

ConNotations

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

A Conversation with Jacqueline Carey By Catherine Book

Jacqueline Carey was a guest of the Central Arizona Speculative Fiction Society (CASFS) at the Arizona Book Festival in April of 2005. She was a lovely guest and a pleasure to interview. Jacqueline has been writing since high

school. She spent years contemplating what eventually became “*Kushiel’s Dart*.” I asked her what she was doing when she first published her first book. She was working for a small liberal-arts college (she was the entire staff of the Visual Arts dept) when a friend called her one day and asked if she had anything she could pitch to a book packager. Jacqueline’s mother had recently asked her a question about



the role of angels so that was the line she presented. She had a lot of fun doing loads of research and eventually produced a coffee-table, non-fiction book titled “*Angels: Celestial Spirits in Art and*

Legend.” The book isn’t hers but essentially she got paid to do the re-search. And much of that research went into the world-building of “...*Dart*.” Jacqueline enjoyed the job at the college since it was creatively stimulating but

didn’t drain her own creative drive; she stayed with that job through the writing of all three *Kushiel* books, her last day was Halloween of 2002. I commented that it must have been an incredibly liberating feeling to know one could make a living by writing. Jacqueline agreed but noted that it’s also incredibly scary to make that leap. If one isn’t a

‘blockbuster-level’ writer, then one knows that you can’t stop. She was still thrilled by how wonderful it is to have the luxury of writing full-time and not be

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- * Jeff George resigned as Banker of CopperCon 25 so he could pursue a very intense MBA program.
- * Kim Martin was elected as the replacement Banker for CopperCon 25.
- * Nominations for various positions (see June entry below) were held.

- * The hotel contract for HexaCon 16 has been approved and signed.
- * We had nominations and elections for various offices. Elected were:
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SF Tube Talk
TV News & Previews
By Lee Whiteside

We're in the full swing of summer with the cable genre shows on SciFi and USA, and we've got several new shows debuting this fall on the broadcast networks, although several of them seem to have similar alien invasion themes. SciFi Friday got off to a good start in mid-July and SciFi's new Wednesday block just debuted as well. We'll be seeing new episodes on SciFi Friday until mid-September before SciFi breaks until January. Leading off SciFi Friday, Stargate SG-1 kicked off their ninth season by introducing their new characters (Ben Browder's Cameron Mitchell, Beau Bridges' Jack Landry), bringing back Claudia Black's Vala for a few episodes, and placing Amanda Tapping's Sgt. Carter off-screen for a while due to a real-life birth. Richard Dean Anderson was relegated mainly to a cameo role and likely won't be appearing much, if at all, in the new season. SG-1 will develop over the season the Arthurian links as well as the new threat, the Ori, ascended beings like the Ancients, but not with our best interests in mind.. Coming up on SG-1 is The Ties That Bind where Jackson and Mitchell must go on an interplanetary scavenger hunt when Daniel discovers that he and Vala have been bound together by an alien energy field. They also deal with some government politics concerning the continued operations of Stargate Command. In Powers That Be, SG-1 visits a world whose people once worshipped Vala as a god -- and demand that she stand trial when she confesses to manipulating them. A mysterious plague sweeps the village and puts the proceedings on hold while they also deal with the influence of the Ori on the people. In Beach Head, Samantha Carter returns to SG-1 to join the team on a mission to free a distant planet from the Ori's control. The team is distressed to learn that the Ori have set up a force field on a planet inhabited by free Jaffa. Jaffa leader Gerak (Louis Gossett, Jr) steps in and threatens to resort to violence if SG-1 is unable to save the planet from complete destruction. In Ex-Dues Machina, SG-1 must investigate when evidence suggests that there are still Goa'uld hiding on Earth -- including the former System Lord Baal. Tensions between Earth and the Free Jaffa continue to mount. Babylon sees Colonel Mitchell injured in a skirmish with a warrior from a mythic tribe of rebel Jaffa, The Sodan, and he is trained in their fighting techniques only so that he may engage in a ritual battle to the death. Tony Todd guest stars as the Sodan leader Lord Halkon, and will appear in several episodes as these newly discovered Jaffa warriors join in with the fight against the Ori. In Prototype, SG-1 finds a genetically advanced Goa'uld-human hybrid -- the first of an elite warrior race conceived by Anubis -- and must decide his fate. Likely

ending the summer season of SG-1 will be the first part of The Fourth Horseman, where the Ori unleash a deadly plague on Earth, prompting a powerful ally from SG-1's past to come to their aide. As forces from Stargate Command, USAMRIID, the C.D.C., the W.H.O., and concerned governments try to head off a global pandemic, SG-1 race the clock in an effort to find a cure. Out in the Pegasus Galaxy on Stargate Atlantis, they resolved the season ending cliffhanger with the addition of the Deдалus, commanded by Colonel Steven Caldwell (Mitch Pileggi). Lt. Ford has been majorly affected by the Wraith and will be a recurring character and new cast member Jason Momoa as the Wraith runner Ronon Dex is introduced. Kicking off August on Atlantis is the comedic episode, Duet, where a run-in with Wraith technology leaves the consciousness of a precocious Atlantis security officer, Lt. Laura Cadman, in Dr. McKay's mind. Hilarity ensues as the two try to work together with Atlantis doctors to figure out a way to reverse it. In Trinity, McKay puts the team at risk when he tries to perfect unfinished Ancient technology that wiped out a civilization and Ronon Dex discovers that his former military trainer survived the Wraith attack. In Condemned, the Atlantis team finds a culture that lives in relative safety from the Wraith, because they hand over their criminals to them. When they crash-land in the volatile penal colony, things get a bit dicey. In Instinct, Jewel Staite (Firefly) appears as a female Wraith who may actually be one of the few Wraiths that are nice. In Aurora, the Atlantis team finds a ship called the Aurora and it is populated with Ancients. And in the likely summer finale, The Lost Boys, the team locates the missing Lieutenant Ford, who is leading a group of young men altered by Wraith enzyme. Ford wants the team's help in a suicide attack against a Wraith hive ship. Rounding out SciFi Friday, Battlestar Galactica is slowly resolving the various plot threads left hanging with the first season finale. In Resistance, Kara and Helo fall in with a group of humans who have survived on Caprica and started a resistance movement. In The Farm, Kara is shot and wakes up in a remote hospital facility on Caprica, and learns that her friendly doctor has his own plans for her future. In Home/The Raid, Lee joins President Roslin and Tom Zarek in a separatist fleet determined to explore Kobol, forcing

Commander Adama to find a new flight leader for the Galactica. In Flight of the Phoenix, Chief Tyrol throws himself into the impossible task of building a Viper from scratch, while Helo faces disdain from his shipmates because of his relationship with a Cylon. In the summer season finale Pegasus, the crew is stunned to learn that the Battlestar Pegasus also survived the attack on the Colonies, but tensions run high when the Pegasus's Admiral Nelenia Cain (Michelle Forbes) assumes command of the fleet. During the opening episodes of the season, Richard Hatch will reprise his role as Tom Zarek and will be challenging Commander Tigh's authority, especially when he declares Martial Law. We'll also see a new clone of Six, named Gina, that will be studied by Baltar. SciFi will also now be running episodes of Joss Whedon's Firefly at the start of SciFi Friday, giving fans a chance to reacquaint themselves with the series before the theatrical movie hits the screens in September. This should include the three episodes that FOX didn't air, that were included on the DVD release. SciFi will also be running new episodes of Ghost Hunters, Master Blasters and Tripping the Rift on Wednesday nights at least into September. There's not much advance info on the Wednesday night shows, but expect more of what we've seen so far from the sophomore series and lots of things blowing up on Master Blasters. It wouldn't be SciFi without a new batch of Saturday movies to turn your brain off for. Coming up on August 13 is Alien Express where Lou Diamond Phillips, must overcome his haunted past to board a bullet train and save its

24 Frames
Movie News
By Lee Whiteside
Due to computer problems there is no 24 Frames column. It will return next issue

passengers — including his estranged but still beloved wife — from an alien that's on a rampage in the unstoppable high-speed locomotive.. August 27th brings Pterodactyl to our screens. A dormant volcano deep with the Turkish forest holds within it a deadly secret. Perfectly preserved, a nest of pterodactyl eggs are ready to hatch... It stars Coolio and Cameron Daddo. Rumors are that Bruce Campbell's The Man with the Screaming Brain will turn up on SciFi in September at some point, soon followed by an uncut DVD release. Over on the USA Network, both The Dead Zone and The 4400 will continue through the month of August. New episodes of The Dead Zone will resume sometime next year while the future of The 4400 beyond it's summer run of 13 episodes has not yet been announced. The ratings have been good so there will likely be more some time next year. In the meantime, there isn't much advance info on either series for the remaining episodes airing in August. Across the pond in the UK, Doctor Who completed a very successful first series of new episodes setting things up for the next series with David Tennant

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taking over as The Doctor. The BBC has confirmed that **Billie Piper** will be in all of the second series as companion Rose Tyler. The network has also commissioned a third series and another Christmas special. Among the monsters confirmed to be featured in the new season will be the Cybermen and rumors are that we may see **Elisabeth Sladen** return as Sarah Jane Smith (and possibly K9 as well).

In the animated arena, The DC universe shows on Cartoon Network are at a break point right now. When they resume, expect the **Justice League** to feature an ongoing plot with Luthor and the Legion of Doom. We will also see Carter Hall show up as Hawkman. Coming up in the direct to DVD arena will be **The Batman versus Dracula** as well as a **Superman** movie featuring elements from both **Superman: The Animated Series** as well as **Justice League Unlimited**.

Starting in September and into October we will see the debut of the various new genre series on the broadcast networks. ABC will have **Invasion** (debuting Sept 21) on Wednesdays at 10 pm ET/PT, 9 pm CT/MT. **Shaun Cassidy (American Gothic, Roar)** is the producer and it will follow the goings on in a small Florida town following a hurricane which seems to be a cover for an alien invasion. Initial reports have indicated that it moves slower than **Lost**, so viewers may need

some patience. Thursdays at 9 pm ET/PT, 8 pm CT/MT on ABC will be the new version of **The Night Stalker**. Produced by Phoenix native **Frank Spotnitz (The X-Files)**, it stars **Stuart Townshend** as reporter Carl Kolchak, **Gabrielle Union** as his partner Perri Reed, and **Cotter Smith** as Vincenzo. It will attempt to evoke the **X-Files** (including music by **Mark Snow**) but may not have the charm that the original series with **Darrin McGavin** did.

