

# ConNotations

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

## A Conversation with Jim Butcher By Lee Whiteside

Jim Butcher is best known for the fantasy series *The Dresden Files*. He's also in the middle of his six book *Codex Alera* fantasy series, has a *Spider-Man* novel out and has ideas for more stuff in the future. The TV series based on *The Dresden Files* is currently airing on the SciFi Channel on Sunday nights. I got a chance to chat with him on the eve of the debut of the TV series. Jim will be in the Phoenix area for the Arizona Book Festival on April 14th and a signing at the Poisoned Pen on April 15th.

Jim was born in Independence, Missouri, and moved to Oklahoma where he attended Oklahoma University. After living in Pennsylvania for a few years, he has moved back to Independence to be near his family. At the age of 19, he decided he wanted to be a career novelist, but it wasn't easy going at first.

### How did *The Dresden Files* come about?

The first several books I wrote were nothing but swords and horses. I had been discussing things with my writing teacher



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every semester and I had written several very mediocre books. At some point she had told me "You know, Jim, you're always going on about how much you enjoy the Anita Blake books by Laurell K. Hamilton and how much you like Buffy, why aren't you writing something

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SF Tube Talk
TV News & Previews
By Lee Whiteside

Over the next two months we've got a lot of things happening, from returning shows like the Stargates and Doctor Who, to new shows like Painkiller Jane and Blood Ties and the season ending blowouts on the broadcast networks for shows like Heroes and Smallville. The SciFi Channel's attempt to launch Sunday night as a new night for first run drama has met with mixed results. Up against normal programming on the networks, both Battlestar Galactica and The Dresden Files have done moderately well, garnering comparable ratings numbers to what Galactica was getting on Friday nights which equates to more viewers since the number of actual households and viewers watching on Sunday is higher. When they were up against football playoffs or award shows, the numbers dipped. SciFi has touted the high points of the move to Sunday in announcing a fourth season renewal for Battlestar Galactica, citing increased viewership in total viewers, female viewers and the target demos compared to the fall averages and the highest viewing figures since the season two premiere. However, the ratings figures in early March were down significantly for both Sunday shows. One of the problems SciFi had on Friday nights with Galactica is still a problem on Sunday night, however. Many of the Galactica viewers are time-shifting their viewing with PVRs which do not count in the ratings that advertisers pay money for. A 1.4 rating number can turn into a 1.9 rating number when the total number of viewers over the following week are added in. The later time slot on a Sunday night appears to have not helped matters much. SciFi's announced renewal of Battlestar Galactica is for a minimum of 13 episodes, with the series expected to return in January 2008. Reportedly, SciFi and NBC Universal are still negotiating how many total episodes this will be with one rumor indicating that if they are given a full order for 20 or 22 episodes, that may include a series finale. There is also in the works a stand-alone direct-to-DVD Battlestar Galactica movie in the works that would be filmed this spring that would be released late this year before season four is broadcast. The Dresden Files has held up well in the ratings with numbers comparable and even exceeding Galactica. Fan reaction has been good to the series although fans who have read the books have questioned the changes made for TV. Author Jim Butcher and producer Robert Hewitt Wolfe have been very active on the jim-butchers.com website to converse with the

fans about the show. As of press time, SciFi has not yet announced if they are picking the series up for a second season. The last two episodes of the season airing in early and mid-April are "Second City" where Harry is investigating a murder where a gang member apparently drowns 5 miles from the frozen lake shortly after leaving a store and Murphy's ex-cop father pays her a visit and doesn't like her working with Harry; "What About Bob?" where Bob's skull is stolen by Harry's latest female acquaintance and given over to his uncle Justin. Harry begins a desperate search for Bob before his uncle (or is it really him?) works to bring Bob back to life at the expense of Harry's. The Stargates return to SciFi on Friday, April 13th, for the second half of their respective seasons, continuing their cliffhangers from last September. Joining them in the 10 pm ET/PT hour will be the new series Painkiller Jane. SciFi will start off the evening of April 13th with a new Stargate Mythology special. It appears that once The Dresden Files ends its run on Sunday nights, there won't be any new dramas for the time being on that night. The second half of Stargate SG-1's tenth and final season opens with The Quest, Part 2 in which the SG-1 team awaken Merlin and works with him to build the Sangraal before the Ori can track them down. Next is Line in the Sand where Stargate command attempts to use Merlin's technology to hide an entire planet's population from the Ori and stop them from enslaving another world. In The Road Not Taken, Samantha Carter is pulled into an alternate reality when an experiment goes wrong and finds herself having to save the Earth from an Ori invasion before she can return home to her reality. The Shroud finds the SG-1 team investigating an Ori prior who has been offering a more humane chance to convert than other priors and are shocked to find it is a transformed Daniel Jackson. In Bounty, Cameron Mitchell takes Vala with him to his 20th High School reunion, unaware that alien bounty hunters are after the SG-1 team and quickly turn the reunion into a hostage situation. Bad Guys sees the SG-1 team investigate a gate that opens into a museum and their first contact plans go awry when they are mistaken for a band of zealous rebels who have taken hostages. Talion sees a Jaffa summit attacked with many casualties and Teal'c goes on a one-man quest for revenge after a former pupil, Arkad, he believes is responsible for the attack. Things get more complicated when Arkad shows up claiming innocence and warns SG-1 of an impending attack on the Earth. June will see the final episodes of Stargate SG-1 and we'll have detailed coverage next issue including details on the direct to DVD movies coming later this year.

( Continued on page 4 )

24 Frames
Movie News
By Lee Whiteside

Star Trek will be a Christmas present for fans in 2008. Paramount officially announced the next Star Trek movie, titled just "Star Trek" and has planned to release it on Christmas Day in 2008. J.J. Abrams will direct from a script by Alex Kurtzman and Roberto Orci. Abrams had not yet committed to direct the film, but according to Abrams "If there's something I'm dying to see, it's the brilliance and optimism of Roddenberry's world brought back to the big screen,...Alex and Bob wrote an amazing script that embraces and respects Trek canon, but charts its own course. Our goal is to make a picture for everyone — life-long fans and the uninitiated. Needless to say, I am honored and excited to be part of this next chapter of Star Trek." Look for casting announcements soon. Rumors already have Matt Damon as James T. Kirk, Adrian Brody as Mr. Spock, and Gary Sinise as Dr. McCoy. Other rumors for characters include Daniel Dae Kim ("Jin Kwon" on Lost) as Sulu. Reports are that the movie will be in part a re-imagining of the original Star Trek. In an interview on MTV, screenwriter Roberto Orci said "We're not going to start totally from

scratch...We want it to feel like it's updated and of the now. That's actually the discussions we're having now: how to keep the look of the universe yet have it not look like nothing's new. It's tricky." Things are moving along on the comics based movie front, with a couple of setbacks as well. In the DC Universe, Batman: The Dark Knight is moving ahead with casting news announced. Appearing as The Joker will be Heath Ledger with Aaron Eckhart as Harvey Dent/Two Face. Reports are that Maggie Gyllenhaal is in talks to play Rachel Dawes, who was played by Katie Holmes in Batman Begins. The movie starts filming in April with a summer 2008 release planned. The plot reportedly has Batman (Christian Bale) and Jim Gordon (Gary Oldham) teaming up with District Attorney Harvey Dent to stop the sadistic killer known only as The Joker. The Wonder Woman movie has taken a step backwards with the departure of Joss Whedon. According to comments by Whedon, his take on the movie was not the same as what producer Joel Silver and Warner Bros. wanted to see and they agreed to part ways. Producer Joel Silver is committed to making a great film. Warner Bros. has announced they plan to develop a Justice League film and have hired Kiernan Mulroney and Michele Mulroney to write a script. No word on

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## SF Tube Talk

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Out in the Pegasus Galaxy, the *Stargate Atlantis* team is having problems of their own. The first new episode is *The Return Part Two* where the Atlantis city has been taken over by the artificial lifeform Asurans. The Atlantis team works to repel the invaders and rescue General O'Neill and Richard Woolsey, who have been taken prisoner by the Asurans. In *Echoes*, the Atlantis team begins to suffer ill effects when the planets whales begin to converge on their base. Can they learn what the whales are trying to tell them in time? The next episode, *Irresponsible*, is a followup to the earlier episode *Irresistible*, where the Atlantis team finds Lucius Lavin using Ancients technology to become the hero to the locals. In *Tao of Rodney*, McKay acquires enhanced mental powers after exposure to an Ancient device. He must race against time to find a way to reverse the effects before it kills him. *The Game* sees McKay and Sheppard going head-to-head with a Atlantean computer simulation of two opposing societies. When they discover the game is real and is manipulating real people, they visit the planet and find the locals on the verge of war. In *The Ark* the Atlantis team discovers a derelict space station that contains 1,000 people in stasis, the last survivors of a civilization destroyed by the Wraith. They try to save the survivors and themselves when the station starts hurtling towards the planet it has been orbiting. In *Sunday*, we see a typical day off with the Atlantis crew, until a bomb goes off in the city and chaos and tragedy takes over. Following that will be the final three episodes of the season, setting up some changes for Season four which won't be broadcast until the fall.

