2PM - Novanon, Gary Goodman, 9 players
3PM_7PM - Chaostle, Mark Jacobs, 8 players
Noon_4PM - Star Fleet Battles Tournament, Robert Snook, 32 players
5PM_9PM - Star Fleet Battles Tournament, Robert Snook, 32 players

Saturday, July 27

10AM_2PM - Novanon, Gary Goodman, 9 players
10AM- 2PM - Successors, Bill Banks, 4 players
Noon_4PM - Star Fleet Battles Tournament, Robert Snook, 32 players
Noon_4PM - Talisman 2nd Ed, Phil McElfresh, 6 players
3PM_7PM - Chaostle, Mark Jacobs, 8 players
3PM-7PM - Successors, Bill Banks, 4 players
5PM- 9PM - Star Fleet Battles Tournament, Robert Snook, 32 players

Sunday, July 28

10AM_2PM - Chaostle, Mark Jacobs, 8 players
10AM_2PM - Novanon, Gary Goodman, 9 players
10AM_2PM - Star Fleet Battles Tournament, Robert Snook, 32 players

Computer Gaming

The Half Life Series

Half Life, Counter Strike, Day of Defeat, Opera, Team Fortress Classic.

Unreal Tournament

Quake 3

Red Faction

Return to Castle Wolfenstein

Jedi Knight 2

Aliens vs. Predator 2

Tribes 2

Ghost Recon

Serious Sam 1 + 2

Medal of Honor Allied Assault

Rune – Hall of Valhalla

If you would like to suggest a game or if you want more info contact Wally at Hex12computers@casfs.org

LARP EVENTS

Friday 6pm-12am

FADING SUNS - Outpost Void-Control: In the far future, an Empire of warring noble houses and shrewd merchants scheme alongside a powerful church in an effort to control a newly discovered solar system. Join us for an innovative LARP game filled with political intrigue and territorial battles waged between the brilliant stars of a distant universe. <http://www.25.brinkster.com/descendingform/void-control/>

Saturday 12pm-4pm

7th SEA - Through the mysterious waters of Theah, two ships head towards an exotic island. Captain Abreham Bjormen leads his men in exploration of an ancient artifact, hidden in the treacherous jungle. Captain Velensio follows closely with the Banshee and his villainous crew. He has caught wind of Abreham's quest and plans to snatch the fortune from under his nose. Come join the swashbuckling adventure.

VAMPIRE THE MASQUERADE - In a World of Darkness who can one truly trust when the City is ruled by the damned? After all, Mortals aren't the only ones who have wars. Join us for intrigue and the unexpected as you try to hold a City together that is being torn apart by the Enemy, both inside and out, keep your secret life a secret and maintain the few trappings of humanity that you have left.

WEREWOLF THE APOCALYPSE - Call to Arms! A Garou child has been stolen. One whom the Theurge's say will someday be a great warrior and lead you in the defeat of the Wyrms. The babe's death will herald the beginning of the end. Are your pack mates strong enough to recover him? Join us as the Garou nation tries to stave off the end of the World in a battle that Fate has already weighed against them.

CHANGELING THE DREAMING - The people of the City have been Plagued by Nightmares for a month. Children cry in! their beds and parents argue instead of laugh. Banality watches you from every street corner, your ever present foe. The City is dying and so are you. Join us as the Realm of the Fae seeks a remedy to the malady of the City, failure means to be undone.

Pokemon Live Action 3 continue the series of Live Action Games which started at Hexacon 10. The live action game is based upon a convergence of the TV Series, Video Game and CCG. The system is expanded to have 'Episodes' attached to each Gym Leader. These are stories within the bigger picture.

In this season the Trainers, Gym Leaders, pro-fessors and Pokemon have come to help explore a particular ancient civilization of Johto. With the Trainers and their Pokemons help the Gym Leaders may unlock the mysteries of the Ruins of Alph. Of course maybe not all of those secret should be revealed especially with Team Rocket around.

To schedule a LARP contact Lori at LARP@casfs.org

SF Tube Talk (Cont'd from page 5)

anthology series that aired on FOX last summer. SciFi will show the three episodes that FOX didn't air. It will air at 8 pm ET/PT and again at 1 am ET/PT on Friday nights starting June 14th.

Debuting on USA Network on Sunday, June 16th at 10 pm ET/PT will be a weekly series based on **Stephen King's The Dead Zone** novel. Originally developed for UPN, USA picked up the series for a thirteen episode summer run. It is being produced by **Michael** and **Stephen Pillar** and is utilizing several former **Star Trek** writers that **Michael Piller** has worked with before. Starring as Johnny Smith is **Anthony Michael Hall** with Sarah being played by **Nicole deBoer** (Ezri Dax on **Deep Space Nine**). As with the novel, after being in a coma for six years, Johnny is able to see into the lives of other people with psychic powers. Johnny must deal with how his life has changed, including his former fiancée, Sarah, who is now married and has a son.

Also starring are **David Ogden Stiers** as Reverend Gene Purdy, **Chris Bruno** as Sarah's husband, Sheriff Walt Bannerman, and **John L. Adams** is Bruce, Johnny's trainer, best friend, and life advisor.

The first two episodes, "*The Wheel of Fortune*" and " " will set up the series,

following the initial premise of the novel. The third episode, "*Quality of Life*", sees Johnny return to teaching and a vision reveals that one of his students, a hockey player, may have a serious heart condition



© USA

but there is no medical evidence to support him. "*Unreasonable Doubt*" sees Johnny called in for jury duty and his powers seem to indicate a different verdict than the overwhelming evidence to the contrary. In "*Enigma*", Johnny has a love affair of sorts with a girl from a vision of the Stage Door Canteen from 1945. In "*The House*" Johnny's house seems to come alive as he begins to have horrifying visions of his mother's life and suspicious death.

"*The Siege*" sees Johnny trapped in a bank in a hostage situation where he "must play a bizarre game of chess with fate, trying to manipulate both the events and a bank robber in order to produce a safe outcome for everyone. Each move that he makes in the present has a consequence that changes the future."

I'll go out on a limb and say that the series looks to be worth catching. It may just be good promotion on the official web site (lots of info about the series and regular postings by producer **Michael Pillar**). Check it out: www.thedeadzone.net.

Debuting the same night on TNT at 8 pm ET/PT will be the second series of **Witchblade**. TNT will air the first two episodes as a movie with the regular weekly episodes airing Monday night at 9 pm ET/PT. The end of the initial series saw **Sara Pezinni** use the Witchblade's one time capability to turn back time to bring her all the way back to the beginning of the series, before she got the Witchblade, before her partner was killed, before anything that we saw last season happened. According to the producers, this season will go off in a different direction and will not spend time revisiting the stories from the first season. All the cast from the first season returns, working their way into Sara's life in different ways this time. In the two hour opener, **Yancy**

Butler's father, **Joe Butler** (of the *Loving Spoonful*), plays Arnold Buck, an ex-cop whose runaway teenage daughter, Debbie, has become a stripper on an adult Web site. After Debbie's boss is murdered live on the Internet, Arnold is fingered as a suspect. Sara Pezzini pays Arnold a visit to investigate. The official synopsis of the episode describes it as "it's a case of deja vu when Sara Pezzini is once again chosen to wield the Witchblade. But when the sinister Kenneth Irons vows to take the powerful weapon from her, can she master its powers in time to defend her destiny?". In the episode that follows, "*Destiny*", "Using the powers of the Witchblade, Sara saves the life of her partner, Danny Woo. But when Irons procures an ancient weapon, can she save herself as the battle for the Witchblade turns into a fight to the death?" In the first Monday episode, "*Agape*", "as Sara and Danny investigate a series of bizarre drug-related murders, rookie detective Jake is pulled into a sting with a questionable cop. Now Sara must learn to use the Witchblade to solve the crime and save Jake before it's too late."