CBS will have **The Ghost Whisperer** on Friday nights at 8 pm ET/PT, 7 pm CT/MT attempting to cash in on the psychic wave of interest. **Jennifer Love Hewitt** is Melinda Gordon, a newlywed who discovers she can talk to the dead. **Aisha Tylor** is her best friend, Andrea Moreno, who helps her out while **David Conrad** is Jim Clancy, her new husband. The series is inspired by the work of medium **James Van Praagh**. This takes over the timeslot previously occupied by **Joan of Arcadia**, who talked to God instead of the dead. Following on CBS Friday night at 9 pm ET/PT, 8 pm CT/MT will be **Threshold**. It deals with a team of experts who are assembled when the U.S. Navy makes a chilling discovery: an extra terrestrial craft has landed in the mid-Atlantic Ocean. Dr. Molly Anne Caffrey (**Carla Gugino**) is a government contingency analyst whose job is to devise response plans for worst-case scenarios. When her plan called THRESHOLD is activated upon the news of the UFO, she and her

hand-picked team of eclectic specialists get to work deciphering the intention of the craft and preparing for the possibility of a crisis situation -- an alien invasion. **David Goyer, David Heyman** and **Brannon Braga** are producing with a cast that includes **Brent Spiner, Charles S. Dutton, William Mapother, and Robert Patrick Benedict**.

NBC also gets into the possible alien invasion arena with **Surface** (originally titled **Fathom**) on Mondays at 8 pm ET/PT, 7 pm CT/MT. "Ever wonder what life would be like if a new form of sea life began to appear in locales all over the earth? In this expansive drama, those who are about to find out include some naval officers in the South Antarctic Sea, a family in San Diego, scientists from the Oceanographic Institute in Monterey, and fishermen in the Gulf of Mexico. The seemingly innocent creatures they find are beautiful and kids may even want to play with them -- but is there something more to them?" Will viewers stick around long enough to find out? The writers/executive producers are **Josh and Jonas Pate**, most recently known for **L.A. Dragnet**. Cast includes **Lake Bell, Rade Serbedzija, Leighton Meester, Jay Ferguson, and Carter Jenkins**. Of the three alien invasion series debuting this fall, this looks to be the least of them. Who knows, with lower expectations may come better results...

The WB will have its new genre series, **Supernatural**, on Tuesdays at 9 pm ET/PT, 8 pm CT/MT. Sam Winchester (**Jared Padalecki**) has done his best to escape his family's eerie history, but, along with his older brother Dean (**Jensen Ackles**), Sam is bound by tragedy and blood to a dangerous, other-worldly mission. Crisscrossing the mysterious back roads of the country in their '67 Chevy Impala, the Winchester brothers search for their missing father and hunt down every evil supernatural force they encounter along the way. The WB promises a weekly thrill ride evoking the terror of **The Ring** and **The Grudge**. The pilot shows promise and it may be a new genre series hit for the WB.

In the returning shows to the networks, there's a few tidbits on the new seasons. **Charmed** will see **Kelly Cuoco** join the cast as a young witch who will be guided by the Charmed ones. Also, **Mark McGrath** will appear on the series in a multi-episode arc. **Lost** will see the discovery of another group of survivors from the tail section of the plane. **Smallville** will get off to a rousing start with **Arrival** when a couple of Kryptonians show up, Nam-Ek and Aethyr, who are disciples of Zod and are looking for Kal-El. Expect lots of super powered mayhem to kick things off for the fifth season. Next up is **Mortal**, that features a villain who draws power from electricity and a pair of "Wonder Twins" that have other powers.

For more schedule information, news and links, visit the **Magrathea/SFTV** Pages at www.sftv.org Contact Lee Whiteside at SFTV@casfs.org

bound by schedules. She laughed when she told me that for eighteen months, she was tickled at the thought that she could grocery shop *anytime* she wanted!

I noted that obviously her well wasn't running dry -- she has a second series published -- "*The Sundering*." I asked where that concept came from. She explained that it was a high-concept idea. She was after a deliberately Tolkien-esque epic, good vs. evil fantasy/tragedy from a point of view sympathetic to the losing side. She was interested in questioning the blind acceptance of dualism that permeates the genre. She had become interested in a concept presented in a book she'd recently read by a war-correspondent. He had been examining the effect of war on the society at war. One of the things he observed was that the society glorifies its soldiers into heroes. A small percentage of the society and the soldiers themselves know it isn't true but it's what the society does to justify their actions. This was something she tried to use in *The Sundering*. She also went on to observe that war gives life a vibrancy and urgency that isn't present during peace.

When I asked her how long it generally took her to write a book, she answered that it took about a year but that she often spent months thinking about a new project before she actually began any writing. She also noted that she didn't work on two big projects at the same time but that she could handle smaller ones -- like an essay for Benbella's "*Anthology at the End of the Universe*" -- which examined the effect of "*Hitchhiker's Guide...*" on our society and technology. The anthology was published in April 2005. She likened it to a palate cleanser that was just fun to write. She'll also be contributing to a "Narnia revisited" themed book.

Curiously, Jacqueline's technique is to start with an outline in her head only. She spends a lot of time considering what the major plot points are and what the 'structure' of the story feels like. It's something difficult to explain, she says, but she knows when the story is essentially complete in her head. She says it's like having invisible builders moving furniture into an empty house at night. She just knows when she has enough to make a complete home. I was astonished at the idea of how much she keeps in her head. I'm lucky if I know what I did last week. She agreed that it is kind of a weird feeling. She describes her style as an 'edit as you go' thing. She finds that she cannot move forward until everything is as polished as it can be. Jacqueline isn't a morning person. She generally begins work after lunch; morning is all about mundane chores. She writes only in her study, none of that taking the laptop to the local coffee shop. She puts in about three to four hours a day but no more than six before she starts to hear the neurons sizzling, as she puts it.

I always marvel at the glamour of being a published writer. I mentioned it to her and asked how it felt to be invited to Book Festivals and feted at a nice hotel.

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And people asking for interviews... It's still a little surreal to her. She tries to maintain a perspective and remember how it was before she could make a living at it. It did take her a good ten years of struggling without success to get to this point.

We fell to discussing the evolution of strong female characters in fantasy. She had recently read a thesis that compared female characters from M.Z. Bradley's Darkover stores to Carey's trilogy. Jacqueline found it somewhat amusing, I think, that her cheerfully masochistic heroine was the end-point of the comparison. Rather, she believes that Kushiel is a point on an evolving spectrum. She is sure the genre will continue to see strong female characters, not enough to balance she says, but certainly *more*. I brought out the cliché of 'how much of you is in your character?' Her laughing answer was "a little...enough...not that much." She said the same was true of Kushiel's antagonist.

But, I pressed, if writers write what they know... then where did the masochistic sex come from? Jacqueline did a lot of research into the BDSM (bondage-dominance-sadism-masochism) community. She felt that a lot of the usage in the genre is simply titillating. She wanted to present the material responsibly. She really wanted to 'get it right' and not let it become exploitative or just plain icky. I wondered if she thought her readers enjoyed the literature or if many of them were just after that titillating affect. She answered firmly – the literature. But, she acknowledged, many of them did seek the sexual aspects of the story. Someone told her that since she hadn't understood this side of the sexual experience, she thanked Jacqueline for making her understand it. And from those in the BDSM community, she was thanked for 'putting a good face on it.'

I had to ask about the tattoos. There has been so much interest from her fans that she has made a webpage on her site just for the tattoo pictures they send her. Jacqueline confesses that she has no tattoos. She thought about it for a while but decided against it. The fans already over-identify her with her character too much, she says; that would just make it worse.

Good news for fans of Terre d'Ange – there will be a fourth book in the *Kushiel* series. One that will focus on a different character though; a second trilogy that will be about the next generation. The tentative title is "*Kushiel's Scion*." She hasn't yet begun work on it. She feels the scope of these stories will be a bit smaller and more intimate.

Again, I want to stress what a pleasure it was to speak with Jacqueline and what a lovely person she is. Listen up fans – she's Not Kushiel...

ConClusion

I'd been to a couple of Westercons and DragonCon but it's not like I really thought I was well-traveled in con circles. I'd been looking forward to this for over a year when I'd decided it was what we were going to do for vacation in 2005. I'd been told over and over about how big it was and I'd checked out their website...but there really is no substitute for actually seeing the real thing. It was sorta like going to Las Vegas for the first time.

We arrived in the afternoon on Thursday and my first mission was to score on a Press Pass. That went well and I went off in search of the freebie table to drop off a stack of ConNotations. There are dozens of red-shirted Elites within view at any given time and it still took three of them before I found one to point me in the right direction. After a couple of false paths, I finally found the freebie table. By this time, I wasn't even sure what direction we'd come from. From there, my next mission was to find the fan tables where our friends from Konzilla would have a table and allow me to leave some flyers for CopperCon. Back to the red-shirts...and another...and another... "No," I had to explain, "the fan tables are not the autograph tables", and then "no, the fan tables are not the freebie tables." When I did explain what a fan table was, all I got in return were blank looks. I'm not sure who all these helpful red-shirted Elites are, but they aren't fans. I'll have to ask someone who knows... We walked the length of the convention center and back again ending up back in the freebie table area when to my amazement, we ran into a fellow Arizona fan who works the con. He knew exactly where Konzilla was. It's good to know somebody.

With that accomplished, my next task was to score on a couple of masquerade tickets; I'd heard they'd be giving them away on Thursday and I wanted to be sure we could get in. Again, I relied on a red-shirted Elite...hmmm... this one was distance-impaired. "Right above us" she pointed. "Just take the escalator up and turn right." *Right above us* really meant walk the length of two halls... As it turned out, the tickets would not be given away until a few hours before the masquerade. But my handy-dandy press pass and name-recognition of ConNotations nailed me two passes for myself and husband from one of the con organizers. Whoo-hoo...this is working out just fine.