April 13 also sees the debut of SciFi's latest drama series *Painkiller Jane* in the 10 pm ET/PT time slot following the *Stargates*. **Kristanna Loken** plays the title character, Jane Vasko, who is able to regenerate but still feels the pain from the injuries she receives (and recovers from). In the weekly series, Jane is a DEA agent who is recruited by a covert government organization tasked with identifying and containing "Nueros", genetically enhanced humans who have superhuman powers due to their neurological enhancements. These "Nueros" can do many things, from inducing hallucinations, steal your memory and give it to someone else and even raise the dead. During the course of her first investigation, Jane discovers her power, which also makes her stronger after each regeneration event. As the series unfolds, Jane will try to find out why she has her power and what may have happened to create all of these "Nueros". Loken is also taking on the role of Co-Executive producer and has been working with the writers to help define the series. Much

more involved with the series than the TV movie done a couple of years ago is **Jimmy Palmiotti**, the co-creator of the original comic with **Joe Quesada**. **Palmiotti** has been working with the writers all along and will be writing at least one episode and will be directing another. Executive producing is **Gil Grant (24, Relic Hunter)** and **Larry Hertzog (Nowhere Man, La Femme Nikita)** will be the head writer.

The show will be very much a "Nuero" of the week format, but will also develop Jane's character as well as those around her. Maureen Bowers (**Alaina Huffman**), Jane's former DEA partner and friend, will feature prominently as well as Amanda, Jane's neighbor. We'll also learn about Jane's past with her father as well as her mother, who died when Jane was young. Their team operates out of an abandoned subway platform where Joe Waterman (**Nathaniel Deveaux**) is the older caretaker of the subway. The rest of the team includes Andre McBride (**Rob Stewart**), an ex-special forces "ghost" who accepts the post as the leader of the team instead of retiring; Connor King (**Noah Danby**) is an alpha male ex-cop who turned to crime and who is recruited out of prison to serve on the team, thriving in his new role; Riley Jensen (**Sean Owen Roberts**) is an evolved computer whiz in charge of surveillance and communications; and Dr. Seth Carpenter (**Stephen Lobo**) is the unit's doctor and scientist.

SciFi original movies coming up in April are *Kaw* on April 7th, which is the story of a small farming community that comes under attack of a "murder" of ravens. **Stephen McHattie** is Clyde, who is the first to notice the strange behavior of the ravens, but no one will listen to him until things get much worse. Also stars **Sean Patrick Flanery, Rod Taylor, Megan Park, and Kristin Booth**. Coming up on April 28th is *Lake Placid 2*, which is a sequel to the 1999 movie *Lake Placid*, bringing back the man eating crocodile to terrorize the locals for another two hours (with commercials).

SciFi has been moving forward with their *Tin Man* miniseries, announcing several major cast members so far. **Zooey Deschanel** has been cast as the lead, playing DG, "a young woman plucked from her humdrum life and thrust into The Outer Zone (the O.Z.) a fantastical realm rife with wonder, but oppressed by dark magic." **Richard Dreyfus** will play the Mystic Man, a powerful wizard, and **Alan Cumming** will play Glitch, an odd man missing half of his brain. The other major roles yet to be announced are Raw, a wolverine-like character, Cain, a former policeman (known as "Tin Men" in the O.Z.), and the wicked sorceress Azkadellia. This will be SciFi's big miniseries this year, airing in early December.

Over on The CW on *Smallville*, the

last batch of new episodes starts up in mid-April with *Progeny*, where we will meet Chloe's mother, Moria Sullivan, played by none other than former *Wonder Woman* **Lynda Carter**. Moria was subjected to Kryptonite radiation in the original meteor shower and has developed expanded brain capabilities, which Lex wants her to use to brainwash a couple of his captive Kryptonite freaks. Also in the episode, Lana learns the truth about her baby. *Nemesis* sees two former special operatives turn up, one of whom is captured by Lex to experiment on. Also, an explosion traps Clark and Lex in a cave and severely injures Lionel Luthor. In *Prototype*, Lois is investigating a story, which leads to a project Senator Burke has been funding for Lex, called Project Ares. Apparently the prototype for the Ares project escapes and starts causing havoc. Smallville producers aren't saying much about the season finale other than it will not feature Green Arrow. Whether it will feature any of the other Justice League crew or the Martian Manhunter is not known. Indications are that there will be a seventh season of *Smallville*, however there may be some of the cast not returning or being in limited roles.

*Supernatural* also returns in mid April with the last batch of new episodes for the season (and maybe the series). First up is *Hollywood Babylon*, which is a more comedic episode including many in-jokes about Hollywood. Sam and Dean end up investigating a haunted movie set for "*Hell-Hazers II: The Reckoning*" when the lead actress finds a body. They aren't impressed with the movie script but are surprised at how accurate some of it mirrors their own experience. *Folsum Prison Blues* sees the boys investigate a haunted prison but they end up being arrested and brought up on charges by Agent Henrikssen. In *What Is and What Should*, Dean is attacked by a Djinn which warps his reality when it touches him. When Dean wakes up in a Lawrence, Kansas apartment, he finds he is living a "normal" life with a nurse named Carmen and Sam doesn't believe Dean about their "real" life. For the two part season finale, *All Hell Breaks Loose*, Sam, Andy, Ava and two other "chosen", Jake and Lily, all are brought together by the yellow-eyed demon to see who is the strongest of the chosen ones. Sam must try to find what happened to Dean before it is too late and "*All Hell Breaks Loose*." According to producer Eric Kripke in a SciFi Wire interview, "we're giving a climactic season finale that we think is going to feel epic and pretty exciting. We think the fans should be pretty stoked to see what's coming."

*Heroes* finished up its second batch of episodes with a few shocks: Hiro and Ando in a post-nuclear blast New York, Grandma Petrelli in league with The Hatian, HRG being caught by The Company, Nathan giving in to Linderman,

and Peter getting his bangs cut by Sylar. It will return on April 23rd for the final run of episodes for its successful first season. Look for the following things to happen as we lead up to the big bang and hopefully the saving of the world. Matt, HRG, and Ted will escape from the paper factory, Peter will get a severe makeover, Niki and Jessica's battle will result in a merging of the two, and an entire episode takes place five years in the future with Hiro and Ando. Producer **Tim Kring** has indicated that the season finale will resolve the apocalypse story arc, ending volume one of the series, but will also set things up for volume two (i.e. season two). Not everyone will survived to season two, and even if they do survive, they may not be part of the story.

In the rest of the broadcast world, NBC debuted *Raines* in mid-March and the remaining episodes of its shortened season should finish airing in April. CBS's *Jericho* came back after its hiatus and has run up against the *American Idol* juggernaut and has been getting about half the ratings numbers it got in the Fall. Even ABC's *Lost* has not fared very well after its mid-season hiatus and return at a later time slot. Numbers for the show are down significantly from last season and it is being soundly beaten by *CSI:NY* (after having been beaten by *Criminal Minds* in the fall in the earlier time slot). And be on the lookout (still) for ABC to maybe start running the *Masters of Science Fiction* series to fill in a hole in their schedule.

Lifetime has started airing the Canadian produced series, *Blood Ties*, based on the *Blood* books by **Tanya Huff**. Lifetime has committed to airing the first 13 of the 22 episodes being produced and will likely pick up the rest if the series does well. **Christina Cox** plays the lead role of Vicki Nelson, an ex-cop turned private investigator, who also has a degenerative eye disease. She teams up with Henry Fitzroy (played by **Kyle Schmid**), a 450 year old vampire who writes graphic novels, to fight the evil supernatural beings. Also a regular is **Dylan Neal** as Vicki's ex-partner and cop Mike Celluci with **Gina Holden** as Coreen Fennel, one of Vicki's clients that ends up working as her assistant. Episodes coming up in April and May include *Love Hurts*, where Vicki is hired by a suspicious husband who thinks his wife is cheating on him. When she is murdered, he is the prime suspect. However, Vicki's investigation leads to a cul-de-sac where all of the housewives are under the spell of a sexy gardener. Vicki enlists Henry's help in finding out what is really going on. In *Heart of Ice*, Vicki's investigation of homeless people leads her to an aboriginal cannibal spirit, a wendigo. Mike also is trying to link Henry to the deaths of dozens of women, all with puncture wounds on their neck. Julian Sands guest stars as Javier Mendoza, a

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## SF Tube Talk (Continued from page 4)

member of the “church” that has been hunting Henry for decades. In *Heart of Fire*, Henry is captured by Javier and Mike and Vicki work together to rescue him and in the process find out the truth about Javier. *Stone Cold* has Vicki investigating the disappearance of a male model, which leads her to Elena, a club owner who is the reincarnation of Medusa. *Necrodrome* finds Vicki and Henry investigating a missing corpse and finding a body-snatcher using ‘Egyptian Pharaoh Magic’ to raise the dead.

Coming up in May is the annual TV up fronts where the broadcast networks announce their fall schedules and preview their new shows. There’s lots of genre stuff in the works, thanks in part to the success of *Heroes* but very few serial dramas. How many of them will get picked up we’ll find out in May. ABC has *Eli Stone*, starring **Johnny Lee Miller** as an attorney who has visions that compel him to do unusual things. **Victor Garber** co-stars; *Life on Mars* with **David E. Kelley** adapting the successful British series; *Mr. & Mrs. Smith*, based on the movie about a married couple who are secretly spies; and *Pushing Daisies*, about a detective who can bring the dead back to life by touching them. CBS has *Babylon Fields*, which is described as a “Sardonic, apocalyptic comedic drama” in which the dead are resurrected and try to put their lives back together; *Demons* about an ex-Jesuit priest who performs exorcisms and *Twilight* about a private investigator who is also a vampire struggling with the repercussions of immortality and his love for a mortal. NBC hopes to find a better match for *Heroes* with a remake of *The Bionic Woman*, produced by *Battlestar Galactica*’s **David Eick** and *Journeyman* about a man who travels back in time to fix peoples problems, but the fix sometimes causes more problems. FOX has *New Amsterdam* about a New York homicide detective who is also cursed with immortality; the *Sarah Connor Chronicles* set after the events of *Terminator II* with **Lena Headey** as Sarah Connor, **Thomas Dekker** as John Conner with **Summer Glau** as a Terminator; and *Them* about an extraterrestrial sleeper cell that has infiltrated the human race. Finally, The CW has *Reaper*, about a 21 year old slacker who becomes the devil’s bounty hunter, bringing back souls who have escaped from Hell;

Over across the pond, the third series of *Doctor Who* debuted on BBC1 at the end of March with *Smith and Jones*, where the Doctor faces the dreaded Judoon, intergalactic alien storm troopers who have transported a hospital to the moon and acquires a new companion in Martha Jones. Subsequent episodes include *The Shakespeare Code*, The

Doctor and Martha travel to meet Shakespeare (**Dean Lennox Kelley**) who helps them save the earth from destruction at the hands of flying witches. The third, as yet untitled episode, brings the Doctor back to New Earth for another encounter with The Face of Boe. *Daleks in Manhattan* finds the duo in 1930’s New York where they discover a plot by Daleks to disrupt the very fabric of time. *The Lazarus Experiment* find Mark Gatiss in front of the screen as the famed scientist, Dr. Lazarus, who may have found the secret of The Fountain of Youth. *Human Nature/The Family of Blood* is a **Paul Cornell** script based on his New Adventures novel where the Doctor takes time to live a normal life in a boarding school.