However, there may be an interruption to the series schedule since at press time it was reported that production had been halted after six episodes had been filmed. An official statement issued by TNT

(cont'd on page 13)

SF Tube Talk (Cont'd from page 12)

states, "series star **Yancy Butler** has voluntarily checked herself into a rehabilitation center for alcohol treatment. We wish her all the best."

Over on Showtime, **J. Michael Straczynski's** post-apocalyptic series **Jeremiah** continues. I would really like to preview the upcoming episodes but Showtime hasn't made any info available and **Straczynski** hasn't been posting much info on the series that is finishing up production in Vancouver. With the departure of **Stargate SG-1** from Showtime (aside from fifth season repeats), the new SciFriday series **Odyssey 5** will debut on June 21st at 10 pm ET/PT with a 90 minute movie. In the series opener, the crew of the space shuttle "Odyssey 5" must travel five years into the past to unravel the secret of Earth's destruction--while dealing with the complicated problems caused by altering the chronology of their lives. It stars **Peter Weller** as Chuck Taggart, **Sebastian Roche** as Kurt Mandel, **Leslie Silva** as Sarah Forbes and **Tamara Craig Thomas** as Angela Perry. In the first regular episode, "Shatterer", The Odyssey 5 team tracks down a suicidal artificial life researcher who reveals that his research could have disastrous implications for the human race.

Looking to the networks and syndication, we had a lot of shock endings and cliffhangers for returning shows. So that you don't have to worry all summer about what happens, here are my predictions:

Buffy - Spike has now been cursed with a soul. He still won't be accepted by the Scooby Gang but finds that he can hurt humans who are evil.

Angel - Connor will learn the truth about Holtz's death and help rescue Angel and become a regular member of Angel Investigations (he's listed as a regular next season by The WB, along with Cordelia, Wesley, Gunn, and Fred). Cordelia will reject her new status with the powers that be and return to the fold.

Alias - The liquid isn't water but some sort of liquid containing oxygen and Vaughn will not drown (or he finds an air pocket - He's listed by ABC as being in the new season).

Andromeda - Beka and Tyr climbed into escape pods or some sort of protective chamber at the last second.

Enterprise - T'Pol and the Vulcan scientists follow Archer into the 31st Century to bring him back or Future Guy allows Silik to rescue Archer, take your pick.

Smallville - Clark realizes he can fly and rescues Lana. The Reporter from the Inquisitor is also sucked up by a tornado and realizes it would be nice if he could fly as well right before he hits the ground... Lex will let his father die, allowing him to save the Smallville plant but the LutherCorp board won't let him take control of the company.

Special Report: Fall Season Network & Syndication Preview

by Brian Ford Sullivan, Editor-In-Chief, The Futon Critic
<http://www.thefutoncritic.com>

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Here's the scoop on all genre series:

Returning is **Alias**, **Angel** (moves to Sundays at 9:00/8:00c), **Buffy the Vampire Slayer**, **Charmed** (moves to Sundays at 8:00/7:00c), **Enterprise**, **Futurama**, **Sabrina, the Teenage Witch** (moves to Fridays at 8:30/7:30c), **Smallville**, and **24**.

Canceled are **Dark Angel**, **Glory Days**, **Greg the Bunny**, **Mysterious Ways**, **Roswell**, **Wolf Lake**, and **The X-Files**

And here's all the new series with any sort of sci-fi/fantasy lean to them set for a fall 2002 debut:

BIRDS OF PREY (Wednesdays at 9:00/8:00c on the WB) -- The Batman legend is about to take a very unexpected turn. With "**Birds of Prey**," the producers of "**Smallville**"

masterfully combine the human drama of their hit WB series with a stunning cinematic visual style. It begins with New Gotham in chaos. In one night, Catwoman is murdered and Batgirl falls in a rain of gunfire, victims of The Joker's wrath. With his true love dead, The Caped Crusader flees the city and Batgirl, now confined to a wheelchair, redefines herself as "Oracle" (**Dina Meyer**, "**Beverly Hills, 90210**"), a master of cybernetics and weapons design. She takes under her wing the secret daughter of Batman and Catwoman, "Huntress" (**Ashley Scott**, "**Dark Angel**"), who is as fierce as she is beautiful. Powerful, haunting visions lead a third young woman, Dinah (**Rachel Skarsten**, "Virginia's Run"), to their secret Clock Tower lair. The trio is complete. They are now the Birds of Prey, determined to

battle crime in a New Gotham laced with bold new villains. Shemar Moore ("**The Brothers**") and Sherilyn Fenn ("**Twin Peaks**") also star. From executive producers **Laeta Kalogridis** ("**Lara Croft: Tomb Raider**"), **Mike Tollin**, **Brian Robbins** and **Joe Davola**, "Birds of Prey" is produced by Tollin/Robbins Productions and Warner Bros. Television, based on the popular DC Comic.

DINOTOPIA: THE SERIES (Thursdays at 8:00/7:00c on ABC) -- Have you ever

seen a brachiosaurus taxi cab? A library run by Stenonychosaurus? A city built on towering waterfalls? Only in Dinotopia, a lost world where man and dinosaur live together in harmony. The series picks up where May's mega mini-series leaves off, following a father and his two sons as they struggle to adapt to a land technology and humanity forgot. Our heroes will discover new challenges in every episode as they explore the perils

(cont'd on page 14)



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ReAnimation (cont'd from page 1)

This DVD contains 12 episodes of the show. These are more in the line of the cartoons one sees on TV than a full fledged series. It also doesn't really seem to have anything to do with the original Oh Goddess series. That said, these are enjoyable in an off beat sort of way, though if you have a low threshold for cute you might want to avoid these since they are extremely cutesy. The Godzilla parody was the one I enjoyed most. While it is rated 13+ I saw nothing that would truly warrant that rating and it truly seems aimed at the 7 and up crowd. The violence is all of the typical cartoon, slapstick variety and since each episode is approximately seven minutes long including opening and closing credits it seems tailor made for the younger crowd. - **Stephanie L Bannon**

Batman The Animated Series - The Legend Begins
Warner Home Video, 110 min, NR
VHS \$14.95, DVD \$19.98

Batman, The Animated Series aired in 1992 and found an audience that crossed the age barrier, in our home an equal number of adults and kids watched the show. When we were looking for something to view the other evening the adults chose this DVD and we all enjoyed it.

The Legend Begins is just that, the initial five episodes of the TV show. They pit Batman against some of our favorite super villains - Man-bat, the Scarecrow, and Poison Ivy, the Joker. Voiced by Mark Hamill, the Joker is featured in two of the episodes

Extras on the DVD include the theatrical trailer(s), a "How to draw Bat-man" feature, a "Life on the Edge" game, and conversations by director Bruce Timm

I look forward to future releases of the rest of the series - **Stephanie L Bannon**

We are pleased to features reviews from tow of teenaged reviewers in this issue

Card Captor Sakura- Sakura Fight
Pioneer, 100 min, 13+
VHS \$24.98, DVD \$29.99

In Card Captor Sakura, Sakura Fight, Sakura takes a short field trip to the zoo. Her class is split to do separate reports on their assigned animal. This time, Sakura, captures the Power Card after a long and hard game of tug-of-war. This anime was really worth it. I really liked it for the amusing puns and actions of Sakura. - **Sean Martin**

Card Captor Sakura- Vacation Daze
Pioneer, 100 min, 13+
VHS \$24.98, DVD \$29.99

In Card Captor Sakura, Vacation Daze, Sakura goes to the beach. During her vacation she hears an eerie story of a class

disappearing in the same cave she is to go to the next day. Sakura ends up capturing the Erase Card. Then, Sakura goes to her father's summer home and meets a nice old man that she seems to remind him of his granddaughter. This one was very good. I liked it for it was very amusing and it gave me a very good emotional feeling. - **Sean Martin**