I kept peeking into the Exhibitor's room each pass we'd made but we didn't go in. For one thing, I was dragging a 300lb. piece of wheeled luggage and there was a sign

forbidding me to enter with the darn thing. Tomorrow, for sure. We left early to do a little mundane sight-seeing at the zoo. Besides...my bad leg hurt. Running shoes for tomorrow...

Our hotel was in El Cajon, more than ten miles from the convention center. Parking was an ...interesting experience. I wasn't surprised at \$10.00 per day, but \$20.00 per day....?! So between the cost of parking and the hassle of driving, we decided to try the trolley system on Friday. We'll see how Friday works out.

The trolley stop was only a couple blocks away and the trip went well. I sat across from a young teenager who was going to her fifth Comic-Con with her family. She was very friendly and helpful with advice. My first stop was the 'hat check' area where I could conveniently leave my 500lb, wheeled luggage full of books. We arrived a bit later than I'd hoped. I was late for the first panel I wanted to see – with Forrest Ackerman. I followed Forry to the autographing area after his panel and was able to chat with him for a few minutes. He agreed to an interview later in the day. {Watch for his interview in an upcoming issue of ConNotations.} Then I had to run to the next panel I wanted to see: the wondrous Kinuko (pronounced *Kee-nu-ko*) Craft and the amazing Donato Giancola (fabulous artists!). They were giving a slide show presentation of their art to show how they do what they do. That was a lot of fun.

ROOMMATE WANTED

Roommate wanted to share house: Master bedroom suite (wired for cable already), huge walk-in closet, big bathroom with door to outside (backyard). No garage, but there is some storage space. Swimming pool. Washer and Dryer. --- There are three cats, one dog, four birds, an aquarium, a hermit crab and a small green turtle. One 13 and a half year-old girl. --- \$750—includes utilities, cable, etc. Available by October, possibly earlier. In Glendale near Northern and 51st Ave.

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ask for Sue Martin

From there I finally made my way into the Exhibitors Hall. Whoa...! Thank goodness there's a map or I'd never been able to find the artists I wanted to see. It was an incredible sight. Since this is *Comic-Con* it's understandable that the majority of booths were about comics or Manga or media. But the booths – ohmigosh! It's obvious that many consider the con to be an industry showplace. The Disney "Narnia" booth was amazing, and they gave out goodies every hour. The Todd McFarlane toys was always packed with people. Free Manga everywhere you looked. There were Star Wars booths that I couldn't get near so I never did see what the crowd was so excited about. I could've cheerfully spent another 4 hours wandering around inside. But my intent was to locate the booths for Kinuko and Donato. I found them and left two bags of books for the sweet and very friendly Kinuko to sign. Then off to find Donato, just around the corner, to ask for his signature on a couple of my books. On the way, I noticed a sign on an empty booth for

(Continued on page 6)



ConClusion (Cont'd from page 5)

Mike Mignola! Cool...I was toting around one of his Hellboy books that I was reading. I'll be back.... By now, there wasn't much time left to grab a \$3.00 muffin for my lunch and wander over to the Autograph Area to stand in line for Robert Jordan. Unfortunately, so many folks showed up to see Jordan, that he restricted the line to two books per person. Out came the cell phone with a cry to husband to come stand in line with me. He was sweet enough to come do so...but it cost me later...

We left to find some dinner. The problem became those darn wheeled luggage that carried my 600lbs of books. The hat check area closed at 7pm and I was pretty sure we wouldn't make it back in time so I had to drag the durned fool things with us to dinner. I really, *really* wanted to make it back by 8pm – they were showing the new SG1 and SG: Atlantis shows and I'd forgotten to set the machine at home to tape them. The restaurant was packed (all the restaurants within walking distance were packed) and we didn't get back to the Convention Center until 8:30pm. I was just too pooped and husband was less than enthusiastic about watching TV in a packed hall so I reluctantly agreed to return to the hotel. The trolley took about an hour but it was very easy to use. If only the hotel had carried the Sci-Fi channel...alas.

Saturday brought new opportunities for autographs in my books. (You're starting to see my addiction, aren't you?) But first I wanted to see the SG1 and SG:Atlantis panels. The room was HUGE and the actors at the table were mere ants on the horizon. I could've walked to the front of the room but the closest I could've gotten wasn't exactly close. I settled for seating myself comfortably on the carpet against a wall and watching the huge screens placed around the room. Amanda Tapping is a charming, funny person and Ben Browder was acting the clown. The SG: Atlantis crowd was less exciting to me. Rachel Luttrell was personable and dynamic, Joe Flanigan was less so. The new guy, Jason Momoa, was understandably a bit nervous. David Hewlett was funny as hell and taking most of his shots at Jason.

I remembered to bring snacks with me for my lunch so avoided the heinous \$3.00 muffin. I wish I'd known then that there was a sandwich place inside the Exhibitor's Hall. Mrs. Fields (Cookies) must have been making a killing at this con, there were wheeled concession stands *everywhere* in the convention center. I hurried down to the Exhibitor's Hall to grab a couple of signatures from Margaret Weis. And, I had one more bag of books for Kinuko to sign. Bless her, she was actually happy to see me again. A lot of authors start turning away when they see me coming... I had a few precious minutes chatting with her before other fans needed her attention. I made it to Todd McFarlane's panel for the last half hour; and then followed him back to his booth. I'd hoped for a few moments to introduce myself and pitch a local convention to him (he's a local boy, in Tempe). I couldn't even get near him. I tapped one of his crew for a few questions

and ended up leaving my card with his PR person. With any luck...

Now I had to haul a., I mean books, down to the Autograph Area for the long-awaited Ray Bradbury signing. I was there more than an hour before his time and the line was already full! The first guy in line was there at 9am and the line was closed off at 230 p.m., an hour before I even showed up. One of the Con staff informed us late-hopefuls that we were welcome to stand behind the line but we were really rolling the dice. Ray would sign for a single hour and there were 100 people in the line ahead of us. I looked at the possibility of getting a single book signed by Ray (if I was very lucky) or abandoning the crapshoot and taking up a place in the line for Orson Scott Card and Vernor Vinge. The odds seemed better for the latter so I regretfully gave up my space in Ray's line. The return on time investment was much better – I got all my Card books signed (10 of 'em) and had some time to chat with Vernor Vinge whom I talked to only on email. I also had the chance to say hello to Kevin J. Anderson, who is becoming a familiar face to me. This was our third encounter – and no new books for his signature. I'd missed the *Serenity* panel which I truly regretted but had fun anyway.

The Masquerade was only a couple hours away and I had to quickly figure out what to do with my 700 lbs of wheeled luggage. I figured they'd frown on me taking it in with me, even with my Reserved ticket. Time to hit up a fellow Arizona fan... I just happened to know someone working in Programming, a nice large room with lots of space under tables that was open all night... Score! I owe Mike one and the nice woman, Eva, who helped me find space under a table. Off to dinner with a light heart and empty hands.

I was told the Masquerade hall held 5000 people. You really have to see it to believe it. But everyone gets a chance to watch: they project the show on big screens in a couple different places in the Convention Center. I thought that was pretty cool. They showed movie trailers on huge screens as a pre-show. We saw

the new Harry Potter & Goblet, AeonFlux, Corpse Bride (which is just too, too cool) and an awesome Narnia trailer. Phil Foglio was the MC. (If I'd only known before I left home that he would be there – I have lots of books with his artwork...) He was a great MC, very funny and skilled at handling that rowdy crowd. Richard Hatch (BSG) was one of the judges. There were loads of loud cries for "Beastboy", a

favored entry from last year. This year's show had 60 entries. The first one was a darling little girl as Wonder Woman, nice costume, nice presentation. I also particularly liked another small person as Spawn, he was so cute and aggressive. The General Greivous (from Star Wars, Episode 6) was an astonishing costume. The person was hidden under a cloak and he moved the arms with sticks and the feet were attached to his own feet. It looked like the General was moving on his own, it was really quite entertaining. There were a couple of other costumes with the same gimmick but I thought this was the best. My favorite was an exciting and sexy Nightcrawler and Lara Croft. They were quite athletic, spinning and tumbling across the stage. There was also an extremely impressive Alien costume near the end. There was a 20-minute intermission for the judges to confer. It was almost midnight, I think, and I decided to take pity on my poor, suffering husband and return to the hotel. We got back about 12:30.

I wouldn't've minded going back on Sunday, if only to wander around the Exhibitor's Hall for a few more hours but there were no more books to have autographed, so instead, we left for home early. Actually, early isn't exactly right, we were late checking out and I'm grateful for a friend calling and rousing me about 10am or we'd probably slept through the afternoon. I can't really say I was "happy" to come home, it had been a great week. Plus, we came back to a monsoon storm and no power the whole evening. Sitting in a dark house with no air conditioning or computer access was not how I thought we'd spend the evening. I'm already looking forward to returning to San Diego next year for Conzilla, Westercon 59. I'll probably only take 2 or 3 hundred pounds of books to that one...

An American in England Part Six: The Globe by Jeffrey Lu

The wooden seat had no cushion. I sat there wondering if I should have rented one before the performance. Unexpectedly rain pours down on the groundlings. Men and women who purchased the stand only cheap seats were getting soaked. I then counted myself lucky at the Globe being at the lower gallery...

Shakespeare's Globe Theatre is the third one of that name on the Bankside, London. The other two were destroyed in the 17th century. This theatre project was headed by an American, Sam Wanamaker who died in 1993. This open air Globe opened in June 1997.

Being in this theatre three times, I saw each unique performance with live actors. All of them were performing one of Shakespeare's plays. The cast of all women was in *Much Ado about Nothing*. Second, *The Tempest* was done by three men actors Performing multiple roles, and three female dancers helping and hindering each actor. Last, the entire production of male and female cast did *The Winter's Tale*.

I learned my lesson and did grab a cushion for the 2nd play. Foolishly, I decided to be a groundling for *The Winter's Tale*. I had to stand for most of the play. Next time, I will just sit in either one of the three galleries. I love this place.

For more information,
www.shakespeare-globe.org.