## 24 Frames (Continued from page 3)

which heroes will actually make it into the film, though. The DC owned *Captain Marvel* may make it to the screen. **John August** has been hired to pen *Shazam!*, for New Line Cinema **Peter Segal** is attached to direct and also is producing with **Michael Ewing**. The next *Superman* movie looks to be pushed back some now that director **Bryan Singer** has signed on with United Artists to direct a new thriller starting this summer.

On the Marvel movie front, things are proceeding on *Iron Man*, with **Robert Downey, Jr.** as Tony Stark/Iron Man and **Jeff Bridges** as Obadiah Stane, who becomes Stark’s nemesis the Iron Monger. Also starring are **Gwyneth Paltrow** and **Terrence Howard** with Jon Favreau directing. *The Incredible Hulk* is moving forward with it being directed by **Louis Leterrier**. No word on the casting or how close, if any, it will tie into the original 2003 movie that wasn’t well received. Marvel is in talks for a second *Punisher* movie, a likely *Ghost Rider* sequel and a possible fourth *Spider-Man* movie. Others in development include *Captain America*, *Bratz* (!?), *Ant-Man*, and possible Wolverine and Magneto X-Men spinoffs.

**Frank Miller**’s *300* debuted strongly in its opening weekend, setting records for a spring debut. He’s getting ready to film *Sin City 2* and is also working on adapting his *Ronin* series for the big screen.

*The Transformer* movie coming out this summer was initially given an “R” rating by the MPAA. According to star **Shia LaBeouf**, executive producer **Steven Spielberg** made an appeal to the film board and got the rating dropped back to a PG-13 rating. The R rating was reportedly because the movie is so intense.

Of course, what would any movie

report be without news of some remakes. A remake of *Escape From New York* is being shopped around with **Gerard Butler** in the role of Snake Plissken. A *Get Smart* movie with **Steve Carrell** as Maxwell Smart, **Anne Hathaway** as Agent 99, and **Alan Arkin** is as the Chief of CONTROL with **Terence Stamp** as the head of KAOS. **David Goyer** will script a *Scanners* remake for Dimension Films.

Movies coming up in April and May feature a three thequels (*Spider-Man 3*, *Shrek 3*, and *Pirates 3*) and a lot of others that will be fighting for scraps at the box-office.

*The Reaping* (April 6) **Hilary Swank** is a myth debunker who travels to a small Texas town to prove that a small boy is not the cause of the devastation that has been wrought on the town by what appears to be the Ten Biblical Plagues. *Grindhouse* (April 6) - **Quentin Tarantino** and **Robert Rodriguez** each direct a movie as part of a horror double feature tribute to classic “B” movies. **Tarantino**’s segment is called “*Death Proof*” in which a crazed stuntman (**Kurt Russell**) is stalking beautiful women with his car.. **Rodriguez**’s segment is “*Planet Terror*” has a small town sheriff’s department fighting an army of infected zombies. **Rose McGowan** is featured in both segments and other actors involved include **Freddy Rodriguez**, **Josh Brolin**, **Tom Savini**, **Rosario Dawson** and **Quentin Tarantino**. Also featured are fake movie trailers directed by **Rob Zombie**, **Eli Roth**, and **Edgar Wright**. *Vacancy* (April 23) - **Kate Beckinsdale** and **Luke Wilson** have their car break down in the middle of nowhere. They get a room in the nearby hotel. When they start watching the low budget slasher movies on the TV, they realize that they were filmed in the room they are staying

(Continued on page 6)



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## 24 Frames (Continued from page 5)

in. They soon realize that they are the victims of the next movie and fight to escape the trap.

**Aqua Teen Hunger Force: The Film for Theatres** (April 13th) The ATHF movie finally makes it to the theatres. Learn the origins of Meatwad, Frylock and Master Shake and watch as they run away from galactic peril.

**Hot Fuzz** (April 20th) From the creators of the TV show *Spaced* and the movie *Shaun of the Dead*. Nicholas Angel (**Simon Pegg**), the best cop in London, is reassigned to a small village because he makes everyone else look bad. Once he's there, the action moves with him. Other cast includes **Timothy Dalton** as Simon Skinner, **Jim Broadbent** as Inspector Frank Buttermann, and **Edward Woodward** as Tom Weaver.

**The Invisible** (April 27) Based on the story by **Mats Wahl** (Den Osynlige) and the Swedish movie of the same name, it is about a high school senior attacked and left for dead in a case of mistaken identity. He is left in a state of limbo with his spirit observing the police and his family searching for him as he is slowly dying. **David S. Goyer** directs and it stars **Justin Chatwin** as Nick, **Margarita Levieva** as Annie, **Marcia Gay Harden** as his mother, **Christopher Marquette**, **Michelle Harrison**, and **Alex Ferris**. (Delayed from a January release in case you thought it looked familiar).

**Next** (April 27th) **Nicholas Cage** is a man who can see the future and change it. He eventually is forced to choose between saving the world or saving himself. Also stars **Julianne Moore**, **Jessica Biel**, **Tory Kittles**, and **Michael Trucco**.

**Spider-Man 3** (May 4) The dark side of Peter Parker/Spiderman surfaces in the third (and possibly last) installment of the series. Spidey's suit gets dark as well as Peter's personality as he must deal with two new villains (Sandman and Venom) and a love triangle with Mary Jane and Gwen Stacy. Stars **Toby McGuire** as Peter Parker/Spiderman, **Kirsten Dunst** as Mary Jane Watson, **Thomas Haden Church** as Sandman, **Topher Grace** as Venom, **James Franco** as Harry Osborn, and **Bryce Dallas Howard** as Gwen Stacy.

**28 Weeks Later** (May 11) In this sequel to *28 Days Later*, it is now six months after the zombie virus that wiped out London. A US Military project attempts to repopulate London with British citizens, but they soon find out that the virus is not done with them yet.

**Shrek the Third** (May 18) Shrek is back and when his father-in-law falls ill, he must track down his wife's rebellious cousin Artie to be the heir to the throne to prevent the duty from falling on him. While Shrek, Donkey and Puss track

down Artie and try to turn him into King material, Fiona and her princesses must fight off an assault on the castle by the jilted Prince Charming. Voices of **Michael Myers**, **Eddie Murphy**, **Cameron Diaz**, **Antonio Banderas**, **Rupert Everett**, **Eric Idle**, **John Cleese**, **Julie Andrews**, and **Justin Timberlake** as Artie.

**Shortcut to Happiness** (May 18) This new adaptation of *The Devil and Daniel Webster* stars **Anthony Hopkins** as Daniel Webster, a writer who sells his soul to the devil and then tries to renege on the deal, enlisting the help of New York's biggest publicity firm for his defense. Stars **Alec Baldwin** as Jebez Stone, **Jennifer Love Hewitt** as The Devil, **Kim Cattrall** as Constance Hurry, and **Dan Aykroyd** as Julius Jenson. **Pirates of the Caribbean: At World's End** (May 25) In order to free Captain Jack Sparrow (**Johnny Depp**) from Davy Jones' locker, Will Turner (**Orlando Bloom**), Elizabeth Swann (**Keira Knightley**) and Captain Barbossa (**Geoffrey Rush**) launch a desperate quest that takes them to the ends of the Earth and beyond including a confrontation with Chinese pirate Sao Feng (**Chow Yun-Fat**) and Jack Sparrow's father, played by The Rolling Stones' **Keith Richards**.

## FYI

### CASFS Book Discussion

The CASFS Book Discussions are at The Bent Cover 12428 N 28th Drive on third Tuesday of the month at 7PM. If you haven't read the book, stop by anyway. Our discussions are rarely limited to just the book scheduled for that month. Email questions to [book@casfs.org](mailto:book@casfs.org). **April 17 - A Princess of Roumania** by Paul Park. Miranda is a Romanian orphan raised in Massachusetts. And when she entrusts to a new friend a mysterious book left by her parents, all that she knows changes when he burns the book. She's left in a primeval Massachusetts where all humans host an animal spirit, her friends have changed, and they must battle two villains...one of which isn't a typical villain.

**May 15 - Perdido Street Station** by China Mieville. An example of the "new weird" - not a typical fantasy. In a world of some of the most bizarre creatures imagined, an overweight mad scientist type who loves a human-insect, whose unthinking actions result in wreaking terrible havoc upon innocents, and Yagharek, an exiled warrior-bird whose wings were cut-off as punishment for a horrible transgression against his kind -- both seek redemption. And both achieve it, though in startlingly different ways. Lots of literary kudos to this one...