Card Captor Sakura- Friends and Family
Pioneer, 100 min, 13+
VHS \$24.98, DVD \$29.99

In Card Captor Sakura, Friends and Family, Sakura tries to help her father to finish his studies and presentation, but the Sleep Card becomes a problem. With the Song Card, Sakura hears a beautiful song and one of those "seven tale" ghost stories. Finally with the Little Card, Sakura finds out what it's really like to live in a "big house." This volume of Card Captor Sakura was very amusing. There were a few puns that I really enjoyed. - **Sean Martin**

Card Captor Sakura- Magical Mystery
Pioneer, 100 min, 13+
VHS \$24.98, DVD \$29.99

In Card Captor Sakura, Magical Mystery, Sakura finds herself in a great deal of trouble and the Mirror Card isn't helping. First the Mirror Card tricks Sakura's friends into thinking that she is a bad girl. Then two cards are mysteriously linked to Sakura's new substitute math teacher. Even because of this beautiful and mysterious lady, Sakura starts having a weird dream. I like this one for it's very emotional and lots of fun. - **Sean Martin**

Card Captors- Firestorm
Pioneer, 75 min, All
VHS \$14.98, DVD \$24.99

In Card Captors, Firestorm, Sakura has a mystical dream. A shadowy figure stands at the radio tower, and Sakura can't quite make it out. Even worse is that the cards are disappearing and this is no joke. Sakura has to figure it out and hopefully not on her own. This one wasn't half-bad, but if you're looking for funny anime, I would not recommend this one. - **Sean Martin**

Card Captors- The Best of Friends
Pioneer, 75 min, All
VHS \$14.98, DVD \$24.99

In Card Captors, The Best of Friends, Sakura's destiny slowly unfolds as Sakura fights the Water and Twin Card. Sakura has the same mysterious dream but another character is involved. As Sakura learns of Yue, she learns that being a card captor is not all it's cracked up to be. I liked this one for its suspense and mystery. Plus I love Sakura's cute act. - **Sean Martin**

Card Captors- End of Days
Pioneer, 75 min, All
VHS \$14.98, DVD \$24.99

In Card Captors, End of Days, Sakura fights the final clow card, Earth. Once captured Sakura learns a little more about Yue and the final judgment. Sakura learns that it's true that magic really does come from the heart. This one I liked for it was very serious and emotional, a perfect ending. - **Sean Martin**

Tenchi Muyo 7 - Showdown
Pioneer, 62 min, G
VHS \$14.98

When Washu makes a robot copy of herself, to make up for 700 lost years, Mihosi messes up the experiment. The robot goes totally different from the way it was supposed to be. After the second try I think that Washu should give up. In "No Need For Memories" Tenchi's memory seems to be reminding him that he forgot something.... something very big. In "No Need For An Archrival" a new space-cat-bunny-thing shows up. The rest of the household thought it was cute when the two fell in love; but Ryoko looks like she's seen a ghost when she sees the newcomer. It's her arch-rival's ship, Kem-Ok! Ryoko searches out her rival, a bounty huntress named Nagii and the fight begins. - **Heather Schulz**

Tenchi Muyo 8 - Time Tripping
Pioneer, 65 min, G
VHS \$14.98

Washu, the super genius, is the only girl in the Masalai household who doesn't love Tenchi except for maybe Sasami, Ayeka's little sister. (even Rio-Ok! loves Tenchi, is it a cat, a bunny, or some other weird animal?). When Washu, makes a device that makes the world the way the user wants it. Unfortunately every other girl in the house uses it at practically the same time, even Sasami and Rio-Ok! have a try (they create the world together) and the machine overloads. Will Tenchi be stuck in millions of different universes? Can he get back to his universe? Watch and find out! - **Heather Schulz**

Tenchi Muyo 9 - Escape To Space
Pioneer, 65 min, G
VHS \$14.98

Ryoko, Ayeka, and Sasami are arrested. My reaction is, what is up with that? Ayeka and Sasami are the princesses of the planet Jerai. The reason they were arrested was because they were plotting to take over the government on the planet Jerai. They would have been made Queen in a little while so what could have been the point in taking over? The episodes were hilarious so I would watch the movies if I were you. - **Heather Schulz**

SF Tube Talk (cont'd from page 13)

and promise of this utopian landscape. *"Dinotopia: The Series"* stars **Erik von Detten** as Karl Scott, **Shiloh Strong** as David Scott, **Michael Brandon** as Frank Scott, **Georgina Rylance** as Marion, **Jonathan Hyde** as Mayor Waldo, **Sophie Ward** as Rosemary, **Lisa Zane** as Le Sage. *DO OVER* (Thursdays at 8:30/7:30c on the WB) -- Thirty-four-year-old Joel Larsen is an unmarried, dissatisfied salesman when a freak accident jettisons him 20 years into the past to his freshman year of high school. Now, back in 1981 with his 34-year-old mind trapped in his 14-year-old body, Joel (newcomer **Penn Badgley**) has the unique opportunity to make things turn out differently, both for him and his embarrassingly dysfunctional family. The ultimate wish-fulfillment comedy, *"Do Over"* proves that sometimes it does take a boy to do a man's job. **Josh Wise**, **Angela Bethany Goethals** ("Storytelling"), **Gigi Rice** ("The John Larroquette Show"), **Michael Milhoan** ("Something So Right") and **Natasha Melnick** ("Freaks and Geeks") also star. *"Do Over"* is produced by Paramount Network Television and the Littlefield Co. **Rick Wiener**, **Kenny Schwartz** and **Warren Littlefield** serve as executive producers. *FIREFLY* (Fridays at 8:00/7:00c on FOX) - - **Joss Whedon**, creator of *"Buffy the Vampire Slayer"* and *"Angel,"* and an Academy Award nominee for *"Toy Story,"* brings a powerful, original science-fiction adventure to the screen in *FIREFLY*. Set 800 years in the future, in the wake of a universal civil war, *FIREFLY* centers on the crew of Serenity, a small transport spaceship. The crew members will take any job -- legal or not -- to stay afloat and put bread on their table. Thrust together by necessity, these disparate men and women are cowboys of the future. They're seeking adventure and the good life, but facing constant challenges on the new frontier, which test and reveal their true identities. *FIREFLY* is about their unpredictable lives and relationships, as well as their search for meaning in a very uncertain time. Production Company: Mutant Enemy, Inc. in association with 20th Century Fox Television; Executive Producer/Writer/ Director: **Joss Whedon**. Cast: **Nathan Fillion** as Captain Malcolm "Mal" Reynolds; **Gina Torres** as Zoe; **Alan Tudyk** as Wash; **Sean Maher** as Simon Tam; **Adam Baldwin** as Jayne; **Jewel Staite** as Kaylee; **Summer Glau** as River Tam; **Ron Glass** as Book "The Shepherd"; **Morena Baccarin** as Inara. *HAUNTED* (Tuesdays at 9:00/8:00c on UPN) -- a co-production of Keith Addis' Industry Entertainment, Viacom and CBS Productions, stars **Matthew Fox** (*"Party of Five"*) as a man who comes back from a near-death experience only to find out that he's haunted by ghosts who help him solve crimes. **Russell Hornsby** (*"Gideon's Crossing"*) also stars with **Emile Levisetti**, **Keith Addis**, **Rick Ramage** and **Andrew Cosby** as producers. *JOHN DOE* (Fridays at 9:00/8:00c on FOX) -- From director **Mimi Leder** (*"ER," "The Peacemaker," "Deep Impact"*) and writers **Brandon Camp** and **Mike Thompson**, comes the story of John Doe, a mysterious man who rises from the

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Twenty-Five years ago at a theatre near you: Star Wars by Shane Shellenbarger

It’s Tuesday, May 24th, 1977 and my luck has taken a turn for the worse. The good side of my luck was winning two passes from a radio station for a sneak preview of some film called “Star Wars”, but the bad side of my luck is that I can’t get anyone to go with me. Work, prior commitments, general disinterest, and other excuses are all given and they leave me disheartened: who will I discuss the film with if no one will go? Finally, after nine “no’s” I get a “yes” from Curt Stubbs, a literary science fiction fan I’ve worked with on several conventions. Curt meets me at the biggest single-screen theatre in Phoenix, the Cine Capri, and we settle into the plush seats armed with popcorn and soda pop. Nearly two hours later, the lights come up and Curt comments, “Not bad, but the aliens were too anthropomorphic.” Being a less discriminating nineteen year old, I simply sat there with my mouth hanging open, mind completely blown by the film I’d just experienced.