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Gamer's Corner

***** Ashes of Middenheim
***** Old World Bestiary
***1/2 Game Master's Pack

Ashes of Middenheim Warhammer Fantasy Roleplay \$24.99, Black Industries, 95pp

Chris Pramas and Green Ronin cleaned up and rewrote the Warhammer Fantasy Roleplay game. First let me state that it hasn't been d20'd. Second let me state this new adventure rocks. It should be played after the introductory module in the Warhammer Fantasy Roleplay book "Through the Drakwald" but it has a variant summary to use if you haven't played it.

"Ashes of Middenheim" is the first in a new trilogy "Paths of the Damned". It looks to do for Warhammer Fantasy Roleplay what the "Temple of Elemental Evil" did for D&D, that is, offer them a chance to advance from struggling neophytes to mid-powered characters while offering chances to role-play both common and complex situations. The over all role-playing experience potential is equal, if not greater, than the experience for defeating antagonists.

This was my introduction to the system and I was so pumped that I am looking for a regular game. Other players I talked to said this is a great system and they are pleased to "not have it changed to make it just another D20 variant." I've grown to expect higher quality and better role-playing from Chris Pramas and Green Ronin and this shows why. Five stars out of five. - **Bob LaPierre**

Old World Bestiary Warhammer Fantasy Roleplay \$29.99, Black Industries, 127pp

This is one of the best-written guide-books to creatures perilous I have ever seen. The style is such that you have multiple responses to successful "Common Knowledge Tests" and also for successful "Academic Knowledge Tests".

The volume contains two major and one minor sections. First there is a section with common, scholarly, and (for the sentient races) our own views. The common is full of such quotes and anecdotes that a character would hear growing up and may or may not be useful or even true. The scholarly view has more reliable sources but is of course harder to possess the skills to use. The section titled "Our own words" has quotes obtained from the creatures themselves and are not meant for players but give the gamemaster a motivation for his characters.

The second section is only for the gamemaster and contains the actual game statistics for these creatures. There is also an expanded "Chaos Mutation" table that gives you the chance to customize your chaos beasts so they are a different challenge than that expected. After all who wants to have the same player constantly saying "this is X we kill it by

using weapon Y and doing Z afterward" when you can say after the first set of attacks "Gee, that seemed futile."

The minor section is the three appendixes with mounts, small animals, and optional hit location tables. The mounts are well situated for both characters and enemy combatants. Small animals include game animals and small raptors as well as snakes. However the optional hit location tables make it much easier to determine where a non-humanoid was hit and saves spur of the moment game slowing calculations on what was hit on that ogre-dragon. There is also a critical hit table for wings, giving penalties for flying assuming they survived the damage.

This is well thought

out and should be among the best books of the year. Five stars out of five. - **Bob LaPierre**

Game Master's Pack Warhammer Fantasy Roleplay \$14.99, Black Industries, 32pp

This package contains a black & white map of the known world, a beautiful full color GM's screen, and an introductory adventure with an equipment emporium and maps of common buildings in the empire. The map is detailed enough for traveling but open enough for devising your own adventures and locating them wherever wanted. The screen has many charts and graphs that will be very useful but without the new charts from the "Old World Bestiary". Pity. With both of them being released at the same time you would think they would include them. Guess it's a marketing tool.

The adventure is pretty typical intro fare, however it also has advice for the neophyte GM to avoid lopsided combats and challenges. There are multiple path possibilities and, you might not succeed at all the tasks but still succeed in the basic mission.

The equipment emporium has most of the stuff an adventurer would want and the chances of finding it based on frequency and city/town size. The common building maps have inns, taverns, temples etc. useful for places you might pass through and can serve as templates for buildings needed in adventures. The NPC record sheet and the combat tracker are pretty common fare and while very useful look like they had been designed on an excel spreadsheet.

The most interesting page is the one on the "Dark Lore of Magic". The lores of Chaos and Necromancy are among the

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most potent in the game and they have the drawbacks (side effects) to prove it. The table on side effects is appallingly simple and yet so very right. I can see the character who pursues this career path and ending up scaring children and animals. I like the product but can't give it top marks for the reasons discussed earlier, Three and a half Stars out of five. - **Bob LaPierre**

FYI

CASFS Book Discussions

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

Books scheduled for discussion are:
August 17: Newton's Cannon by **Greg Keyes**.
September 21: Out of Their Minds by **Clifford Simak**.
October 19: Kushiel's Dart by **Jacqueline Carey**.
November 16: The DaVinci Code by **Dan Brown**.
December 14: (moved up a week to keep it away from Christmas)
Dragonflight by **Anne McCaffrey**.
Please join us.
For more information contact Catherine <books@casfs.org>

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Kaiju Fest

Atomic Comics presents Kaiju Fest- 40 years of Gamera & Ultraman on Sunday August 14th. On the big screen: Gamera: Guardian of the Universe, Gamera 2: Legion Attacks, Ultraman 1966 Episodes 1 & 2, Ultraman Nexus Episodes 1 & 2, Godzilla vs. Megaguirus, Animal Icons: It Came From Japan, Godzilla Documentary and more special presentations. Kids Kaiju Art Contest-cool prizes. New on Gamera 4 Ultraman Next and more. 10am-7pm at Mesa Superstore address: 1120 S. Country Club Dr. #105 (480) 649-0807 and at Phoenix address: 10215 N. 28th Dr #A1 (602) 395-1066. The website is www.atomiccomics.com

"England Bound" by Jeffrey Lu

Four days after our own independence,
England flew in hopes
From yesterday's great news
In hosting 2012 Olympics.

Four explosions blew-
One double Decker bus,
Three subways
While the world watched and heard.

Four seasons now
To let these ones
Know no rest
For their tear of England's best.

For reasons now,
We are England bound
To help our friend and ally
In their darkest hour

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Robert J. Sawyer is the Hugo Award Winning author of the Neanderthal Parallax Trilogy (*Hominids*, *Humans*, and *Hybrids*) plus *Calculating God*, *Mindscan*, *Far-Seer*, & more.

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Join us for CopperCon's 25th Anniversary Celebration!

We will have many authors, artists, and science participants as well as a wide range of discussion panels and presentations. CopperCon 25 will feature an Art Show and Auction, Gaming, Hospitality Suite, Filk, Masquerade, Charity Auction to benefit the Arizona Challenger Center, Anime Room, Dealer's Room, Regency Dance, and more! Please visit **CopperCon.org** for more detailed information.

Note that Thursday night (September 8th) events for pre-registered members will feature some of our guests.

CopperCon 25 Art Show Information

We are proud to announce Mark Greenawalt as our Artist Guest of Honor. There will be an art show walkthrough Friday evening hosted by Mark Greenawalt.

Our plan is to offer the best of science fiction and fantasy art to the fans of Phoenix. Art show panels (a panel is 4 ft. X 4 ft. flat brown pegboard) may be reserved for a fee of \$5.00 per panel. 3D artwork can be displayed on 6 ft. X 2.5 ft. tables, with a fee of \$10.00 per table, or \$5.00 for 1/2 table. The convention will take a 13% commission on these sales. We will feature a print shop – an area for artists to sell multiple prints of some of their more popular work, with the convention taking 15% commission on these sales. There is no fee to display in the print shop.

Artists that have reserved space: Mark Greenawalt, Betsy Mott, Mai Q. Nguyen, Sylvana Anderson-Gish, R. Merrill Bollerud, Sarah Clemens, John Kaufmann, Meredith Dillman, Theresa Mather, Mary Hanson-Roberts, David Perrine, Ellisa Mitchell, Monika Livingstone, Daniel Cortopassi, Charlene Taylor D'Alessio and Bridget E. Wilde.

We will accept Visa, MasterCard as well as cash and checks.

We are anticipating a great art show this year, so be sure to come down and see the pride of a lot of super artists. If you have any questions, or if you are interested in reserving display space, please contact Ray Gish at 2527 N. Silverado, Mesa AZ 85215 or call 480-641-3997 or email at RGASAS@aol.com or contact Richard Bolinski at rbolinski@mac.com.

Artist setup Friday: 9 AM-12 noon.

LARP: Shadow of the Phoenix invades CopperCon 25!

Come join the fight in Arizona's only OWbN (One World by Night) Sabbat game. We are a Vampire: the Masquerade game using the Minds Eye Theatre rules produced by White Wolf. We will be bringing our brand of gaming and excitement to CopperCon this year and are looking forward to the nights of gaming ahead! The game will be played Friday and Saturday nights starting at 6pm until 1am-ish at the patio overlooking the pool.

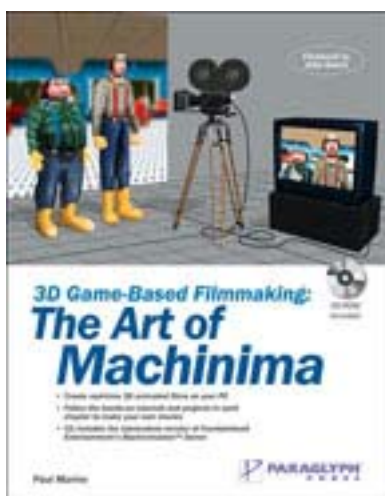
The United Federation of Phoenix will be celebrating their 30th Anniversary with a special track of programming featuring guests Larry and Janet Nemecek with SciFi Jeopardy, Star Trek Behind the Scenes, a scriptwriting panel, and The Secret History of the United Federation of Phoenix.

Contact Info: CopperCon 25, P.O. Box 62613, Phoenix, AZ 85082
Email: cu25@coppercon.org Phone: (602) 973-2341

Videos ex Gamea: Video from the Game

By Shane Shellenbarger

In 1887, Thomas Edison started thinking about moving pictures as an augment for his sound capture device - the phonograph. By the next year, Edison charged one of his assistants, W.K.L (William Kennedy Laurie) Dickson with carrying the research forward and by late October of 1890, Dickson's hard work produced its first successful results. His first motion pictures produced by the cylinder Kinetoscope, called "Monkeyshines" starred a laboratory worker fooling around for the camera. Over the intervening century, the process gained complexity and personnel, as writers, lighting riggers, sound engineers, and the Unions became integral to the production of motion pictures. Technological advances such as 8mm film cameras, the Sony Betacam, and price drops brought the miniDV within the grasp of a greater group of filmmakers. However, these cost advantages may pale in comparison to the economy of making a film using machinima.