**June 19 - Declare** by Tim Powers. A cold war espionage tale with a supernatural twist. A world where the Soviet Union is willing to bargain with unthinkable entities and the Western powers send their best agents to literally keep the cork in the genie's bottle. Absolutely fabulous storytelling..

### On Film and by Face: An Unruly Evening with Harlan Ellison By Shane Shellenbarger

I've read and enjoyed the works of Harlan Ellison for about thirty years. Ellison is a polarizing figure whose friends are legion and enemies, nearly so. I've had the honor and privilege of facilitating several appearances by Ellison in Arizona where he engaged, entertained, and enlightened audiences for hours on end.



The Writers Guild of America is hosting a screening of the new documentary, *Dreams with Sharp Teeth* being shown April 19, 2007 at 7:00 p.m. in conjunction with an appearance and interview of Harlan Ellison at the Writers Guild Theater, 135 South Doheny Dr., Beverly Hills, CA. Academy Award nominee, Josh Olson (*A History of Violence*), moderates the event. There will be a light dessert reception following the event in the theater lobby. Tickets are available at [www.wgfoundation.org](http://www.wgfoundation.org) or call 323-782-4692. General Admission is \$20, WGA members \$15, Students with ID \$10. <http://0wanderingattention.blogspot.com/2007/03/dreams-with-sharp-teeth-film-about.html>

### "Seeing is Believing" Review: Phoenix Science Museum Body Works 3 by Jeffrey Lu

I've seen portions of Body Works from the recent movie, "Casino Royale." I expected to see the dead bodies of poker players.

Nope.

What I saw was dead people... in a cool way. One was posed on balance beams. Others were doing track stuff. The rest were educational.

I looked at real human tissue, muscle, and all the stuff. This was not a 2-D but the real thing. I originally thought I was

going to be ill but there was no smell. I was fascinated about the insides and outs of the human body. Definitely worth seeing.

Word of warning- some of the exhibits are graphic. One of them showed how important skin is.

This is worthwhile especially for medical students and/or people curious about the insides of human bodies.

This exhibit is extended to May. Call the Arizona Science Center for price, times and location.

### Dutch Treat: Rembrandt and the Golden Age of Dutch Art at Phoenix Art Museum by Jeffrey Lu

I'm usually the artful dodger. As a child, I dodged anything to do with anyone's art. I would only do and see only my stuff.

Now, I heard through friends about a few of Rembrandt's works that will be in Phoenix.

Right. Works that there is no way I could see unless I flew to Holland.

Rembrandt? Come on. The master artist of light and dark? Not in my lifetime.

Wrong... I came, I saw, I stand corrected.

The price of admission was the price of a new DVD. I may not buy the recent James Bond DVD, "Casino Royale," but this was worth it.

I saw priceless works in front of me. I can deal with that.

This exhibit is extended to May. Call The Phoenix Museum for time, price, and place.

### EVENTS OF INTEREST

#### AUTHOR SIGNINGS

Sunday, April 15th - **Jim Butcher**, 12 pm at the Poisoned Pen, Scottsdale

Monday, April 30th - **John Scalzi**, 2006 Campbell Award Winner and Hugo Best Novel nominee, 7:30 pm at the Poisoned Pen in Scottsdale.

#### OTHER EVENTS

**Samurai Comics**  
FREE COMIC BOOK DAY!  
both locations  
May 5

7th St & Camelback:  
World of Warcraft Collectible Card Game Tournament  
Saturdays at 4pm

Mechwarrior Collectible Miniature Game Tournaments  
Saturdays at noon



**FYI** (Continued from page 6 )

Anachronism card game tournaments  
Saturdays at 5pm

107th Ave & Indian School:

World of Warcraft Collectible Card Game  
Tournament  
Saturdays at Noon

Friday Night Magic Tournaments  
Fridays at 6pm

Heroclix Tournaments  
Saturdays at 3pm

**Borders, Glendale**  
Metaphysical Mondays  
Mondays, 7pm

**Borders, Avondale**  
Metaphysical Wednesdays  
Wednesdays, 7pm

**Borders, Paradise Valley**  
Metaphysical Fridays  
Fridays, 7pm

**Changing Hands bookstore**  
April 5, 7pm  
ASU Writer-in-Residence **Lee Gutkind**  
spent six years at Carnegie Mellon’s  
Robotics Institute, watching a group of  
scientists try to develop human movement  
and decision-making capabilities. Tonight  
he presents the result of that research, his  
book *Almost Human: Making Robots  
Think*, a remarkable portrait of the robotic  
subculture and the challenging quest for  
robot autonomy.

**Poisoned Pen Bookstore, Scottsdale**  
April 15th, noon  
Jim Butcher  
May 14th, 7pm  
Charlaine Harris

**Bookmans, Central Phoenix**  
Phoenix Astronomical Society Telescope  
Workshop  
May 13, 4:30pm  
Jun 10, 4:30pm

Anime Festival  
April 28, 10am

Scimitar-Talon Middle-Ages  
Recreationists  
Apr 7, 12:30pm  
May 5, 12:30pm  
Jun 2, 12:30pm

Video Game Tourney - Guitar Hero  
Championship  
May 5, 5pm

Creative Writers Guild Workshop  
Apr 5, 6pm  
May 3, 6pm  
Jun 7, 6pm

**Bookmans, Tucson (Speedway)**  
Meditation class  
Apr 8, 11:30am  
Apr 22, 11:30am  
May 13, 11:30am  
May 27, 11:30am  
Jun 10, 11:30am

**Bookmans, Flagstaff**  
Creative Writing Circle  
Apr 15, 5pm  
May 20, 5pm  
Jun 17, 5pm

**Bookmans, Mesa**  
Free psychic readings  
Apr 7, 12:30pm  
May 5, 12:30pm  
Jun 2, 12:30pm

Free tarot readings  
Tuesdays, 11am

Beginning Belly Dancing  
Thursdays, 7pm

Hero Clix-Super Hero Gaming Night  
Sundays, 6pm

D&D RPG Night  
Mondays, 6pm

**Bookmans, Tucson Central (Grant)**  
Intuitive Vibrational Readings, Tarot &  
Astrology  
Mondays, 7pm

Video Game Tournaments  
Saturdays, 12:30pm

**Challenger Space Center, Peoria**  
StarLab Planetarium  
Apr 7, 11:30am & 12:30pm

Women in Aviation & Aerospace Careers  
Apr 21, 8am

Stargazing  
Apr 21, 7pm

**Pima Air & Space Museum, Tucson**  
Space Day  
May 5, all day

**Rocky Horror Picture Show**  
Chandler Cinemas  
Saturdays, 11pm

**Rocky Horror Picture Show  
performance**  
Univ of Arizona  
Apr 8 - May 1

Check the websites for confirmation,  
location and more information.  
<http://www.borders.com>  
<http://bob1.booksense.com> (Changing Hands)  
<http://www.poisonedpen.com>  
<http://www.bookmans.com>  
<http://www.imperialoutpost.com>  
<http://www.azchallenger.org>  
<http://www.pimaair.org/>  
<http://www.azrocky.com>  
<http://uanews.org> (Univ of Ariz)

**An American in Canada Part  
Four: Finding Lucy at Prince  
Edward Island or I Gave Up Ice  
Cream for This?**  
by Jeffrey Lu

On Prince Edward Island, the tour  
guide greeted me and others on the Anne  
of Green Gables tour. I planned earlier to  
have homemade ice cream or see the  
places where L.M. Montgomery lived and  
wrote. Being curious, I decided to try out  
the tour for a few reasons.

First, L.M. Montgomery wrote  
children books that made her rich and  
famous in the beginning of the 20th  
century. She’s like Canada’s J.K. Rowling  
(author of Harry Potter) but without Latin  
and wands. The “magic” of her books  
were her life experiences on the P.E.I.  
(Prince Edward Island).

Second, I have nieces. Being the  
“evil” uncle, I had to get something nice  
for them, back home.

Third, I am a writer. I admit I have  
never read her books but will do so after  
this piece is written. (I’ve been too busy  
reading fantasy, science fiction, etc., etc.,  
etc.)

Last, I didn’t know who L.M.  
Montgomery. I have heard of the author  
but didn’t know if it was a he or she. I  
wanted to find out.

On the first stop at Anne of Green  
Gables Museum at Park Corner, I found  
out L in L.M. Montgomery was Lucy. I  
saw the author’s house and stuff. I also  
met Pam Campbell, a great-great-great  
(oh, great. I don’t know how many greats)  
granddaughter. She told the group about  
the history of her famous ancestor, L.M.  
Montgomery. Afterwards, I had a red  
drink with a little actress “Anne of Green  
Gables”- pigtails and all.

The last stop was another museum.  
This place was where all her stories took  
place. Due to the time, I did not have a  
chance to go to the haunted woods.  
Instead, I had lunch and enjoyed the  
outdoors.

I may have given up homemade ice  
cream but I ate up the scenery for a  
classic author- L.M. Montgomery. Maybe  
I should write a children book in  
Arizona? We’ll see.

**Next:** Bird Island (or Eagles, Seals, and  
Puffins, Oh My!)



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## Conversation (Continued from page 1)

similar to that because that would seem to be a much better use of your interests to serve your writing?" I said "No, I'm a fantasy writer" and I'd done that for a long time. Finally, one semester, I had been arguing with her on several different points on writing craft and so on, and I finally decided that this semester I'm going to do just exactly everything she tells me to and I'm going to show her how wrong she is about all these different things because I had my English Literature degree so I knew better than she did. Just because she had 30 or 40 novels under her belt, that didn't mean she knew anything. So kind of to prove her wrong, I set out to fill out all the little worksheets she had in her class, and proceed according to things she had suggested for new writers to do and I was going to show her what terrible unimaginative pabulum was the result... and I wrote the first book of *The Dresden Files*. I wrote it to prove how much my writing teacher didn't know and learned a valuable lesson about humility as a result.