1977 saw the beginning of the blockbuster special-effects films and the movie industry would never be the same. The January 31st, 1997 release of the *Star Wars: Special Edition* demonstrated that audience interest hasn’t flagged: Just eight weeks of *Star Wars* box office returns captured \$60 million (from 1977-1984 *Star Wars* grossed \$400 million in worldwide rentals). Total returns for *The Empire Strikes Back* equaled \$290 million, *Return Of The Jedi* has grossed a respectable \$305.8 million dollars, and *The Phantom Menace* has earned \$431 million to date.

It’s hard to argue with success, and the *Star Wars* films are nothing if not successful. Not only are they the first films thought of when a moviegoer talks about “blockbusters”, but they are the champs when merchandising revenues for toys are tallied: Between 1977 and 1984, Kenner and the other principal *Star Wars* toy manufacturer, MPC, sold over 300 million toys based on the films. The marketing blitz continues to this day with books, graphic novels, comic books, coloring books, trading cards, pinball machines, board games, video games, computer games, and the ever-present toys not only based on the original three films, but also the emerging giant, *Shadows Of The Empire*, and the new trilogy beginning with *The Phantom Menace* along with the soon to be released *Star Wars Episode II: Attack of the Clones*.

“Where did you see *Star Wars*?” is probably one of the most asked questions when fans discuss the film. At a Fantasy and Science Fiction seminar in Scottsdale, Arizona, several authors spoke about that very subject. Author of *Lady of the Glen*,

the *Sword-Dancer* series, and a contributing author to the anthology, *Star Wars: Tales from the Mos Eisley Cantina*, Jennifer Roberson: “I spent the summer of ’77 at the Cine Capri Theater in Phoenix. I remember I was standing in line for the first regular showing on the first full day when I commented to a friend that they would have to go quite a ways in order to beat *Star Trek*. A young man in line ahead of us turned around and said, ‘Trust me, it is better.’ I recoiled and said, ‘You’ve seen it already and you’re back in line THIS SOON?’ ‘Yep!’ he said. After the showing I walked out of that theater and said, ‘I have been saved!’ I spent that summer finding people who hadn’t seen *Star Wars* and hauling them to the theater so that I could enjoy it vicariously all over again. I think I saw it twenty-three times that summer.” The Cine Capri Theater, exclusive location for *Star Wars* that summer, closed in 1998.

Author of *Midworld*, *The Howling Stones*, and universally acknowledged as the writer/adaptor of the 1976 paperback, *Star Wars: from the Adventures of Luke Skywalker*, Alan Dean Foster: “I wrote the paperback, so my story is a little different, but this is the version that I usually tell. I saw it first at the cast and crew screening at the old Academy Motion Picture Arts and Sciences screening theater in Los Angeles. It was the first time that a lot of the people who had worked on the picture had seen the completed film. There were people who had done modeling and people who had done costuming and nobody knew what it would look like. I had seen a few pieces of the rough cut, but very few. I was making small talk with the producer, Gary Kurtz, telling him that it would be neat if they ran *Duck Dodgers in the 24th and ½ Century* before they ran the film. He shrugs, so my wife and I go sit down and she nudges me. ‘Do you know who’s sitting behind you?’ she asked. I look around and there’s this geeky looking, long haired guy sitting there. ‘No, who’s that?’ ‘That’s Alice Cooper!’ And I said, ‘Who’s Alice Cooper?’ I knew very little about rock music at that time, I was a classical music buff. She explains it to me, waits a little while, and then says, ‘Well, say something to him!’ I said, ‘I don’t know the guy, I don’t know anything about him, if you want to talk to him why don’t YOU talk to him?’ Well, she can’t talk to him but she gets me to talk to him. Apropos of what I’d just discussed with Gary Kurtz, I asked Cooper if he liked old Warner Bros. cartoons. ‘Oh yeah, you too?’ So for the next six minutes before the film came up we talked about old cartoons, Chuck Jones, Bob Clampett, and Tex Avery. After the film ended, we’re walking out of the theater knowing that cinematic history has been made and my wife gives me a hard elbow to the ribs, POW! ‘What’d you do that for?’ I asked. ‘You spent six minutes talking to Alice Cooper and all you could

talk about is cartoons!?’ she said. By the way, they did show *Duck Dodgers* before the film to lighten up the crowd, because many careers were riding on the success of *Star Wars*. Of course, Gary Kurtz didn’t give that away while I was suggesting it.”

Author of the series *The Chronicles of Thomas Covenant, the Unbeliever* and *The Man Who Fought Alone*, Stephen R. Donaldson: “You know it’s interesting, but there are ways in which I remember the first time I saw *Star Wars* better than I remember any of my marriages. As it happens, it was in May of 1977 in Cherry Hill, New Jersey and it was very nearly my last official act as a resident of the state because I had just sold my first book and I used the money to move away from New Jersey. But, before we left, *Star Wars* was opening and we all drove up to the Cherry Hill Mall to see the show. It was a transcendent experience, in a certain kind of way. We had seen movies with stunning special effects before. I certainly remember *2001: A Space Odyssey*, but that film seemed more about the special effects and part of what I loved about *Star Wars* was it had all of the special effects in the world and they were still subordinate to the storytelling, they never got between you and your vicarious enjoyment of the action. That seemed pretty special to me.”

Author of the *Dark Tide: New Jedi Order* series, and the *Star Wars: X-Wing* series, Mike Stackpole: “I grew up in Vermont, which is, in many ways, still in the 1950’s so science fiction serials were not unexpected then. My brother, my best friend and I had a tradition of shopping the day before Christmas. You could shop much faster, the selections were smaller, and consuming the morning doing that, we would kill the rest of the day by going to see a movie. We saw *The Gauntlet* and while I remember very little about the movie, I remember the trailer that opened it was *Star Wars*. I was stunned. The next day I took one of my presents, a gift certificate for the Little Professor Bookstore, and bought the paperback, read it, so by the time the movie opened in May, I was primed. A co-worker and I left work early, went to the 11:00 a.m. showing, and sat in the theater with about seventeen other people. And I remember that the first time I saw that Star Destroyer with that wedge-shape being driven down and across the screen, it was like a wedge being driven into my brain, blowing it wide open.”

Each of these authors had a different, but overwhelmingly positive reaction to the film that began a cinematic dynasty. Like any dynasty, some members of the line stand out as giants and benefactors, some as petty dictators, and some as fools. Fortunately for George Lucas, *Star Wars: A New Hope* and *Indiana Jones: Raiders of the Lost Ark* are sharp in the memories of their fans while *Howard the Duck* and *Willow* grow dim and fade away.

Jar Jar Binks will remain on film, a failed experiment in computer generated characterization (barring any “Special Edition” by Lucas), while N Sync’s appearance in *Attack of the Clones* will remain “what might have been.”