Machinima (machine cinema) is a growing format of movie production. Making use of 3-D video games such as *Unreal Tournament*, *The Sims 2*, *Quake II*, *Halo 2*, and *Half-Life 2*, film makers record the character actions which are controlled by actors on computers connected by Local Area Networks. Unlike traditional frame-by-frame computer animation, machinima is recorded in real time with the game program server acting as the camera. Later, dialogue is dubbed in, the elements are edited, and a complete short film is born.

Machinima has its roots in 1996, when a sixteen-minute video of a speed run through the game, *Quake*, performed by veteran gamer, Yonatan Donner, made the rounds among gamers. Anthony Bailey, then-postgraduate student working on his PhD, was amazed by the video and put together a team that produced *Quake done Quick*, a twenty minute video of a speed run through *Quake* at Nightmare skill level. The next short film, *Quake done Quicker*, added an introduction, diversified the camera angles, and introduced really, really bad jokes.

Machinima is making inroads on the internet, cable television, and in the Arts. *Red Vs. Blue*, videos that make use of *Halo 2*, currently number fifty seven episodes and are available on DVD. The machinima shorts, *Splinter Cell Co-Op Theatre*, makes periodic appearances on the G4TV show, *X-Play*. On November 22, 2003, the installation "GameArt" at the Voelklinnger Huette World Cultural Heritage introduced machinima to the German art scene. Technology artists, Margarete Jahrman and Max Moswitzer, created *DanceMachine*, an interactive art installation that generates a real-time virtual movie of software-bots by moving your body and a mouse in real-space.

With nearly 300,000 downloads of the *Red Vs. Blue* episode, "Best Laid Plans," machinima is gaining in popularity and acceptance by the general populace.

Contact the author:

ConNotations.shane@gmail.com

SORCERESS SEEKS APPRENTICES

Those of you who have caught my act at Pagan Pride Day, or the Witches' Ball, or various local ceremonies, take note: I will teach all my knowledge of Bardic Magick - music, poetry, psionics, and the relationships between them - to any qualified person willing to rent a room in my house in west Phoenix. The house is in a quiet residential neighborhood near 59th Avenue and Thomas Road, within walking distance of a shopping center and within easy bus-ride of two community colleges. \$360 per month plus a share of the housework covers rent and utilities, including phone, cable TV and cable Internet connection. Yes, I'm willing to teach complete beginners. Applicants must tolerate cats, smokers, and musicians who keep odd hours. It interested, phone me at 623-247-7809 evenings.

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CONTINUING TO ROLL THE BONES

Links:

<http://www.machinima.com/>
<http://www.machinima.org/>
<http://www.roosterteeth.com/>
<http://www.swopnet.com/machinimas/>
<http://www.climax.at/dancemachine/>
<http://en.wikipedia.org/wiki/Machinima>
<http://www.hyperorg.com/blogger/mtarchive/003885.html>
<http://ramblinglibrarian.blogspot.com/2005/04/machinima-tools-for-library-promotion.html>

Videos:

Red Vs. Blue

Halo 2 videos

<http://rvb.roosterteeth.com/archive/>

The StrangerHood

Sims 2 videos

<http://sh.roosterteeth.com/archive/>

Splinter Cell Co-Op Theatre Special Agent

Bob and Secret Agent Steve are back to not save the world again.

http://www.g4tv.com/videos/index.html?video_key=9073

Quake done Quick

<http://www.machinima.com/article.php?article=78>

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<http://www.cinemaminima.com/correspondents/greening/index.php?id=P447>

"So you'd like to... Set-Up a Sims 2

Machinima Studio" by Porter B.Hall

<http://www.amazon.com/exec/obidos/tg/guides/guide-display/-/1QB187F3GTHA4/002-5272353-7057655>

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Machinima

By Dave Morris, Matt Kelland, Dave Lloyd

<http://www.muskalipman.com/piratedmgroup-Artist&sr=1%2D59200%2D650%2D7>

3D Game-Based Filmmaking: The Art of

Machinima- Creating Animated Films with

3D Game Technology

By Paul Marino

<http://www.oreilly.com/catalog/1932111859/>

The Art of Machinima review

<http://www.machinima.com/article.php?article=437>

Documentary:

Artery:Machinima

Article: http://www.boingboing.net/2003/07/17/machinima_documentar.html

Streaming Video: <http://www.machinima.com/films.php?id=292>

Software:

Machinima production kit

<http://www.strangecompany.org/page.php?id=50>

Machinimation 1 & 2

<http://www.fountainheadent.com/n.x/fe/Home/Productions/Machinimation>

Videophile

**** Constantine
** Hide and Seek
**** The Machinist

SPOILER ALERT

The following reviews ontain spoilers -
you have been warned

Constantine 2- disk deluxe edition
Warner Brothers 2005
Color/121 minutes
Rated R

Constantine is a movie based on the Hellblazer comic/graphic novel series from DC/Vertigo. It stars Keanu Reeves as John Constantine and Rachel Weisz as Angela/Isobel.

The movie opens with the discovery of the Spear of Destiny (the spear that killed Christ) by a homeless man in Mexico rooting through an abandoned mining site. Acting as if possessed he begins heading northward.

John Constantine (Keanu Reeves) is a suicide condemned to hell that has come back to earth to exorcize demons in his fight against evil to gain redemption and acceptance into heaven. Newly diagnosed with lung cancer he knows that his second time on earth is limited.

After being diagnosed with cancer Constantine encounters Angela Dodson (**Rachel Weisz**), a police officer, in a hospital where her mentally ill twin sister Isobel has just committed suicide, in the hospital where she died. They encounter each other a second time in a church as Angela argues unsuccessfully for a Catholic burial for her sister.

Angela refuses to believe her sister committed suicide and while studying security tapes of her sister's death hears her speak Constantine's name. She seeks out Constantine believing that he can help prove her sister did not kill herself.

After a visit to hell Constantine shows Angela that her sister did kill herself. Angela wants to know why and with Constantine's help begins to investigate the death. After a demonic encounter Angela begins to believe Constantine version of the world and after her own trip to hell realizes that she like her sister sees things just like Constantine does.

They discover that God and Satan have a bet over control of human's souls but can only influence and not directly affect the outcome. Beeman, one of Constantine's associates, discovers that Mammon, son of Satan, is planning on physically coming to earth and through this negation of the bet between God and Satan start his own kingdom on earth.

Beeman reading the Bible from Hell discovers that certain conditions must be met in order for Mammon to cross over to earth. The first condition, possession of a powerful psychic (Angela's sister), has been met. The second requires divine intervention – the help of God. If Mammon possessing a human is pierced by the Page 10

Spear of Destiny the blood of Christ dried on the blade will allow him to be born to earth.

Angela subsequently is possessed by Mammon. Constantine attempts to exorcize her but is unsuccessful. He forces the unknown entity that is thwarting his attempts to reveal itself. This turns out to be the Angel Gabriel who jealous of Man's ability to obtain God's forgiveness and has decided to help Mammon so that humans can truly earn God's forgiveness in its eyes.

As Gabriel begins to stab Angela and release Mammon Constantine suicides a second time stopping Gabriel mid thrust and summoning Satan who is coming to personally collect Constantine's soul.

After speaking with Constantine and discovering his son's plot, Satan stops Gabriel leaving Mammon in hell. When asked for what he wants as a reward Constantine asks that Angela's sister be released from hell and in the processes redeems himself to God much to Satan's annoyance.

Extras

There are many extras on this two disk set. The first disk contains the movie as well commentary by the director and writer of the movie. Also as extras on disk one are the teaser and theatrical trailers and a music video, Passive – by A Perfect Circle. Commentary is commentary and everyone has seen the trailers at some point already. The music video is worth a watch. For you NIN fans Trent Reznor has a writing credit for the song along with James Keenan from A Perfect Circle/Tool. The video features many action sequences from the movie.

Disk two is all extras. Conjuring Constantine is a feature that traces the origins of the John Constantine character from his first appearance in Swamp Thing through his incarnation in the movie Constantine.

The Production from Hell contains several making of featurettes the most notable of which is Collision With Evil which details the production of the opening scene.

Imagining The Underworld are featurettes on the development of various sets and props in the movie. I found them to be fairly interesting.

Constantine Cosmology is a feature that discusses the myth and story telling.

The disk also contains the requisite deleted scenes which as with most movies were left out for good reason but are still fun to watch. They can be viewed with or without commentary.

The best of the extras is the comic book which comes with the 2-disk deluxe addition. This contains two re-print comics and a short story.

I give the movie four out of five and the extras three out of five. Defiantly a movie worth watching for both the Hellblazer Fans and horror aficionados. If you're into DVD extras they are worth watching and if not you still have the Hellblazer comic as a bonus. - **Rick Andrews**

Hide And Seek
20th Century Fox 2005
color/101 minutes

Rated R

Robert DeNiro – Dakota Fanning

The movie opens with Psychologist David Calloway (Robert DeNiro) discovering the body of his wife, dead of an apparent suicide. His daughter Emily (Dakota Fanning) also witnesses this grim discovery.

Against the advice of his daughter's therapist, David takes her from the psychiatric hospital to a house in the country where he feels that she will recover better from the trauma of her mother's death.

Emily soon has a mysterious friend named Charlie. At first David is not concerned with this new playmate believing Charlie to be imaginary. Increasingly violent and disturbing incidents occur in the Calloway household with Emily blaming Charlie. David becomes more and more concerned with Emily's behavior but still refuses the therapists advice to bring Emily back to New York for treatment.

After the violent death of Charlie's new girl friend we discover the not so surprising real identity of Charlie and that Emily didn't witness her Mother's suicide but her homicide.

David finally figuring out that Emily is not Charlie but rather himself he seeks help from Emily's therapist. She is able to rescue Emily by killing David/Charlie almost being killed herself in the process.

Emily is brought back for treatment where we find that maybe Charlie isn't quite gone yet.