She read the first three chapters of the very first book and she looked up at me and said "You did it. This will sell." I said "What?" and she said "Oh yeah, I don't know if this is the first thing you will sell, but this is professional quality and you'll be able to sell this to somebody."

### Once you had it written, how hard was it to get it actually sold?

I had an introduction letter to her editor, and that editor had it for something like three years. I'd gotten it rejected from a couple of different places, I got an agent to look at it and got the agent to sell it, but that wasn't until 2 and half years after I'd written it. In fact, I'd written *Storm Front*, and the next book in the series, *Fool Moon*, and was three quarters of the way through the third book in the series before

I got an agent. It took a while. When we finally did get an editor to look at it, it went pretty quickly after that, but getting that look took a long time.

### How different was the published book from your original work done during the writing class?

One of the things that helped sell it was that the editor wasn't going to have to do a whole ton of work on it to make it good enough quality. The first book actually came out closer to my original inception than any of the other books since then in some way."

### Did you expect the amount of success you've ended up with on *The Dresden Files*?

I mean I'd hoped, but that's the kind of thing that every writer kinda hopes that maybe one day there will be a TV series or a movie or something. I had never actually thought it was going to happen. When I planned the books out I hadn't realized at the time but it was really incredibly arrogant of me to plan to write a 20 book long series. "What do you think about that?" I'd ask my writing teacher and she said "I imagine if you got a series to go for twenty books you'd be doing just fine". Its one of those things you'd hope to happen, but I hadn't really planned on it happening cause the chances against it are just so extreme. When it did happen, it was very much a shock. When I first got a call, I was going "what's going to happen now" and I was told "probably nothing" They'll just give you some money and will probably not do anything with it as that's what happens to most of these. I know how to deal with that. But then, nothing didn't happen, I guess. They wound up actually doing something with it. I think that surprised everybody."

### You said you had a 20 book series planned for Harry, is that still your

### goal and how much have you plotted it out?

It was part of the class project to plan the whole thing. So I planned this 20 book series with this story arc and everything and I'm still shocked that it's actually getting to play out. When I sold the first trilogy, I knew the odds weren't very good that they were going to want to renew after the first trilogy gets written. I sort of just planned on that happening and then it turned out that they did want more and right now it looks like I am going to get to write the whole thing that I wanted. I had about 20 case books in mind and a big old apocalyptic trilogy at the end because one of the first movies I remember seeing is Star Wars and I think apocalyptic trilogies are required.

### Now that you're almost halfway through, how close are you to following the original plan?

Very closely. I still got my old notebook on a shelf in my closet and the specifics have changed quite a bit, but the general outline of the story, what I want to do with the characters, is very close. At this point, there are certain events that I want to have going on with the White Council and everybody else, and I want Harry to be able to find out about this.. All that is still the same. That hasn't changed at all.

### Each book can pretty much stand alone as an adventure story, but there's also plenty going on to advance the overall arc.

A lot of the story has really been happening in the background. Harry's been involved in some things, but when it comes to the entire war with the vampires and so on, Harry's really the town sheriff, holding Chicago together has been his main focus, and he has not been out there really slugging it out on the front lines of the battlefield. He just sees that sort of action tangentially. He occasionally gets

novels. They're much more difficult to write at least in my opinion. I never would of had time to write about that in a Dresden book, there's always all these other events going on in a full novel and I wouldn't have gotten to write that story so it's fun to be able to put that in a short story.

### You also started up a secondary series, *The Codex Alera*, a couple of years ago. What is it difficult to sell it?

Yes, my very first swords and horses. For the longest time we sent it around and there was no interest in it. I wound up going with a different agent at one point and I showed her this project but nobody's been interested in. She said "No, let me take a look at it and let's rework it" and she wound up just by knowing the people involved and being savvy about what's going on and she said "let's just change the order of these two chapters around and I want you to rewrite these 50 pages and now this will sell." I'm saying "Are you sure?" and she's " Oh yeah, I'm sure I can sell it now" She was right. She went out and got two different publishers bidding on it and sold it. That project was a matter of pure agent savvy.

### How has the reaction to it been?

While its sales have not been as good as *The Dresden Files*, they've still be very good. Most of the fans have enjoyed it. There's been a heavy amount of crossover. There's some fans that picked up the *Codex Alera* expecting it to be *Dresden Files* "It's a terrible *Dresden Files* novel!" and I can only go "You're right, it's a terrible *Dresden Files* novel, it isn't meant to be one." It's all written from the third person with multiple viewpoints which is a very different flavor of writing and I'm still on a really sharp learning curve, I think, in all of my writing. I'm still learning to use the multiple viewpoint/third person to best advantage and I think its going pretty well. This last book, *Cursor's Fury*, was very well received. A lot of people are very happy about that one. Hopefully the series itself will continue to do well. That one's going to be six books and we'll be done.

### You also squeezed a Spider-Man book into your schedule.

I loved it! The original editor who bought *The Dresden Files*, Jen Heddle, she wound up changing jobs and she went over to Pocket where they put her in charge of several different projects for multimedia stuff and one of the things she had was the Spider-Man books. She asked me out to dinner at a convention and at one point she asked me "Hay Jim, would you want to write a Spider-Man novel?" "What are you talking about? Of course I want to write a Spider-Man novel!" What Spider-Man fan wouldn't want to write a

(Continued on page 10)



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over that way, but not terribly often.

### You recently had a Dresden short story in the *My Big Fat Supernatural Wedding* collection which was a fun read.

It was terribly fun to write. I hadn't really done short stories very often and they're a very different medium than





# Charlaine Harris

author of the Sookie Stackhouse Southern Vampire novels,  
Harper Connelly series, and the  
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## Conversation (Continued from page 8)

Spider-Man novel if they got the chance. So I did, and loved it. The money wasn't real good any anything, but that wasn't the point. The point was I got to go play in Spider-Man's universe for a while and that was a great deal of fun. I certainly loved writing the Spider-Man novel just because I was such a big fan as a kid. When the Spider-Man movies came out and did really well, it was sort of like seeing a nerdy friend from high school who had made good with their life. It was that same sort of feeling looking at it and I was so happy to see the movies do well. Then when I got the chance to write the book it was "I get to have The Rhino drink tea on Aunt May's couch" Once you can do something like that as a comic book nerd you're pretty much happy.

### What other projects are you working on for the future?

I'll try my hand at actual "Science Fiction" science fiction after this, as opposed to just fantasy. I've got a good idea for sort of a science fiction police procedural type thing. Its going to be centered around a law enforcement agency that's actually operating in a nation that secedes from the individual nations of Earth and becomes its own nation about 300 years in the future set on a bunch of space stations centered around a la grange point and some mining stations out by the asteroid belt, a fairly

substantial moon colony, a Mars colony, a bunch of satellite type of habitats where they get tired of taking a bunch of crap from a bunch of nations on Earth who never have to worry about things like their air whoosing out of their ship and so on and wind up seceding from them and forming their own nation, the United System. The peace keepers for the United System are called the Marshals, so I get to have the U.S. Marshals. They're the only ones who know about the aliens because aliens are just fun. I tried to approach this one from the viewpoint of actual science and actually finding out what its really going to be like getting out as we move out into space into near Earth type colonies. The applying models of history to that to figure out what the people are going to be like who head out that way. Typically the colonist type people are really a mixed bag of interesting folks. They're not just the regular people that are the first ones to head out to a new territory. It should make for a fun read and that's what I'm really looking forward to.

### When are we likely to see that project on the shelves?

The *Codex* books will definitely get done first and book four of the *Codex* series is due in the next few weeks and I've got two more books in that series to finish that one off. That will be my next secondary project, the U.S. Marshals books.

### Right now you are alternating between *Codex* and *Harry*?

I work *Dresden* about five or six months of the year and then go do the other one the rest of the time.

### That makes it hard to fit anything else in.

Yeah, I'm gonna try. I'm working on it. Like I said, I'm still on a pretty steep learning curve. I'm really trying to improve my stuff with each book. And hopefully my learning curve will also include being able to improve my work habits and my efficiency to be able to get more done which I think would be really great. I'm actually getting better, but I've been getting distracted doing different various stuff for TV and there's been a lot more publicity stuff, too.

### How did the TV series come about?

The first thing that happened was I got contacted and they said "We want to option your book for a possible movie or TV show". I looked into it and usually what happens is about 99% of these options is they option it and nothing happens. They pay you a minor option-type fee to have the right to do something with it for a certain amount of time and usually that time expires and that's that. I'd only had four books out and I was in the middle of writing book five and none of them had been best sellers or anything so I was like, when they called and said "we would like to option it", what I heard was "we would like to pay for medical insurance for your family". to which I said "OK, that would be great!" But then it turned out several years later that they actually were going to do something with it. They asked me if I could send out some of my book stuff so they could make a display center and impress people so I sent out copies of the books and various little book merchandise stuff that we had at the time. There was a tapestry throw rug of one of the covers of one of the books and so on, so we sent all of the stuff to them. Evidently they impressed some people at Lionsgate and Lionsgate said "Let's do it!"