1997 was the year of the *Star Wars* Special Edition Trilogy and it saw the beginnings of *The Phantom Menace*. While he briefly toyed with the notion of 12 *Star Wars* films, Lucas seems to have settled for six films. Time will tell if the new trilogy can inspire theatergoers to make as many return trips to the box office as did their predecessors. I do know that the comradeship of standing in line for hours with your best friends, swapping rumors with strangers, and feeling that electric rush as the words “A long time ago, in a galaxy far, far away” appear, isn’t the same for me now, twenty five years later. The hype that the *Star Wars* marketing machine has created is an artificial excitement that can only be justified if *Attack of the Clones* turns out to be the great film that I so desperately want it to be. I want to rekindle the sense of wonder I felt then and I hope I’m sitting next to some kid as the lights come up who’s first comment is “WOW!”

<http://www.starwars.com/episode-iv/>
<http://www.starwars.com/episode-iv/feature/20000530/index.html>
<http://www.lucasfilm.com>
<http://us.imdb.com/Goofs?0076759>
<http://us.imdb.com/Trivia?0076759>
<http://us.imdb.com/AlternateVersions?0076759>
<http://us.imdb.com/Quotes?0076759>
http://www.ifilm.com/ifilm/product/film_reviews/0,3820,2399411,00.html

In Our Book Knight Life by Peter David Ace, 352 pp, \$22.95

The latest book from Peter David is actually a revised and expanded edition of his first novel, Knight Life. When he was approached by Ace to reprint the hard to find book, he worked a deal to improve and expand it as well as lined up a sequel to it.

Set in modern day New York, it tells the tale of a revived King Arthur running for Mayor of New York City. Arthur is not the only legendary character still around, though. Merlin, having escaped from imprisonment by Morgan Le Fey, has aged backward and now appears to be an eight year old. Morgan Le Fey, Percival, and Modred are immortal and are still around as well, plus there’s a reincarnated Guinevere and Lancelot to add to the mix.

The story deals with the Arthurian legends and how they mix in with New York. It also pokes fun at the whole political system with TV ad campaigns,

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In Our Book (cont'd from page 15)

political debates as well as actors in politics. It has a few twists and turns as well as a good amount of humor (including a Monty Python and the Holy Grail reference).

The characters are well fleshed out. We get a good sense of how Arthur is dealing with his new surroundings and the events of the story, how Gwen deals with her newfound heritage and how Merlin manages to mix magic with modern technology.

If you've enjoyed Peter's other work, especially his fantasy novels, you'll enjoy this new release. - **Lee Whiteside**

Ritual Of Proof
By Dara Joy
Harper, 384 pp, \$6.99

At first glance this book seemed like the implementation of an awful idea whose time should never have come. Amazingly it works.

The story is set on a the Moon Forms rotating around the planet Arccos. The society there is an exact Feminist inversion of that of Regency England. It is a Regency Romance in reverse. The young men gather at Almacks and the young women and some older ones come to check them out. The young men even have Veils, the male equivalent of the Hymen. Societal structure and relationships are exactly inverted.

The story concerns the relationship between Marquelle Green Tamryn, a member of "the slice" and Jorlan Reynard, a beloved and spoiled Grandson of Duchene Reynard. Green had sworn off the social whirl and Almacks the Fastening and all that nonsense. She had resolved to avoid Fastening at least for the present. But she learns through servants gossip that Marquelle Claudine D'Ambere, a cruel Lordene, was using debt to force Jorlan's Grandmother to Fasten him to her. She resolves that Claudine, an old enemy of hers, shall not get away with this. Thus she pays the debt and agrees to Fasten herself to Jorlan to save him. Claudine resolves to destroy Green and all her dependants. So the story begins.

This all sounds hackneyed and horrible, but is saved by good characters, excellent implementation of the Universe, just plain decent writing. Jorlan is well drawn as the young man who does not accept the limitations of society and who has unsuspected abilities and depths. Green is strong, noble and dedicated to her duty and the protection of those she is responsible for. She will risk everything to protect Jorlan whom she comes to love. She is supported by her dependants and servants from Avatar her former teacher whom she save from poverty to River her former Pleasurer who works to help her even after she dumps him for Jorlan.

Almost any lover of the Regency Romance form should give it a chance. It is a good story and quite fun. – **Gary Swaty**

Medicine Show
by Jodi Lynn Nye
ACE, 261 pp, \$5.99

When I read the squib on the back of this book it seemed a natural for me to review, a woman with a cat, a dog, mice, rabbits.... well, anyone who knows me knows I have my own menagerie so how could I resist this book.

Dr Shona Taylor is a specialist in environmental medicine and part of the Taylor Traveling Medicine Show and Trading Company. She and her husband Gershom do their best to support their family and meet the mortgage while dodging the bounty hunters sent to kill them by an old enemy. While returning their alien companion, Chirwl, an ottle, to his home world they stumble on serious medical mystery... some of the ottles and humans on the planet are aging much more rapidly than normal. Shona stays on the planet with her toddler, Alex, her lab and menagerie to research the problem and find a solution. Meanwhile Gershom and their older daughter Lani go in search of background info on the colonists and the scientific community on Pox. They also look for trading business because, medical emergency or not, the bank still wants the mortgage payment on time or they will repossess the Taylor's spaceship. Even the menagerie of pets earns its keep as lab assistants. Marigold and Moonbeam, the rabbits, are food tasters. Harry, the cat, is able to sniff out chemical compounds. The mice are especially susceptible to disease.

Saffie, the dog, is a "vaccine dog", who is immune to all known human diseases and most poisons.

I'm happy to say that this book lived up to it's teaser. The characters are well developed and the plot moves along at a good pace This is a follow-up to an earlier story about the Taylors, however, enough of the background is recapped that this novel easily stands alone. I checked amazon.com and note that both this novel and the first book, *Taylor's Ark*, are available as of March 2002. I will be picking up the first book as well as hoping for more adventures of the Taylor family. - **Stephanie L. Bannon**

Time Past
By Maxine McArthur
Warner, 479 pp, \$6.99

Out of Australia comes this Confusing Gem.

Our Heroine, Commander Alvarez Maria Halley, Commander and Governor of Space Station Jocasta is stranded 99 years in her past because a jump gate deposited her near earth in 2023 four years earlier than expected. Halley's fight for survival on earth and the discoveries she makes lead her beyond her efforts to get neutral status for Jocasta to the discovery of danger to the Confederacy itself.

She survives on Earth, steals a ship and jumps back to Jocasta along with her Henchman Murdoch only to be plunged

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In Our Book (cont'd from page 16)

into new problems with the new Commander of Jocasta and dangerous intruders from an organization called simply “The New Council.”

Jocasta is reminiscent of Deep Space Nine in that it is a new station grafted on top of not too well understood Alien Technology. Add to this unstoppable Alien Monsters, stupid bureaucrats, The New Council, The Confederacy ...

The Confederacy is made up of 13 races of which four, known as The Four, are on top because they control the Jump Drive Technology . The other nine, known as The Nine, constantly manipulate trying to achieve Jump Drive or alliance with one or more of The Four. There are also Rivalries between various Confederacy Departments. It makes for a confusing montage which is hard to keep track of.

The characters are well drawn from Will and Grace on Earth to the various Aliens and Humans on Jocasta. The developing relationship between Murdoch and Halley is compelling. There are no clear-cut villains. The New Council is well intentioned, even the monsters are behaving within the norm for them. The story is complex and interesting. Recommended. –**Gary Swaty**

Living Dead In Dallas
by Charlaïne Harris
ACE, 262 pages, \$6.50

Sookie is a typical small town Southern girl - she works as a waitress in a bar, has a boyfriend and a ner-do-well brother and spends Friday night at the local highschool football game, all the staples of life in a small Southern town. Of course, Sookie is a telepath, her boyfriend is a vampire and the bar owner is a shape changer but hey that's normal for this version of the world where vampires have come out of the closet, or should that be coffin, and are for the most part law-abiding members of American society.