The most promoted extra on this DVD is the four alternate endings. Three of the four leave little hope for Emily's recovery from the traumas she has suffered and are similar to the released ending with the fourth alternate ending being a and they lived happily ever after variant. While any of the first three alternates make for acceptable endings the fourth would have ruined what little value this movie has.

The extras also contain the standard making of features and the standard commentary along with deleted scenes and storyboards.

This movie gets 2 ½ stars out of 5. Too predictable to be really scary. - **Rick Andrews**

The Machinist
Paramount Classics 2004
Color/101 minutes

Rated R

Christian Bale – Jennifer Jason Leigh

Trevor Reznik (Christian Bale) hasn't slept for a year and the strain is starting to show. He keeps mostly to himself. He goes to his job as a machinist in a machine shop and stops for coffee and pie at a café near the airport. His only real relationship is with a prostitute named Stevie (Jennifer Jason Leigh). Trevor begins to suspect that someone

may be after him and believes that they have come into his apartment while he is not there. One evening he finds an incomplete game of hangman on a post-it note stuck on his refrigerator. This only increases Trevor's paranoia.

He begins to speak with a new man, Ivan at the machine shop. One day he is helping another man level a lathe when he is distracted by Ivan. As a result of the distraction the other machinist is severely injured losing most of his arm. After this incident no one seems to know who Ivan is and blame Trevor for the injury.

Deciding Ivan is the one who has been in his apartment Trevor sets out to find him and find out what is going on. After one encounter he steals a picture from Ivan's wallet that shows Ivan with another machinist from the shop. Trevor is now sure he has is proof.

Trevor himself gets caught in another lathe and barely escapes injury. Trevor lashes out and blames the mysterious Ivan along with other machine shop employees and ends up being fired.

Meanwhile while still seeing Stevie, Trevor gets into a conversation with the waitress at the café and agrees to go out with her and her young son on Mother's day. The outing ends badly when the boy has a seizure after Trevor takes him on an amusement park ride.

In a tender moment Stevie tells Trevor she will give up prostitution and be with him exclusively if he would want that. Trevor agrees.

Trevor continues to try to track down Ivan. Unemployed he soon finds himself without power in his apartment. He goes back to Stevie and when she points out that it is him in the photograph stolen from Ivan's wallet they fight and she tells him to leave and not come back.

Trevor finally realizes he is Ivan and that the waitress from the café is really the mother of a young boy he killed in a hit and run accident the year before. After confessing to the mother and then the police, Trevor is locked in a cell and lays down to sleep.

The DVD has the usual commentary and deleted scenes as well as theatrical trailers.

I give this movie 4 out of 5 stars. It is an excellent depiction of one man's decent into paranoia and insanity. Christian Bale plays the part Trevor quite convincingly. For an interesting contrast compare Christian's physical appearance and manner as the character Trevor in the machinist with his physical appearance and manner as Bruce Wayne/Batman in Batman Begins. - **Rick Andrews**

In Our Book

CUSP

by Robert A. Metzger
The Penguin Group, 517 pp, \$24.95,

It is always rare and always nice to see hard science fiction done right. *CUSP* does it right. (Mike Resnick). He was kidding about hard science fiction when it comes to *CUSP*. This book has physics in it that Stephen Hawking would be hard-pressed to put calculations to. And yet Robert Metzger does an extraordinary job of combining science, character development, and storyline into one streamlined work of art. The ideas put forth illustrate a future for humanity where the majority of human beings are equipped with electronic enhancements and a perpetual link to the Void: what we would call the internet but much grander. With large jets of energy having sprouted from within both Earth and the Sun, thrusting the celestial bodies through space, humanity is pushed to the limits of its evolution and beyond in order to survive. From such a calamitous beginning, it would be safe to assume that many people would be panicking, and they probably are; but Metzger focuses on the key players in this new celestial game where the pieces are moving by unseen hands, for surely both Earth and Sun moving in concert is anything but natural. Metzger develops the characters quite fast, starting in the middle and replaying parts of their past where relevant, but efficiently. He brings in many concepts of machines that don't exist, giving them names that mean nothing to the first-time reader, reminiscent of Orson Scott Card *Ender's Game*, but the functions of these machines are not so far-fetched that they couldn't exist within the reader's lifetime. Everyone who picks up this book should be aware that knowledge of science would be a big plus in understanding every little nuance, the sum of which lead to a surprise ending where the survival of the planet itself is at stake. **Jon Graves**

The Bright and the Dark
by Michelle M. Welch
Bantam Spectra, 390 pp, \$6.50,

Again Ms. Welch has provided us with a very complex story. (see review of *Confidence Game*, Issue 14.5). We are back in the realm of the Five Countries but with different players. The story centers around two characters, one of which was introduced as a child in her earlier novel. The child Aron, son of a powerful Justice (those who constitute the government), is now grown to a man but is just as disturbed and troubled. And the other is Julian, an exile from a country once revered for its scientific learning but now reverting to barbarism. Together they journey through self-discovery for both. Aron has bound himself to unhappiness by his obsession with gaining his father's attention. Julian seems to want to simply float through life like a leaf on the stream, taking whatever is easy and pleasant. People around Julian take comfort and satisfaction from his mere presence; as if, by simply knowing this relic of a fabled race, they will gain some knowledge or renown. Julian cannot understand this nor help them. Eventually, he comes to recognize that people don't see *him*; they see only what they want him to be. The character development was the most interesting part to me. This book has the same political machinations and intrigue as her first novel. This was the least interesting part. The conflicts in the story are a plague that threatens everyone, one country attempting a revolution, and the in-fighting and intrigue among the Justices. These conflicts were quite secondary to the characters.

The story is elaborately plotted, the characters' motivations are equally detailed; however, I found the style ponderous and dull. I have an idea that Ms. Welch was actually trying to give the reader a sense of the country and people in her story with her particular style. I could not be sympathetic to any of her central characters. Nor could I generate much interest in the conflicts. It is difficult to point to any particular thing to say she could have done this or that

differently to make the story more enjoyable. I think I can honestly say that although I recognize this novel to be well-written and plotted, it simply wasn't to my taste. I will, though, check back to see how her writing matures, as it is sure to. I have a curiosity in seeing where she goes next. - **Catherine Book**

Mystic and Rider: A Novel of the Twelve Houses
by Sharon Shinn
Ace Hardcover; 440 pp.; \$24.95

Fun, fun, fun.

I love Sharon Shinn's books, especially her "Archangel" trilogy, and the book before this, "Angel Seeker."

This novel is a different genre, more pure fantasy than the previous ones.

"Mystics" are people who control magic: shape-shift, read minds, manipulate fire, heal. Of course there are people who find mystics too uncomfortably strange, and goes as far as naming them an abomination upon the face of Gillengaria (the land this novel takes place in) and they need to be eradicated.

Senneth, who has a delightfully mysterious past (that is slowly revealed) is the strongest mystic of the group we meet in this novel. She has very strong mind powers and is able to control fire and heat, as well as having decent healing skills.

Her closet friend Kierra is a shape-shifter as well as an exceptional healer.

These two are accompanied by two of the "King's Rider's," soldiers who are exemplary fighters and utterly loyal to the King. The older one is Tayse, the younger one is Justin. (Neither of them are mystics---at least not so far).

With them is Donal, a young man who is also a shape-shifter and very attached to Kierra as the two were raised together, though Kierra is a lady of one of the high-born Twelve Houses and Donal is not.

As this group travels about Gillengaria trying to determine if the several different provinces making up the country are fomenting war or not, they add another person to their number, Cammon whom they discover working as a drudge in a

king, his unusual second wife (who might be a mystic) and the king's daughter and heir who has been rarely seen since she was a child.

Senneth and friends discover that the political situation has gotten fairly unstable and that mystic bashing is fast becoming a national sport.

The adventures these six are involved in before they bring their report to the king are wonderful and bring out the best in all the characters, binding them closer together.

Even love begins to bloom between two of them.

This is a wonderful story, just the first volume in more to come. And a great addition to Shinn's oeuvre. - **Sue Martin**

The Family Trade [Book One of the Merchant Princes]
By Charles Stross
Tom Doherty, New York 2004
Paper back, 312 Pages, \$6.99

This novel is a new wrinkle on the doorway into another alternate earth. Ingredients are a tech writer of unknown parentage, a money laundering scheme she investigates, a locket left by her dead mother and a sudden firing from her magazine job. These things turn out to be unexpectedly related. The locket opens a door to another version of earth with the same geography. Her unknown relatives run an import export business between the two and are nobles in the other earth. It is them she was investigating. They come looking for her. From there things begin to get complicated.

The world of the story is well crafted. The characters are well drawn. Their motives are complex and believable. The novel is not predictable. It does not any of the tried and true paths it could have taken. I loved it. Read and enjoy. Wait eagerly for the next book, *The Hidden Family* - **Gary Swaty**

Nebula Awards Showcase 2005
edited by Jack Dann
Roc Books, 328 pp., \$15.95

As per the subtitle: 'The Year's Best SF and Fantasy Selected by the Science Fiction Writers of America.' See what the professional writers consider the best, whether winners or nominees. The stories are by Richard Bowes, James Van Pelt, Carol Emshwiller, Robert Silverberg, Molly Gloss, Cory Doctorow, Eleanor Arnason, Neil Gaiman (excerpt from 'Coraline'), Karen Joy Fowler, Barry N. Malzberg (two essays, one on Robert Silverberg), Charles L. Harness (and an essay by George Zebrowski about him), Adam-Troy Castro (his 9/11 story), Harlan Ellison, Elizabeth Moon (excerpt and essay), Jeffrey Ford (a synesthesia story), and poems by Ruth Berman, Sonya Taaffe, Charles Saplak and Mike Allen. Lucius Shepard reviews the year's films, and a symposium on 'Movements in Science Fiction and Fantasy' includes

(Continued on page 12)



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tavern. His talent, unformed and unnamed at the outset seems to be ability to read thoughts and emotions. Appalled that he is working in the tavern as a virtual slave, Senneth and the others "relieve" the tavern owner of Cammon's presence and so take him with them.