### How much involvement have you had with the series development.

They sold it to SciFi and SciFi said they had a writer they wanted to work on it and they got Robert Wolfe. Robert got in touch with me and said "Hey, I've read your books", which was sort of a shock because I wasn't sure if anyone in Hollywood was allowed to read books. He said "I can see that you've got a bunch of stuff going on in the background and I've written this kind of stuff before and I know you've got some fairly heavy story stuff that is behind the scenes and under the carpet that is not seen in the books. Would you care to share any of this so I can keep things consistent?" I said "Sure" and I shared my series bible with Robert

and he's like "Ooh, this is good stuff" and started writing it. So while he did make some changes in some of the specifics between the books and the TV show, he tried to keep all of these changes within a framework of something that is consistent with the overall story world which I was tremendously grateful for. As he was writing the pilot, and wrote several sample scripts for what an episode script would be like, he sent them out to me and said "Hey, can I get your thoughts on this". I sent them back and they made changes based on my feedback and they eventually got it made into a pilot.

### Have you been able to see any of it being filmed?

I got to go visit the set of the pilot while they were making it. SciFi liked the pilot so much, they said "let's go make the series" and they started shooting series episodes. I went up and visited the set of the series last week and actually appeared in a cameo role. I'm one of the guys who helps carry in a coffin that Butters is looking at. So I get to open the coffin and my Blackberry explodes when Dresden walks in. One of those non-speaking cameo roles where I can get my Stan Lee points.

### What was it like to be on the set and seeing your creation come to life?

It was weird because there I was and there was Harry Dresden and Murphy and Butters and they're doing stuff only everyone else can see them, too. It was kind of strange to see people who were imaginary to me and now, there they are. It was also very neat. I really like the guy they got playing Harry, he does a great job.

### There's been some consternation online about some of the changes made. What is your take on that?

For one thing, when I was putting the stories together I was a 25 year old kid in a college class. If I was going to be putting the *Dresden Files* together as a brand new project now, knowing how much more I know about actually telling a story and creating good drama than I did then, it would look much different now. Some of the changes Robert has made are very cool and I really like. Some of them are made because in a TV show you can't really splash in as many characters as you can in a book and get things done the same way at least without taking a really different focus. The main example that everyone yells about is "They changed his car! He used to drive a Volkswagen". As Robert says, "The thing is, when you drive a Volkswagen, you can only shoot it from two angles. You can shoot it directly to one side and directly in front and that's the only way you can shoot. If you want any angles other than that, you've got to have trick Volkswagens that come apart

(Continued on page 11)



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## Conversation (Continued from page 10)

like on the Herbie movies.” Instead, they looked at why Harry drives a Volkswagen. Because he’s a wizard and wizards are hard on technology and Volkswagens are very reliable and very easily repairable technology so instead we have him driving a Korean War era jeep because it is also very reliable, very easily repairable and dependable technology. They use exactly the same reasoning, they just changed the specific of Volkswagen to jeep. A jeep you can film it from any angle you want and so on. So while there have been changes made, most of the changes are cosmetic and where there are changes that weren’t merely cosmetic, they’re really cool for story, I really like them.

I’d like to thank Jim for taking time for this interview at a very busy time. You can interact with Jim on his website, [jim-butcher.com](http://jim-butcher.com) where he and Robert Wolfe have been very active discussing the TV series with Jim’s fans. You can read an expanded version of this interview online at [www.casfs.org](http://www.casfs.org) in the ConNotations section.

## MangaZone

**Disgaea**

**By Arashi Shindo**

**Broccoli Books, 208 pages, \$9.99**

This is the manga adaption of the video game Disgaea: Hour of Darkness that came out for the Ps2 by Altus Games. Recently Disgaea has come out in anime form as a 13 episodes TV series by Geneon and Nippon Ichi Software.

The manga is fun. It follows the adventures of Prince Laharl, son of the dead King Krichevskoy the last overlord of the netherworld. Laharl, his vassal Etna her Prinnie brigade (the souls of people who have sinned that look like Penguins) and Flonne, with help from Mid Boss, set out to defeat all who oppose Laharl in becoming Overlord of the netherworld be it from Earth or Heaven.

This is a great manga it has many game references and was fun to read. Whether it was Laharl’s fear of big breasts or Lame heroes it was great. A must for fans and non fans alike. - **ninjakittyofdoom**

**Disgaea 2 Volume 1 Cursed Memories**

**By Arashi Shindo**

**Broccoli Books, 224 pages, \$9.99**

This is that sequel and possibly a on going series of manga based on the Disgaea 2 game. It starts with a lead in that links game 1 and game 2 together. In the book is heavy advertising for the game and lots more game references with the

characters from the previous game upset that they are not the main characters. After we actually get into the second part of this manga you meet the new main characters Adell the only Human left on a world cursed by the overlord Zenon said to be the most powerful overlord there is. The curse turned all humans into demons. Our hero’s mother uses a summons spell to get the overlord so her son can beat him, But she messes up and summons Zenon’s daughter, Rozalin

Now Adell must take her back to her father and find a way to defeat him. Meanwhile Etna has left Laharl and become the Beauty Queen of the Netherworld the second highest position

right under overlord, and is looking to make a name for herself and become a overlord also. Etna gets lost in time and her Prinnie followers find themselves lost.

This is really fun with the Disgaea unique episode previews made classic in the games. You will enjoy this one and it might make you want to play the games also. Have fun and watch out for prinnies they explode when thrown. - **ninjakittyofdoom**

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**MBQ**

**By Felipe Smith**

**Tokyopop, 211 pages, \$9.99**

This manga is a funny look at the life of Omario, a struggling artist, and his roommate Jeff, a rather large person who works at a fast food joint. The manga flows like a Quentin Tarantino movie and flips around to a lot of characters that all seem to tie into each other one way or another. It is violent and fun with a lot of more mature themes. It seems like a everyday life real store than a manga. I look forward to what happens. Enjoy - **ninjakittyofdoom**



## Look! Up in the sky! It's a bird! It's a plane! No, it's Superman!

by Shane Shellenbarger

Growing up, I fell in love with animation. The Warner Brothers Looney Tunes and Merrie Melodies were among my favorites, but I was also very fond of the more formal animation of Disney's movies. It wasn't until I became an adult that I discovered Max and Dave Fleischer and their animated adventures of *Superman*.

The infancy of the Fleischer Studios can loosely be traced back to 1914-15 while Max Fleischer was Art Editor of *Popular Science Monthly*. During that time, Max developed the idea for the rotoscope, a mechanical means of crafting animated films using live-action film as a guide. Working with his brother, Joe, the two perfected the machine, called upon their brother, Dave, to play the clown (who was later named Koko or Ko-Ko) in their first live-action film footage, and by 1919 the three brothers had a one-minute sample reel and eventually had a deal with John R. Bray to produce one cartoon per month. One of the early pioneers in animation, Bray used their work in *Paramount Pictograph*. By 1921, Max and Dave Fleischer formed a partnership, with Max as the producer and Dave as the director, and the two left the Bray studio to create their own animated films. By the mid-1990's, MIT Media Lab veteran computer scientist and animator, Bob Sabiston, developed a computer-assisted "interpolated rotoscoping" process. Director, Richard Linklater, employed the system to create the first entirely digital rotoscoped full-length feature film, *A Scanner Darkly*.



Fleischer Studios was a haven for innovative ideas. *Ko-Ko Song Cartunes* were sing-along shorts featuring the famous "Follow the Bouncing Ball." These cartoons featured synchronized sound three years before *The Jazz Singer* and four years before Disney's *Steamboat Willie*. They also were the first studio to make more efficient use of their master animators with the implementation of in-betweeners or assistant animators. The in-betterer would take the finished animation cell drawn by the master animator and work to progress the action so that it

will fluidly connect to the next cel in the sequence drawn by the master animator. An invention that rivaled Disney's 1933 multi-plane camera was the Fleisher Studios 1934 Three-Dimensional Setback or Tabletop camera. Used to great effect in *Betty Boop*, *Popeye*, and *Color Classic* cartoons, the Setback camera used three-dimensional miniature sets built to the same scale of the animation artwork. The cels were placed so that multiple objects could pass in front of and behind them, and the entire scene was shot using a horizontal camera.

In addition to Ko-Ko the Clown, the Fleisher's big name recognition came from a character that started out as a girlfriend and soon progressed into a star in her own right: Betty Boop. On August 9, 1930, Betty made her first appearance in the sixth installment of the *Talkartoon* series, *Dizzy Dishes*. In keeping with character development established at the studio, Betty started out as a French poodle. In the 1932 cartoon, *Any Rags*, Betty appeared for the first time as a totally human character. Her poodle ears became hoop earrings, her curly poodle fur became a bob haircut, and Betty became recognizable as the flapper girl we know today. Voice actor, Mae Questel, was not the first to give voice to Betty, but she was certainly the most distinctive. Questel last film performance as Betty Boop was for the characters cameo in the 1988 film, *Who Framed Roger Rabbit?* The Fleisher's were also able to take characters from other mediums and perpetuate their popularity and success. They licensed E.C. Segar's comic strip character, Popeye the Sailor, for a cartoon series of his own. In 1933, Popeye made his first animated appearance in *Betty Boop Meets Popeye the Sailor*. Popeye eventually became the most popular series

the Fleischers ever produced, rivaling that of Walt Disney's Mickey Mouse cartoons.

Created for theatrical release, the Fleischer Studios produced nine Superman cartoons (distributed through Paramount Pictures) in 1941 and 1942. Simply titled, *Superman*, the first short in the series, at \$100,000 had one of the highest budgets for a short produced at the time, and received an Academy Award nomination. Lavishly produced in Technicolor and employing rotoscope techniques,

these cartoons still stand among the most visually interesting of any series animated short films ever created. Fleischer Studios was disbanded in 1942 and changed into Famous Studios where the remaining eight shorts were produced in 1943 for a total of seventeen shorts. Bud Collyer provided the voice of Superman in both the animated series and the radio production with Joan Alexander performing as Lois Lane in the animated shorts and on

(Continued on page 13)

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**Superman** (Continued from page 12) the radio. In 1994, members of the animation field voted the series as #33 of the 50 Greatest Cartoons of all time.