Sookie and her boyfriend Bill travel to Dallas to assist the local group find a missing vampire. There she has to deal with the vampires and their internal politics, a local chapter of anti-vampire cult, werewolves, vampire sycophants and being in a large city for the first time. And of course, when she returns home there are still the lingering problems of a murder, a local sex club, tribute that needs to be made to a maenad and Bill's boss Eric who wants Sookie for himself.

This is apparently the second in a series of Southern Vampire Novels that cleverly combines mystery elements with the fantasy world of vampires, werewolves and other supernatural creatures. The characters are well developed, even the vampire characters have depth. This is an interesting world and set of characters. Not only do I recommend this book, I look forward to future volumes in this series. - **Stephanie L Bannon**

Jenna Starborn
by Sharon Shinn
ACE, 381 pages, \$14.95

The front cover of this book says “A brilliant new twist on the classic story of Jane Eyre” and that is just what we have here in Sharon Shinn's latest novel.

Jenna Starborn is an artificially created
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human in the society of the far future. The woman who commissioned her birth had a “natural” child soon after and never adopted Jenna, leaving her a half-citizen with few rights. Removed from her “aunt's” home Jenna is sent to a technical school on another planet where she gains self-confidence, acquires friends and learns to maintain the many types of generators used in a far flung empire. Accepting a job on a frontier planet she goes to Thorrastone Manor, the estate of the wealthy Everett Ravenbeck. Jenna falls in love with Everett, and his young ward Ameletta.

The setting for this story is an interesting mix of advanced technology that allows for interplanetary travel, terra forming and humans grown in gen-tanks but the society seems to almost mirror 19th century England in many of its mores. The classes are separated, there are “levels” of citizenship and there appears to be a vast gulf between the haves and the have nots. This is a gothic novel pushed centuries into the future and, surprisingly enough, it works quite well. The characters are interesting and the setting has been well thought out down to the minor details that can make or break a story's believability. I recommend this book to those who like character driven books. - **Stephanie L Bannon**

By Force of Arms
by William C. Dietz
ACE, 336 pp, \$6.99

Earth's ultimate battle for survival must be won *By Force of Arms* a return to the universe of Legion of the Damned. The mutiny is over but the parties who encouraged the revolt still work to weaken the human's dominance of space. Now the hero who was instrumental in suppressing the mutiny has been promoted to general and given the task of forming a unified defense against the new threat that promises to exterminate all sentient life in the galaxy. Full of self doubt General Bill Booly tries his best. But will it be good enough? Read *By Force of Arms* and find out for yourself. While this book is set in the universe of Legion of the Damned and make references to things that happened in previous books it is a very good stand alone book. The political intrigue is Machiavellian, the action scenes are believable, and the characters well developed. William C. Dietz has written a very good book which I can hardly recommend to all. - **William B. Whitmore**

Chasm City
by Alastair Reynolds
ACE, 528 pps, \$23.95

Chasm City is a proudly proclaimed Space Opera, which may help redefine the parameters of the sub-genre.

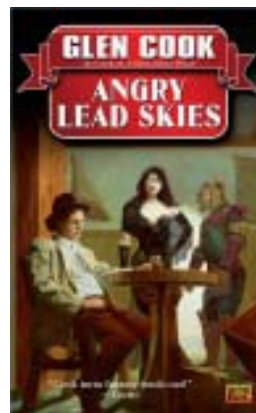
Tanner Mirabel is a security operative chasing a low life post-mortal who wiped out the people he was sworn to protect. Beset by attempts at assassination, he has followed the trail through several planetary systems to a former utopia now best described as hell. Chasm City, a domed city and one-time techno-marvel, has been hit by the so called melding plague, a virus capable of subverting any body organic or computerized. The technological marvels are corrupted,

implants have gone crazy, even the buildings the populace inhabited have been affected. There are two worlds. One mirrors Dante's Inferno. The other, high above, is the Canopy, where jaded post mortals hunt people for sport. In his pursuit of his quarry, Mirabel is both hunted and hunter. He finds himself face to face with a centuries old crime that History would rather forget and an identity he would rather bury. It is also a story of who he would become.

Reynolds has written a book, a space opera, that operates on many levels, and well worth reading on all of them. This one is well worth breaking out the wallet. Personally, I will be hunting Revelation Space, his first one to read as well. - **Pam Allan**

Angry Lead Skies
By Glen Cook
ROC, 364 pp, \$6.99

Garrett is your typical private eye, a muscular 6 foot tall, dashing handsome ladies man. When the pounding on his front door wakes him up at the crack of noon his first thought is “oh gods what trouble am I in now.” You can imagine his relief when he answers the door to find out it's only his old friend Playmate looking for some help. After all how serious a problem could his 9 foot tall blacksmith friend have. Of course he failed to stop



and consider how big would a problem have to be before a 9 foot tall blacksmith could not solve it with a good whack of his hammer.

And so starts Glen Cook's new novel *Angry Lead skies*. This novel is an amusing parody of the classic detective novel. From the sinister crime syndicate of the ratmen to the unbridled sexuality of the good hearted but round heeled women this story spoofs all of the stereotypes. I would happily recommend this book to anyone looking for some light reading. - **William B. Whitmore**

Dinotopia Lost
by Alan Dean Foster
Ace Books, 325 pp, \$7.99

Dinotopia Lost is an adventure novel set in the lost world of James Gurney's Dinotopia. But stands alone.

The Land Apart from Time has been protected from the world outside by coral reefs that surround the Island and munch ships that are blown upon them. But this is the super storm that sometimes comes in the six year cycle and this year, a pirate ship has been blown over the reef in the

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Club Listings

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

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

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

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

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

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

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Club Listings (Cont'd from page 17)
C.R.O.F.T. Celtic Reenactment of Fellowship and Trades is Phoenix based Reenactment group specializing in the western European renaissance. As an organization, it is our goal to promote fellowship while researching lifestyles and trades concurrent with the Celtic Peoples from 400 BC until 1746 AD. Although most members claim Scots, Irish or Welsh ancestry and do Celtic re-enactment, it is our intent to open participation to anyone with an interest in period crafting and entertainment, no matter what his/her ethnicity. The sense of being a real village surrounding Croft is vital to promote a feeling of family and fellowship which was a reality in earlier times. Croft is a family-oriented and kid-friendly organization. C.R.O.F.T. members can be found demonstrating in events such as the Highland Games, Scarborough Fair, and the Arizona Renaissance Festival. Web page <http://www.crofters.org>

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

DAYSTAR HOLT Arizona's first and longest-running Elfquest fan club. Daystar meets to talk about EQ and related stuff, develop characters, publish stories in our 'zine *Playelf* and create an annual calendar. Other common interests include music, belly dance, camping and of course, SF. Membership is free (18 or over) and is attained by group vote after you attend two meetings or holt-related get-togethers. Meetings are usually the first Saturday of each month; for more info, call Tom or Janice at (602) 581-2258. They have a website up at <http://members.home.net/jeanderson/daystarholt.html>

THE EMPIRE OF CHIVALRY AND STEEL, INC. The Empire of Chivalry and Steel specializes in the general recreation of the culture of the Middle Ages including all of the Art Forms, Events (Feasts, Tournaments, Ceremonies and Wars) and Combat Arts covering the years of 800AD up to 1650AD and any location within Europe or its explored territories. For more information contact Bart Smith (Phoenix) (602)937-6995 or Leonard Bird (Tucson) (520)742-2432

THE JEDI KNIGHTS Meetings are the 3rd Sunday of each month. For more information call Carol Alves, Publicity, (760)244-9593 or write Jedi Knights, c/o Jim Lowerre, 12291 Meade Street, Garden Grove, CA 92841-3629

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

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

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

THE PHOENIX FANTASY FILM SOCIETY A Phoenix based club interested in the entire realm of SF, Fantasy and Horror film. PFFS has been in existence for 25 years, meeting every 6 weeks in member's homes. Dues are \$10 per year. Membership includes newsletters, an annual film awards and various outings. For information, contact PFFS, P.O. Box 34023, Phoenix, AZ 85067 or call David Storck at (602) 274_7404, e_mail: Menzeez@aol.com.