In the process of their fact-finding mission, these six people discover there is a religious movement gaining strength throughout the land devoted to the moon goddess, or "Pale Mother" as she is known by. The Pale Mother's acolytes and a fanatical army supporting them want to destroy all the mystics. And they are not happy with the current

In Our Book (Continued from page 11)

Bruce Sterling, China Melville, Paul McAuley, Ellen Kushner, and Jeff Vandermeer. Plus sections on the awards, the 2004 ballot, past winners since 1965, about the SFFWA organization, and editor's introduction. Not everyone can attend the Nebula Awards, but we do have this. - **Mike Griffin**

Platero and I, A Dual-Language Book
by **Juan Ramon Jimenez**
edited and translated by **Stanley Applebaum**
Dover Books, 167 pp., \$9.95

A modernista classic, part of the Spanish revival which blended romanticism and symbolism in the early 20th century.

The author won the Nobel Prize for Literature in 1956, and this series of prose poems is from 1914-1916. It is his most popular work, a tale of a writer and his donkey wandering in Andalusia. If you prefer, you can forget it's prose poetry and read it as a short novel with 138 chapters. The left-hand pages are in Spanish, the right-hand in English. Includes an introduction and explanatory notes. - **Mike Griffin**

Grails: Quests of the Dawn
Edited by **Richard Gilliam, Martin Greenberg, Edward E. Kramer**
Roc Fantasy Anthology, 388 pp, \$6.99

This is a collection of 25 short stories with a unifying theme of the Holy Grail. The stories are all about searching for the Grail; although with these stories, the Grail can come in any form and be at the end of any path.

The Mercedes Lackey story seemed more like the first chapter of a novel. I very much wanted to know what happened next. However, the Marion Zimmer Bradley was luke-warm at best. Diana Paxson gave us an encounter between Perceval and the Fisher King in verse that I very much admired. Lee Hoffman wrote a story that put the Grail in the most improbable place – the American old west. I really enjoyed this one – the American cowboy saves the day...again. Alan Dean Foster offers up the idea that if everything has a complement – what would the Holy Grail's complement be? One unfortunate snake oil salesman finds out the hard way. Orson Scott Card gave me the most satisfying story of the collection although I felt the end was not as clever as the story. He has a very different idea of where Atlantis was and his story ties together an ancient inhabitant of that city and one watching through the microscope of time.

"The Awful Truth in Arthur's Barrow" by Lionel Fenn made me laugh. I hope the puns were deliberate and I just loved the irony. Neil Gaiman made me smile also. His poor Galaad finally found

his Grail but it was on the mantle of an elderly widowed woman who found it in a thrift shop. Galaad had to work very hard to find something as an acceptable trade for her – but I didn't agree with her choice. Another one very high on my approval list was "Invisible Bars" by Dean Wesley Smith. Very well-written and plotted. And the end was affecting... it made me put the book down to think about it.

But the best of these were from Janny Wurts and Kristine Kathryn Rusch.

Janny's "That Way Lies Camelot" is a tear-jerker, of a most tender and loving bent. Kristine's was just downright moving. Probably the best 'journey' story in the lot.

If you were counting, you'll see that I only mentioned ten that I liked... out of twenty-five. Truly, this collection was mediocre and with a couple of notable exceptions disappointed me. - **Catherine Book**

Gosta Berling's Saga
by **Selma Lagerlof**
translated by **Lillie Tudeer**
Dover Books, 353 pp., \$13.95.

A first novel from Sweden in 1891, it blended romanticism, symbolism, and supernatural lore. The author became the first female winner of the Nobel Prize for Literature, and this remains her most popular work. Greta Garbo made stardom for the 1924 silent movie version. The tales concern a defrocked country pastor, a rich woman, and various rogues. Part of the Swedish Romantic revival, it remains eminently readable today: "... but how they are to enter the beehives of Reality is surely their own affair!" - **Mike Griffin**

The Hidden Queen
By **Alma Alexander Eos** [Harper Collins]
New York 2005
Paperback 389 Pages \$6.99

The kingdom is in peril. The king is slain and his heir is a nine year-old girl. A desperate general promises the

kingship to the ambitious bastard first-born son of the king. The Queen seals all of the legalities to assure her daughter's right to the throne. The young queen, Anghara is spirited away to be fostered under the name of Brynna Kelen. Her half brother holds a public funeral for her and takes the throne. Thus begins the saga of The Hidden Queen.

This novel is story of her education in three widely separated places. She begins at her Aunt's home under the Sighted

March, Flees to Castle Bresse learning from Lady Morgan and flees again to the Deserts of Arad Khajir'i'id where she truly learns to handle her powers under ai Jihaar She gathers friends and develops the strength and discipline she will need as ruler. All this time her half brother Sif seeks her with lethal intent using the sighted ones he controls. As she flees to the desert he unleashes a pogrom attempting to wipe all of the sighted in

(Continued on page 13)



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In Our Book (Continued from page 12)
realm. Now that she is 17, she is ready to return and right the wrongs. She sets out. Find out what happens in volume two, *Changer of Days*.

The backdrop of the novel is vividly drawn. The cultural descriptions are detailed, the geography interesting, the people interesting. You care about them and their world. I recommend the book as an interesting variant of the coming of age novel. I look forward to reading the next book – **Gary Swaty**

Test of the Twins
by Margaret Weis and Tracy Hickman
TSR, 312 pp, \$24.95

Test of the Twins is volume III of *Legends*.

Defying the fate that claimed his evil predecessor, Raistlin and Crysania engage the Queen of Darkness in a battle for a seat among the Gods.

Simultaneously Caramon and Tasslehoff are transported to the future and understand the cost of Raistlin's success. Caramon must make a painful

sacrifice and prevent his brother' success and despite his friends and allies, take the last step alone..

With better than average world building, and fleshed out characters, it makes an enjoyable read. Three stars - **Pam Allan**

Banner of Souls
by Liz Williams
Bantam Spectra, 426 pp,\$6.99

Banner of Souls is a dark fantasy set in an imaginative and evocative world.

Dreams-of-War is one of Mars most

elite warriors assigned to protect a child from Earth who's genetically programed discanting [Children are no longer born] allows her to manipulate time. And change the future. From the world of Nightshade, a realm that poises on the edge of the solar system comes Yskatarina lye, another genetic programed being that is supposed to find the child and kill her. It is a race that pits savior and nemesis to prevent the last vestige of humanity from being destroyed.

Set in a world where bodies and souls have been split apart, the strange creatures and coplex characters make this a gotta have it book. Liz Williams just gets better and better. 5 Stars. - **Pam Allan**

Black Juice
by Margo Lanagan
Harper Collins Children's Books, 160 pp, \$15.95

Black Juice is a short story collection by Australian novelist and poet Lanagan.

As part of a public execution, a young boy helps to sing his sister down.. A servant learns about grace and loyalty from a mistress who would rather dance with gypsies than live with a lord.. An encounter with a demonic angel gives a young man strength to face his oppressor. A shooting spree kills a clown unable to escape his fate and more stories, haunting juxtapositions of light and dark, figures on the edge of the familiar.

These haunting short stories are designated young adult, but no reader is to old to marvel. This is good collection from an extraordinary writer. - **Pam Allan**

Century Rain
by Alastair Reynolds
Ace, 503 pp, \$24.95

Century Rain is hard science fiction and stands alone.

Verity Auger is an archeologist trying to retrieve the earth's history from an Earth destroyed by nano-virus and ice. Working for the Department of Antiquities, she takes a risk in retrieval and a child dies. Caliskan is the head of Antiquities and a covert department called Contingencies that can cause Verity to stand trial or take on a mission with plenty of risk, but may be a walk in the park picking up some papers from the apartment of a murdered agent.

Wendell Floyd is a detective in a Paris that did not have a second world war, and did not develop space ships , computers and high technology. He is hired to find out what happened to the agent by her landlord, when the police decide it was an accident.

By the time the reader gets into alternate time lines, whole worlds created as snapshots, and quantum mechanics, things are moving so fast you can't put it down.

Reynolds seems to get better and better with every book. plotting , characters, action, and thoughtful posing screams awards. This is a must have. A potential grand master lurks between the lines. - **Pam Allan**

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<http://www.dragonpage.com/>

<http://www.sliceofscifi.com/>

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Email: lep32@leprecon.org

www.leprecon.org/lep32

Musty Tomes

Neuromancer

by William Gibson

Ace Books, 371 pp., \$25.00

This hardback is the twentieth anniversary edition of the novel that championed the cyberpunk movement. It seems to have been a movement that died of partial success. Many of its innovations have become cliches in science fiction now: plug-in jacks in heads to connect brains to computers, punk rock fashions in clothing, body enhancements like razor fingernails, free agents using the latest computer technology for self-empowerment, out-of-control corporations that threaten everything ... wait, that last one is a much older cliché. For this edition, we get a new five-page introduction by the author, a retrospective on the book's creation and sins of omission. He notes that he kept the USSR but disappeared the USA, and never mentioned cellular telephones. Even the most progressive science fiction is doomed to obsolescence. This one should still be read for its hip, cynical style, and the bright yet bleak future it shows, one still unfolding for us now. – **Mike Griffin**

Gladiator
by Philip Wylie

Philip Wylie was born in 1902 and *Gladiator* was his second book, published in 1930. Philip was a pretty radical thinker for his times. He and Robert Heinlein shared many of the same ideals. Philip had a lot to say about the human condition and lectured us repeatedly in his novels about how to better ourselves. I present a single book here from Philip Wylie but I strongly urge you to find more of his stuff. The man was prescient...I swear. His views of sexuality and his vision of an atomic age were astonishingly...prescient. He was probably best known for "*When Worlds Collide*", "*Generation of Vipers*" and "*The Murderer Invisible*" (the invisible man story.)

I picked up a used copy of *Gladiator* at a local used bookstore because, although I remembered Wylie from my high school days, I wasn't familiar with the title. The back of the book told me that this story was the inspiration for the Superman comic strip. I opened it at random and was instantly sucked into it for a couple of chapters.