In the 1980's, most of the Fleischers' films and shorts became available on video, and that's when I discovered *Superman*. Available in department stores, supermarkets, and other low cost outlets, the poor-quality videotapes were unable to diminish the amazing craftsmanship of the originals. Having entered the public domain in the 1950's, the *Superman* cartoons came out in various forms and lengths, with the final eight of the seventeen episodes difficult to find. The UCLA Film and Television Archive in conjunction with animation fans have been able to restore the cartoons in high-quality editions available in a variety of forms including DVD.



At present, there are three versions containing all seventeen episodes: *The Complete Superman Cartoons* — Diamond Anniversary Edition (released in 2000 by Image Entertainment), the difficult to find, *Superman Adventures* (released in 2004 by Platinum Disc Corporation)—a third compilation using restored and remastered materials was released in November 2006 by Warner Home Video as part of their DVD box set of Superman films.

[http://en.wikipedia.org/wiki/Fleischer\\_Studios](http://en.wikipedia.org/wiki/Fleischer_Studios)  
[http://en.wikipedia.org/wiki/Superman\\_%281940s\\_cartoons%29](http://en.wikipedia.org/wiki/Superman_%281940s_cartoons%29)  
<http://www.supermanhomepage.com/movies/movies.php?topic=m-fleis2>  
<http://www.toonopedia.com/fleischr.htm>  
<http://0wanderingattention.blogspot.com/2007/02/look-up-in-sky-its-bird-its-plane-its.html>

1. **Superman** September 26, 1941 (AKA as The Mad Scientist)  
<http://www.youtube.com/watch?v=OYMym63A-k>
2. **The Mechanical Monsters** November 28, 1941  
<http://www.youtube.com/watch?v=C40OeMiSAaE>
3. **Billion Dollar Limited** January 9, 1942  
<http://www.youtube.com/watch?v=r9fknrtBmdg>
4. **The Arctic Giant** February 27, 1942  
<http://www.youtube.com/watch?v=QGqPXliSDvs>

5. **The Bulleteers** March 27, 1942  
<http://www.youtube.com/watch?v=XQhCMVaQqsI>
6. **The Magnetic Telescope** April 24, 1942  
[http://www.youtube.com/watch?v=Kyuaeu\\_dzK8](http://www.youtube.com/watch?v=Kyuaeu_dzK8)
7. **Electric Earthquake** May 15, 1942  
<http://www.youtube.com/watch?v=ceahD1SPgfA>
8. **Volcano** July 10, 1942  
<http://www.youtube.com/watch?v=QU8R9vQLSGM>
9. **Japoteurs** September 18, 1942  
<http://www.youtube.com/watch?v=rsk1KmGG5Dg>
10. **Terror on the Midway** August 28, 1942  
<http://www.youtube.com/watch?v=CEhMZGWiONE>
11. **Showdown** October 16, 1942  
[http://www.youtube.com/watch?v=AHgXH0uKJ\\_Q](http://www.youtube.com/watch?v=AHgXH0uKJ_Q)
12. **Eleventh Hour** November 20, 1942  
<http://www.youtube.com/watch?v=Hv-cGu2ft0w>
13. **Destruction Inc.** December 25, 1942  
<http://www.youtube.com/watch?v=FGelT2KJwI>
14. **The Mummy Strikes** February 19, 1943  
<http://www.youtube.com/watch?v=slJmpAubdTQ>
15. **Jungle Drums** March 26, 1943  
<http://www.youtube.com/watch?v=qi46z123TQI>
16. **The Underground World** June 18, 1943  
<http://www.youtube.com/watch?v=njSAPUpAmeE>
17. **Secret Agent** July 30, 1943  
<http://www.youtube.com/watch?v=xQuJG8zSMs>

## Gamer's Corner

OK today's column is about the games that require little or no skill to play but could take a life time to master. We have a supplement for Munchkin, a variant of Munchkin, and a card game/board game mixup that could cover three tables (or more).

**The Need for Steed  
Munchkin 4 Supplement**  
**\$17.95, Steve Jackson Games, 112 cards**

This the fourth supplement for the greatest non-collectible card game ever is full of new loot, monsters, loot, hirelings, did I mention loot?, and a new type of card, the steed.

Steed's are welcome additions, they add to your level and depending on the steed (or the enhancements available) can fly, or breath fire or talk. Although the top steed is the Dragon my personal favorite is the Tiger (9 lives, returns to your hand every time it dies).

I would recommend this supplement

to anyone who plays Munchkin. - **Bob LaPierre**

**Munchkin Impossible  
Full Game**  
**\$24.95, Steve Jackson Games, 168 cards**

The latest parody in the Munchkin line, this set rocks! From the uber cool artwork (thanks to John Kovalic) to the imaginative new monsters, I think this could result in many, many hours of hilarity.

My first foray into this set resulted in the other three players staring open mouthed while I destroyed their fun. I encountered the effects of too many "in Black" creatures so I played the "Black Oops" card. This causes all "in Black" monsters to leave and leave treasure behind.

The vehicles are cool, the weapons nifty, and you can obtain training in almost anything. The factions have advantages and disadvantages. You can be a double agent, or a really secret agent. You have the three classes. There is a lot of new loot including almost any bad spy pun you can think of.

Lots of fun, buy it if it's available. - **Bob LaPierre**

**The Order of the Stick  
Dungeon of Dorukan  
Adventure Game**  
**\$39.95, Giant in the Playground/  
Advanced Primate Entertainment**

Gamers and comics about gamers have been around for 30+ years. Now here comes a game based on a comic that is based on a game

In the game you play one of the characters from the Order of the Stick web comic. There are special decks for each character called "Shtick decks". These decks are character specific and have Special abilities for each character.

There is an eight page booklet (comic) for fast play rules or you can read the ponderous, thirty two page full rules. Both are entertaining but I prefer the learning from someone who knows method. The rules read like a Linear Guild plot line. But while it seems complicated once you play it runs smoothly and is very fun and fast paced.

You don't have to read the comic to enjoy the game but it's much more fun if you do. My only regret in this purchase is that I could not make it sooner. - **Bob LaPierre**

See you next time. - Bob

(Continued on page 14)

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For information on available HexaCon positions or to volunteer to run a game please contact us at [hex17@hexacon.org](mailto:hex17@hexacon.org) or [www.hexacon.org](http://www.hexacon.org)

Our parent organization, the Central Arizona Speculative Fiction Society (CASFS) is also looking for new members. Check our web site at [www.casfs.org](http://www.casfs.org) for information on meetings and upcoming events or contact us at [info@casfs.org](mailto:info@casfs.org)

## Gamer's Corner

( Continued from page 13 )

**Warhammer 40,000: Death World**  
by Steve Lyons  
Black Library Publications; 248 pp.,  
\$7.99

This is a tale of Imperial Guard jungle fighters surviving against not only their natural enemies, the Orcs, but also the planet.

Loved it. I never expect a planet to be an enemy. Recommended for Warhammer 40,000 fans and/or dark science fiction readers. - **Jeffrey Lu**

**Warhammer: "Warpword"**  
by Dan Abnett and Mike Lee  
Black Library Publishing; 407 pp.,  
\$7.99

Malus Darkblade is back! The dark elf will be dealing with religion, politics, and prophecy. Malus will also be fighting over one of his family members over an ancient sword.

This is the fourth book of the series-Tales of Malus Darkblade.

Good plot turns. The joy of politics. For dark fantasy readers and Warhammer fans - **Jeffrey Lu**

## In Our Book

**White Night (A Novel of the Dresden Files)**  
by Jim Butcher  
Roc Hardback \$24.95

It's hard to believe this is the ninth Harry Dresden book and it serves as a good Dresden adventure that moves the overall story along with a few major events in Harry's life happening in the book. As with prior chapters in this story, it is set some time after the previous book. This time, there was a major event since the last book that Harry revisits during the course of this adventure, giving us a better



glimpse into what Harry has to deal with now that he is a Warden. In this case, it was a pretty major blow to the White Council, its Wardens, and wizard trainees. This novel also serves as more of a

mystery as Harry works to find out who has been killing novice wizards in Chicago, many of whom appear to be suicide, but hints are left that Harry is able to recognize. Unfortunately, the signs point to his half brother, Thomas, a vampire of the White Court. He also has to deal with his being a mentor to Molly Carpenter, his wizard apprentice he has been tasked with following the events in Proven Guilty, where he took responsibility for her to prevent the White Council from executing her. The book builds as more murders pile up until Harry finally figures it out. In the process he ends up in the middle of a big power play between factions of the White Court vampires, leading to a really big battle at the end between White Court factions, Ghouls, and Harry and his somewhat surprising band of recruits. Dresden fans will want to grab this one right away. If you've been intrigued by the TV series, there's enough exposition to bring you up to speed fairly quickly if this is your first trip into Harry Dresden's world. - **Lee Whiteside**

**Tempting Evil**  
by Keri Arthur  
Dell/Spectra, 6.99, 371pp

This is another of Keri Arthur's Riley Jensen novels and as near as I can determine, this is the fourth novel dealing with the woman who is part wolf and part vampire and all kick-ass Guardian, a member of the Directorate of Other Races whose function is to keep the peace amongst humans and that which is "other." Vampires, were wolves, were-well... *anything*.

And for a very nice change, this novel is set in Melbourne, Australia (the author's home).

If you are a fan of dark paranormal romances in all their wonderful permutations, this should be right up your alley.

And there is plenty of sex. And because Riley is a no nonsense woman, heck she has sex with loads of ..well...people. Though there is one vampire Quinn who feels he is her soul mate, but she feels that only a werewolf could be her soul mate. (I am suspecting NOT).