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

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

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

SCIENCE FICTION CONTINUUM The Science Fiction Continuum: An Independent Star Trek and Sci-Fi club in Phoenix, AZ. The SFCOM is an active club that participates in Local Phoenix, and Southwestern Star Trek and Sci-Fi conventions and movies. The SFCOM has three different divisions. The SFCOM itself, a free group where fun is the name of the game. The Deep Space SolarFlare (DSSF) an active member club in the International Federation of Treker's (IFT). This group is based on DS9 (a space station). And the IKV Sto-Vo-Kor (Independent Klingon Vessel). A Klingon Bird of Prey, roaming the desert looking for battle. Are the Fed's too soft, looking for combat, feel the call to glory. This is the ship for you. Membership in the SFCOM is free! To join DSSF or the Sto-Vo-Kor a nominal fee for the national clubs involved and uniforms. For further information contact President John Nelson at (602) 409-7169 or on the internet at; BNelson502@aol.com or check out our

web site. <http://www.thesfcom.com>

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

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

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

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

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

STARBASE TUCSON Tucson Arizona based Star Trek club. For info call Geof Wood at (520) 746-1822 or write Starbase Tucson ; 3314 E. Benson Hwy ; Tucson AZ 85706. Email: pegasis409@aol.com

TARDIS TARDIS is a Phoenix-based General SF/Fantasy Fan Club, specializing in International media SF/Fantasy since 1983. TARDIS meets every two weeks at different locations around the valley. Activities include watching videos, discussions, parties, fund-raisers, auctions, games, camping trips and outings. We also maintain an active presence at local conventions.

TARDIS publishes a monthly informative newsletter, *The Index File*, with a national circulation which is included with membership. Annual membership is just \$12.50. You can contact us at P.O. Box 63191, Phoenix, AZ 85082-3191, Voice Mail at (602) 864-0901, E-mail TARDIS-Info@primenet.com or visit <http://www.primenet.com/~jgeorge/tardis.html>

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

T.H.E.M. T.H.E.M. is ASU's science fiction and fantasy club. Weekly meetings are held on the Arizona State University campus, with dates and places to be announced after the semester starts. For more information, contact Erik Wennstrom, email: ew@asu.edu Phone: 480-968-5257. To subscribe to our listserve, send a message to them-request@asu.edu.

TUCSON FAN ALLIANCE E-Mail Address is Bkoehler@Juno.com or DMitchel1@Juno.com.

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

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

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

(cont'd on page 19)

UNITED WHOVIANS OF TUCSON
A well-informed and very active Dr. Who club. \$15 yearly membership includes four issues of their fanzine - TARDIS Time Lore - written by semi-pros and other dedicated fans. For more information, contact The United Whovians of Tucson at P. O. Box 13541, Tucson, AZ 85732-3541. Also, you can contact the president at kfbuwot@aol.com or the UWOT webmaster at unitedwhovians@aol.com Web page at: <http://www.azstarnet.com/~hgdlnng/uwotclub.htm>

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

Convention Listings

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

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

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

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

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

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

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

TusCon 29 (Tucson, AZ) **November 8-10, 2002** at the really spiffy InnSuites. GoH: TBA; AGoH: TBA. Events include: Meet the Authors and Artists, Panels, Readings, Video Room, Dealers Room, Art Show, Game Room, LAN Computer Gaming, Masquerade, Adult Masquerade, and ConSuite. Memb: \$30 for now, \$45 at the door. kids 6-12 half price. InnSuites, 475 N Granada Avenue, Tucson, AZ 85701 (near I-10 and St Mary's Road) (520) 622-3000. Room rates include a real breakfast! Info: TusCon 29 PO Box 27307, Tucson AZ

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85726-7307 Webpage: <http://home.earthlink.net/~basfa> Email: basfa@earthlink.net
LosCon 29 (Burbank CA) **November 29-Dec 1, 2002** Burbank Airport Hilton, Burbank, CA Guests: Author Goh: David Weber. Memb * \$30 December 1 until February 28, \$35 until July 1, 40 until October 31 : \$45 at the door. Hotel Room Rates: \$94 Single-Quad * \$114 Executive Sxuites Info: LosCon c/o LASFS, 11513 Burbank Blvd, North Hollywood, CA 91609 Email: loscon29.info@lasfs.org Web: www.loscon.org/loscon/29

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Generic Convention Regestration Form

Name: _____
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Address: _____
City/State/ZIP: _____
Phone: _____ Email: _____
Enclosed is \$ _____ for _____ memberships for _____ convention.
(See calendar for mailing address)
More info on ☐ Masquerade ☐ Art Show ☐ Volunteer ☐ Other

In Our Book (cont'd from page 17)

tidal swells. They don't believe in sentient dino-folk except as captives to sell to the circus. Capturing a family of Saurians, [bird like] they hunt for more, going into the forbidden zone and grabbing a baby T-Rex, napping after eating. They find a temple full of Gold and Jewels, and a Deinonychus ascetic and martial artist named Tarqua.

Tarqua also had invented his own version of a hot air balloon and becomes the rescuer among others of young Will, the human rescuer. Will and others from Dinotopia rescue many of the Pirates who find the dino- gestalt appealing. As with most Alan Dean Foster novels, the action is good, the characters enjoyable and fleshed out sufficiently to make a very enjoyable afternoon's read. Mr. Foster's fans will enjoy adding this one to their shelves, perhaps next to Cat-a-lyst and Cyber Way. - **Pam Allan**

Temple of Elemental Evil
by Thomas M Reid
Wizards of the Coast, 320 pages, \$6.99

This, like many Wizards of the Coast books, is a serialization of a module written when Dungeons and Dragons was something you were afraid to admit you played. The novel follows the module somewhat and gives clues to those who haven't played in the original. Unfortunately it also introduces us to a number of side characters and subplots that aren't in the original. I enjoyed playing the game but the novel just leaves you wondering if there was another module written about the same place. That said it is a pretty typical adventure log. A little heavy on the Deux-et-Machina but overall not too bad. If you are playing or are going to play the module wait until you're finished, otherwise set back and see another view of the world. - **Bob LaPierre**

Marguerite's Snippets
By Marguerite T. Murray

The Jewel of Turnish
By Mel Odom
Wizards of the Coast, 320 pp, \$6.99

The story is about two people who have to learn to trust each other while great evil threatens their world. Oruz and Haarn have to fight Wolves and Undead Zombies controlled by a Mohrg named Bornan Klosk.

It is a great story with well written characters and it is well worth reading.

Knight Fantastic
Edited By Martin H. Greenberg & John Helfers
DAW Books, 317pp, \$6.99

If you enjoy Medieval anthologies, you will like reading tales of knights doing their best to serve and defend.

The stories are from various well-known authors such as Andre Norton, Mickey Zucker Reichert and Fionna Patton. One of the stories concerns a Templar who is accepted as a Hospitaller and the other is about an episode in Camelot.