All the basic elements of Superman are here. As Wylie is more of a social scientist, there is no alien element. A professor develops a formula that enhances human strength (as in, how does an ant lift several times its own weight?)

and injects his pregnant wife. The resultant baby, Hugo, is incredibly, inhumanly strong and his skin is nearly invulnerable. Because Hugo cannot be restrained physically or punished physically, his parents are forced to imbue him with the highest principles and morals. He grows up to be a physical and intellectual giant. He discovers that no one appreciates his differences; rather, he tends to foster fear and, of course, hatred. He learns to hide his differences. And that's where it gets interesting.

Hugo searches for a meaning for his life. He feels that since he is unique, created by his father, that he has a responsibility to use his strength for a greater good. He tries and tries but he can't find a way to benefit mankind. The best he can do is to better himself materially. He is a great force for destruction – he runs corrupt politicians out of town only to see them replaced by similar men. He can disrupt enemy supply lines and decimate a machine gun nest during WWI but cannot bring about an end to the war itself. He can save the individuals he meets but he cannot change the human condition. He becomes weary and heart-sore until he meets a scientist who looks at him with interest and curiosity instead of fear and loathing. A scientist who offers him a solution to his search, a purpose for living and a method to ultimately improve the human race. But the answer isn't simple; and Hugo must examine his own

heart and motives to decide how best to serve mankind with his unique gift.

This is a truly great story of how awful it is to be the superior man in a world of ordinary people. The futility of trying to change mankind is brilliantly illustrated. To us, the only evolution left is a social one. But we change so slowly and we must be brought kicking and screaming to a better place; that it sometimes appears that we may destroy ourselves or our environment before we can mature. On another note – I was thrilled to discover that this story was also the inspiration for another great character: Valentine Michael Smith of Robert Heinlein's "*Stranger in a Strange Land*" fame. I was first struck by the similarity of conditions and personality. Hugo's effect on women is echoed by Heinlein when he introduces Michael to sex. *That* was the big eye-opener. Hugo's experiences working in a carnival-like atmosphere probably contributed to Michael's exploration of the human condition while working in a carnival. And, even more blatant, Michael's namesake is Valentine Mitchell, a starving artist that Hugo befriends. I can only assume (without the benefit of extensive research...) that if Robert and Philip weren't friends; then at least, Robert was interested in their common viewpoints and probably read Wylie. I think Valentine Michael Smith is a wonderful tribute to Philip Wylie's Hugo and this book will remain one of my favorites. – **Catherine Book**

Nebula Awards Weekend 2006

MAY 4-7, 2006

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www.sfwawards.org/2006

nebulas2006@gmail.com

**Presented by Leprecon, Inc. in association with the
Science Fiction and Fantasy Writers of America, Inc.**

Club Listings

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

AERIAL MIRAGE JUGGLERS. Meets Wednesday 7-10pm in Encanto Park, 15th Avenue, south of Encanto. No dues, everyone welcome. All levels skill exchange in many areas of object manipulation Dave Davis <aerialmirage@gnerds.com>, 602-955-9446; or Ron Harvey <rbh1s@yahoo.com>, 480-775-4690 for more info or impromptu juggling sessions.

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

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

BASFA Local Tucson science fiction group that puts on TusCon. Contact us at PO Box 2528, Tucson AZ 85702-2528 or basfa@earthlink.net our website at <http://home.earthlink.net/~basfa/>

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

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

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

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

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

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

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

ORANGE COUNTY SCIENCE FICTION CLUB meets last Wednesday of every month (except Dec.) We frequently have author guest speakers. You're all welcome to come if you're in the area. We meet in Fullerton,

about 5 miles north of Disney-land. For more details ph. Greg at [949] 552-4925 or send a message to our listserve OCSF@yahoogroups.com

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

THE PHOENIX FANTASY FILM SOCIETY A Phoenix based club interest-ed in the entire realm of SF, Fantasy and Horror film. PFFS has been in existence for 30 years, meeting every 6 weeks in member's homes. Dues are \$10 per year. Membership includes newsletters, an annual film awards and various outings. For information, contact PFFS, P.O. Box 34023, Phoenix, AZ 85067 or call David Storck at (602) 274_7404, e-mail: Menzeez@aol.com.

RAGE ACROSS THE SOUTHWEST A Live Action Theatre Troupe based out of the ASU campus in Tempe, AZ. It is dedicated to the game Werewolf: The Apocalypse by White Wolf publishing. Contact Mike McLaughlin at (602)461-5842 or write 1730 W Emelita Place #2025, Mesa AZ 85202-3144 or warlok@aztec.asu.edu

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

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

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

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

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

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

SUPERSTITION SPACEMODELING SOCIETY is Arizona's club for builders of model and high-power rockets and those who love to see them fly. Launches are held on the second Saturday morning of each month in Rainbow Valley. SSS hosts the annual G. Harry Stine Memorial Rocket Launch every October. Visit www.sssrocketry.org for membership information, directions to the launches and meetings, and to read the monthly newsletter, "Newton's Minutes." **TARDIS** is a Phoenix-based General SF/Fantasy Fan Club, specializing in International media SF/Fantasy since 1983. **TARDIS** meets every two weeks at different locations around the valley. Activities include watching videos, discussions, parties, games, and occasional outings with more to come now that Doctor Who is returning from hiatus. Many members maintain an active presence at conventions. You can contact us at 2243 W Wagon Wheel Dr, Phoenix, AZ 85021, Voice Mail at (602) 864-0901, E-mail TARDIS-Info@cox.net or visit us at <http://members.cox.net/tardis-info>

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

T.H.E.M. is ASU's science fiction and fantasy club. Weekly meetings are held on the Arizona State University campus, with dates and places to be announced after the semester starts. For more information, Email them@themonline.org Web www.themonline.org

TUCSON FAN ALLIANCE E-Mail Address is Bkoehler@Juno.com or 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 Star-fleet Intl.. Members are scattered world wide but the primary clusters are in Tucson, AZ and Plano, TX. They don't meet on a regular basis since they are a

(Continued on page 16)

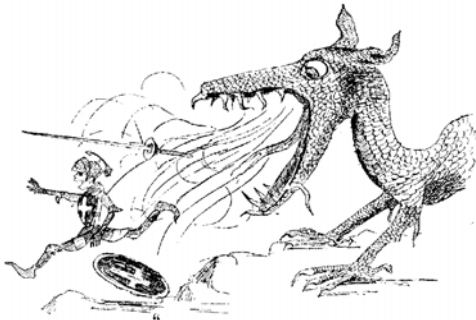
Club Listings (Continued from page 15)

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

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

UNITED FEDERATION OF PHOENIX A Phoenix area Star Trek and general SciFi fan club. We are a social club that meets every two weeks at various locations around the Phoenix area. The UFP has been meeting for over 25 years of continuous activity. Dues are \$15/per year prorated when you join; no restrictions. Membership includes membership roster and monthly newsletter. Come to any two meetings at no obligation. For information, write the UFP at PO Box 37224, Phoenix, AZ 85069, or call Jim Strait at (602) 242-9203. Web page: <http://www.U-F-P.org> or Email to Info@U-F-P.org

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



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

Convention Listings

CopperCon 25 (Phoenix AZ) **Sept 9-11, 2005** Embassy Suites Phoenix North, 2577 W Greenway Rd, Phoenix, AZ
Guests Authors Greg Keyes, Robert J. Sawyer; Ghost GoH. Harry Stine; Music Escape Key Memberships \$25 thru 12/31/04, \$30 thru 5/30/05 Hotel rates \$89 S/D, \$99 T/ \$109 Q (plus tax) (602) 375-1777
CopperCon 25, PO Box 62613, Phoenix, AZ 85082, Phone(480) 945-6890
EmailCu25@coppercon.org,Web www.coppercon.org

Conjecture 4 (San Diego CA) **October 7-9 2005.** Literary oriented SF&F con. Doubletree Club Hotel, Mission Valley, San Diego. GoH Jack McDevitt. Theme: Action/adventure SF. Mad Science Fair, Seat-of-the-Pants Engineering Contest, Iron Hack competition, and more! Vote on panel topics at our website. Memberships \$40 until September 15, \$45 at door. Mail to SanSFis, PO Box 927388, San Diego, CA 92192 or register on our website. Hotel room rate: \$99, any occupancy. Website: www.conjecture.org.

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

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

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

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

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

LepreCon 32 (Phoenix AZ) **May 5-7, 2006** Embassy Suites Phoenix North, Phoenix, AZ Guests: Artist Guest: Alan M. Clark, Author Guest: John Vornholt, Media Guest: Bill Blair. Memberships \$30 thru 10/31/2005; \$35 thru 1/31/2006. Hotel \$95 S/D, \$105 T (plus tax) Reservations: (602)375-1777 Info LepreCon 32, PO Box 26665, Tempe AZ 85285 Phone (480)945-6890 lep32@leprecon.org or www.leprecon.org/lep32

HexaCon 16 (Phoenix AZ) **October 13-15, 2006** Embassy Suites Phoenix North, 2577 W Greenway Rd, Phoenix, AZ Gaming starts on Friday and runs 24

hours until Sunday 4PM. Planned events include RPGA, LARP, LAN Party, CCG, Battletech and much more. Also Anime and a full consuite. *THURSDAY EVENTS for pre-registered members only include Barry Bard's Movie Previews and Giveaways. Memb: \$15 thru 1/31/06; \$20 thru 9/30/06 Hotel: Embassy Suites Phoenix North, 2577 W Greenway - Rooms \$109 S/D. All rooms include breakfast and happy hour. Info: www.hexacon.org

NOTICE

EVENT CALENDAR RETURNS NEXT ISSUE
it seems to be the month of computer meltdowns - if you have info for the calendar please send it to editor@casfs.org since I seem to have lost all of it - old and new.



Mailing/Subscription Information

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

ConNotations updates it's mailing list each December.

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

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

Currently these groups are: **WesternSFA** - If you attended Westercon 57 you will receive Volume 15 Issues 1 thru 6

Generic Convention Registration Form

Name: _____
Badge Name: _____
Address: _____
City/State/ZIP: _____
Phone: _____ Email: _____
Enclosed is \$ _____ for _____ memberships for _____ convention.

(See individual convention listing for mailing address)
More info on ☐ Masquerade ☐ Art Show ☐ Volunteer ☐ Other