SF Tube Talk (cont'd from page 14)

primordial waters of an isolated island, possessing knowledge of literally everything in the world, yet having no memory of who -- or even what -- he is. Doe quickly finds his way to Seattle, where he befriends the police and uses his special gift to help them solve "impossible" crimes each week, while continuing his unending quest to uncover who he is and where he came from. Despite his considerable charm, Doe (**Dominic Purcell**) is an emotional island unto himself. Want to know the population of Peru in 1853? How many blue cars there are in the state of Washington? Or better yet, predict which horse will win every race at the track based on knowing all the variables? Doe has all the answers. But what is he like? Family man or loner? Hero or villain? What is truly in his soul? Doe doesn't have a clue. In his search to unlock the key to his past, Doe is joined by Hayes (**John Marshall Jones**), a cop assigned to the case of a missing girl who Doe intuitively feels may have some connection to his previous life. Impressed with Doe's extraordinary talents, Hayes sees something special in this odd stranger. Hayes' boss, Lt. Jamie Avery (**Elizabeth Lackey**), on the other hand, is not as easily convinced that Doe is on the straight and narrow and seeks to uncover the truth about him in her own way. He may be a government agent, an extra-terrestrial or perhaps just a regular John Doe with a bout of amnesia. Whatever secrets his past holds, Doe is now the man who knows everything -- a gift that will forever change his destiny. Production Company: Regency Television; Executive Producers: **Brandon Camp, Mike Thompson, Mimi Leder**; Writers: **Brandon Camp, Mike Thompson**; Director: **Mimi Leder**. Cast: **Dominic Purcell ("Mission Impossible 2")** as John Doe, **Azura Skye ("28 Days")** as Karen, **Elizabeth Lackey ("Mulholland Drive")** as Lt. Jamie Avery, **John Marshall Jones** as Hayes, **Meatloaf Aday** as Digger. **THAT WAS THEN** (Fridays at 9:00/8:00c on ABC) -- Travis Green is about to turn 30 and his life couldn't be worse. His descent into loserdom dates back to a fateful and humiliating week in high school, and Travis wishes for nothing more than the chance to do it over again. Be careful what you wish for! Travis wakes up the next morning 16 again, with a chance to re-write history. **"That Was Then"** stars **James Bulliard** as Travis, **Tyler Labine** as Danny Pinkus, **Bess Armstrong** as Mickey, **Kiele Sanchez** as Claudia, **Jeffrey Tambor** as Double G, **Brad Raider** as Gregg, **Andrea Bowen** as Zooey, **Tricia O'Kelley** as Sophie. **THE TWILIGHT ZONE** (Wednesdays at 9:00/8:00c on UPN) -- The 21st century update of the classic 1960s series features **Forest Whitaker** as the host. The series is from Trilogi Entertainment and New Line Television. **Pen Densham** with **Mark Stern** and **John Watson** serving as producers. **YOUNG BLADES** (Mondays at 8:00/7:00c on PAX) -- Introducing a new generation of Musketeers. It is produced by **Georges Campana, Dan Angel** and **Billy Brown ("Night Visions")**. Coming to Syndication this fall are four genre action series, two of which are already made and likely not to continue. **John Woo's Once a Thief** - The series

features four young martial artists who work for a secret government agency, fighting crime and terrorism. **Ivan Sergei**, who starred in The WB's **"Jack and Jill"** for two seasons, plays one of the four along with **Nicholas Lea** and **Victoria Pratt** (pre-**Cleopatra 2525**) Who's making it? - **John Woo ("Mission Impossible 2," "Face/Off")** with Alliance Atlantis and October Moon What's the scoop? The twenty-two episodes for its first season have already been produced. The series was originally sold internationally for the 1997-1998 season however was not distributed domestically. Alliance felt that the glut of action-hours already in syndication here at that time meant the show had less of a chance of being successful. Its fall 2002 start will simply feature the U.S. premiere of the series. No word yet on how a potential second season would work as the show has been in the can for two years now and many of the actors and producers have moved on to other projects. **"She Spies"** - The action-drama follows the adventures of three female convicts that are released from prison to help fight crime. Each has specialized skills: one is a computer wizard, another is a street hustler, and the third is a professional con artist. It's an experimental reform program to use the skills that they used to commit crimes to now fight crime. They work with a specialized government agency called B.A.I.T. (Bureau of Allied Intelligence Tactics), and they all live together. They each wear bracelets that keep them in contact. If one breaks, they all go back to prison, so they are all dependent on each other. **Natasha Henstridge** plays one of the convicts. Who's making it? **Craig Van Sickle** and **Steven Mitchell**, the duo behind **"The Pretender"** with NBC Enterprises. What's the scoop? Since NBC produces and distributes the show for syndication they are giving the show some extra publicity by running its first four episodes on the network starting Saturday, July 20 at 10:00 pm ET/PT. The remaining episodes will air this fall in syndication. **"Star Hunter"** - The series stars **Michael Pare ("Hope Floats," "The Virgin Suicides")** as a bounty hunter who, along with his crew, brings down intergalactic criminals. Also stars **Claudette Roche ("Universal Soldier III"), Tanya Allen ("Tail Lights Fade"), Murray Melvin ("David Copperfield"), Steven Marcus ("Mortal Sins")**. Who's making it? **Silvio Astarita & Stefan Jonas ("Rave Macbeth"), Daniel d'or & Philip Jackson ("Millennium Queen")** with Western International Syndication and Alliance Atlantis Communications Inc. What's the scoop? Like **"Once a Thief," "Star Hunter"** was previously sold internationally last season. Its fall 2002 debut marks its domestic debut. **"The Ultimate Adventure Company"** - The drama chronicles the exploits of Judson Cross, an adventure seeker based in the Florida Keys and surrounded by a team of "young renegades." Who's making it? **Gale Ann Hurd ("The Terminator," "Aliens"),** writer **Steven DeSouza ("Die Hard")** with Tribune Entertainment and Fireworks Entertainment. What's the scoop? Like **"Mutant X," "UAC"** will get a good push next season thanks to the strength of Tribune Entertainment which owns 22 stations across the country.

24 Frames (cont'd from page 9)

has caused hundreds of little spiders to mutate overnight to the size of SUVs. And they're hungry. Filmed around Arizona



© Warner Brothers

including an abandoned shopping mall. Stars **David Arquette, Kari Wuhrer, Scarlett Johansson, Matt Czuchry, and Doug E. Doug.**

The Powerpuff Girls Movie - Based on the hit animated television series, this feature film adaptation tells the story of how Blossom, Bubbles and Buttercup three exuberant young girls obtain their unique powers, become superheroes and join forces to foil evil mutant monkey Mojo Jojo's plan to take over the world.

Reign of Fire - In present-day London, 12-year-old Quinn watches as his mother, a construction engineer, inadvertently wakes an enormous fire-breathing beast from its centuries-long slumber. Twenty years later, much of the world has been scarred by the beast and its offspring. As a fire chief, Quinn (**Christian Bale**) is responsible for warding off the beasts and keeping a small community alive as they eke out a meager existence. Into their midst comes hotshot American Van Zan (**Matthew McConaughey**) who says he has a way to kill the beasts and save mankind - a way Quinn's never seen done.

Austin Powers in Goldmember - After settling with the owners of the James Bond movies, the third Austin Powers movie has it's **Goldmember** title back. When Dr. Evil and his accomplice Mini-Me escape from a maximum-security prison, Austin is called to action once more. Teaming up with the mysterious yet peculiar Goldmember, Dr. Evil hatches a time-traveling scheme to take over the world, one that involves the kidnaping of Nigel Powers, Austin's beloved father and England's most renowned spy. As he chases the villains through time, Austin visits 1975 and joins forces with his old flame, Foxy Cleopatra, a streetwise but stylish detective. Together Austin and Foxy must find a way to save Nigel and stop Dr. Evil and Goldmember from their mischievous mayhem. All the regulars return with **Beyoncé Knowles** playing Foxy Cleopatra and **Myers** taking on Powers, Dr. Evil, Fat Bastard and Goldmember. Looks for a host of cameos as well.

Stuart Little 2 - In this sequel to the popular movie, there are two brand new additions to the Little family -- a nine-month old sister named Martha and a spirited bird named Margalo (voiced by **Melanie Griffith**), who wins Stuart's heart. Returning are **Michael J. Fox** as the voice of Stuart plus **Geena Davis, Hugh Laurie, Jonathan Lipnicki, and Steve Zahn.**