Riley and her twin brother are sent to take on a really nasty character and his cartel named Deshon Starr who is involved in nasty genetics/cloning experiments, creating all sorts of "monsters." Make no mistake, Starr is an evil character and there's lost of graphic nastiness, so those who are faint-hearted: Beware.

But there are a lot of real hotties in this book and the story zips along faster than a hungry vampire in a room full of compliant women

Did I mention there was lots of sex? - **Sue Martin**

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**Blood and Iron**  
by Elizabeth Bear  
\$14.00, Roc Fantasy, 432 pp

The world of Faery is in political turmoil and being threatened by an organized group of mortal mages. Our main protagonist, Elaine – also known as Seeker – is a powerful woman controlled by the Faery Queen. She is sent to the mortal world to find the newest Merlin. She is not the only one looking for the Merlin. One of the mortal mages is also sent as is a representative from a rival Faery court. But Seeker is the one the Merlin falls in love with. However, Elaine must still convince the Merlin that their cause is just. The coming battle between mortal and fey is sure to cost thousands, if not more, of lives. Elaine's truest love is a werewolf, Keith, who is destined to be the next Dragon Prince, which means his fate – inescapable – is to kill...lots. And her son was taken from her and raised by the Queen to be the royal heir...a truly heinous fate. Elaine must convince the Merlin to back their fight, save her son from himself and survive an arranged marriage. And she'll need to find a way to reawaken King Arthur if she wants to save Keith.

This is a very complex plot with many threads coming together at the end. Usually a satisfying book if handled competently. Ms. Bear is a very

competent writer. But I still found myself plodding through this book. I never thought of it when I wasn't reading. It didn't capture my imagination nor much of my interest. So why didn't it work? The two things I need most out of a reading experience is good plot and good characterizations. The plot was very complex and, at times, a bit confusing. In fact, I was nearly halfway through before the main plot was revealed. The reader should not have to work very hard at keeping the plot lines straight. The characterizations were weak. It was as if Ms. Bear were deliberately holding her characters at arms-length. Even when we were inside Elaine's head, it was handled rather coldly. And we never got inside anyone else's head. They were very one-dimensional. Not highly recommended. - **Catherine Book**

**Games of Command**  
By Linnea Sinclair  
Bantam Books, 2007, Paperback, 525 p,  
\$6.99

The War between the United Coalition (UCE) and the Triad has ground to a halt with more or less a whimper. Both sides are proud but are working hard to create the new and peaceful Alliance. As a part of the Alliance Personnel Integration Program Tasha Sebastian, An UCE

( Continued on page 15 )



## In Our Book (Continued from page 14)

Captain with a murky past as a smuggler and highjacker, has been demoted to Commander and assigned to Flagship Vaxar under the command of Admiral Kel Patten, a Biocybernetic officer. This officer had been Tasha's personnel Nemesis throughout the long war. Now he has requested Tasha. She fears he has a vengeful agenda.

His agenda, as Tasha finds out eventually is not quite what one would expect from a biocybernetic organism who has supposedly had the softer emotions programmed out of him. Before all this comes out the two discover that a sinister plot to destroy both nations lies at the root of the original conflict and that Triad is hopelessly infiltrated. Their security organization is completely dominated by the enemy.

Can Kel Patten with his programming and implants be saved? Is there any chance for the new Alliance? Is there any future together for our leading players? For the answer to these and many other questions read this novel with its delightful telepathic Furzels, its numerous and complex human characters, its mysterious evil enemies and its delightful, romantic and sometimes ridiculous situations.

The book suffers structurally from the author's failure to perfectly meld all of its elements. The novel is a meld of the earlier work "Command Performance" and several short pieces written in the same universe. It does not flow quite as smoothly "Finders Keepers" and "Accidental Goddess." Still It is a readable book and a good story. I recommend it. – Gary Swaty

**i-ROBOT Poetry**  
by Jason Christie.  
Edge Science Fiction and Fantasy  
Publishing, 112 pages, \$19.95

From the cover: "The popularly misperceived boundary between humans and technology shifts, blurs and disappears to the point where robots become all too human in their wants, needs, and aspirations.



About the Author: Jason Christie is considered one of Canada's cutting-edge poets and is, perhaps, one of the most important poets of the late 20<sup>th</sup> and early 21<sup>st</sup> centuries. His avant-garde style challenges the status quo and questions

what a poem may be. i-ROBOT Poetry by Jason Christie illuminates his highly intelligent, satirical and somewhat whimsical, alternative style." As a big SF fan, the name (i-ROBOT) caught my eye. I am not usually one for Poetry, but this book is great. With over 75 poems I just could not set the book down. I stood there and read half the book before I knew it. Check out the short book film also. <http://www.edgewebsite.com/books/irobotpoetry/ir-catalog.html> -

CLD...

**A Pound of Flesh**  
by Susan Wright  
ROC, 291pp, \$14.00

This is a tale of travel and travail and was, well...nice.

The subject matter was fundamentally interesting: a woman takes on a mission to cleanse the lands of sexual slaves and the pleasure houses they inhabit. Once a sexual slave herself (and whose story was charted in the previous novel by Wright "To Serve and Submit"), she joins up with the man who had once been her sexual master. The two go out and about the land to eventually end up in/at the heart of the slave trade.

For a book dealing with sexual bondage, this was pretty mild. The cover is more exciting than the story.

Wright takes the European world as we know it and slightly changes the names of things: Veneto for Venice, Kristna for Christ, *pelegrini* for pilgrims, a *haushold* for household, Frankish lands for well, Frankish lands. And calling the leader of Veneto the *doj* (i.e. Doge.) Things like that. This is a small pet peeve of mine. Either name them something completely different or call Venice Venice and just set the story in an alternate world history. Lots of novelists do it. But tweaking the names slightly feels lazy and/or timid.

And the story, though dealing with

material fraught with implications, is sort of a straight line with no real highs or lows, just a few potholes.

I wanted to feel more outrage or more involvement with the two lead characters, but they were kind of bland and though the situations they got involved in were dramatic they weren't compelling. I felt a bit of distance in the storytelling.

And I wanted more *angst* and drama. - Sue Martin

\*\*\*\* **The Alchemist's Apprentice**  
(Paperback)

by Dave Duncan  
ACE. 320 pages, \$14.00

From the cover: "To the legendary clairvoyant Maestro Nostradamus, the future is forever in motion. But for young swordsman Alfeo Zeno, his apprentice and protector, the present is hard enough to contend with. His days are spent poring

(Continued on page 16)



## SF & Fantasy Authors scheduled to appear at the 10<sup>th</sup> Annual Arizona Book Festival

**Jim Butcher, Lois Duncan, Jane Yolen**  
**Derek Benz, Emma Bull, Alan Dean Foster,**  
**Diana Gabaldon, Emily Devenport/Lee Hogan,**  
**Ernest Hogan, J. S. Lewis, Jeff Mariotte,**  
**Dennis L. McKiernan, Adam Niswander, James A. Owen,**  
**Melanie Rawn, Will Shetterly, Janni Lee Simner,**  
**Michael A. Stackpole, John Vornholt, Michelle M. Welch,**  
**plus Michael R. Menenga, Evo Terra and Summer Brooks of the**  
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over astrology charts and making calculations, his nights learning arcane magic or transcribing Nostradamus’s nebulous prophecies. Until one night, when the Council of Ten arrives to take the seer into custody.

It seems that a high-ranking friend of the prince died under mysterious circumstances after Nostradamus cast his horoscope, warning of danger-and rumors are swirling that the mystic poisoned the victim to enhance his own reputation. Alfeo is stunned when his master refuses to flee. Instead, Nostradamus charges Alfeo with the task of clearing his name. Now, Alfeo must unravel a web of magic and murder if he is to have any future of his own.”

Well, the book said Fantasy on the back, but it’s a Who-dun it historical Mystery with a little peppering of Fantasy on top. Still, a really good book to read. Dave Duncan has spun a really interesting well written story in Nostradamus’ Venice. This one is a keeper. You feel like you are there in Venice trying to unravel a murder. I hope Dave Duncan write another book with Alfeo Zeno in it. - **CLD.....**

**The Fair Folk: Six Tales of the Fey  
edited by Marvin Kaye  
Ace Books; \$15; 435 pp**

The opening story of this terrific, engrossing collection is such a refreshing blast of fantasy. Tanith Lee’s “UOUS” is wonderful, inventive, fascinating and wildly colorful. It’s the Cinderella tale of a young woman who’s living with a nasty stepmother and two step sisters in a weird part of the wood in contemporary England. The aging, crumbling home they have is set in a clearing edged about by trees and vines.

The “Cinderella” here is named Lois, but her stepsisters call her “Louse.” Lois has names for them, too. The stepmum whose name is Irene but it’s pronounced “Ear Rainer” has a boyfriend Lois calls Decrepit James. The sisters named Andromeda and Ophelia are called “And” and “Oaf” by the narrator.

Just a lovely disjunctive family. Of course hard working, treated-like-dirt Lois finally snaps one day and cries out to the wood she has to traverse each day to get the bus to town: “Three Wishes” That’s all she wants to make her life a little easier.

As we all know: “Never ask for what you want: You may get it.” And brother, does she ever.

An ethereal elf shows up...and Lois gets her wishes...sort of.

There’s an unexpectedly wicked ending to this story.

The rest of the collection has just as tart and lovely tales as Tanith Lee’s.

Megan Lindholm’s “Grace Notes” is a

contemporary tale of a house brownie helping out a young man keep his home spic and span...and she does it by shopping HSN and maxing out his credit card.

“Gypsies in the Wood” by Kim Newman is a dark Gothic tale set in an alternate Victorian England and focuses on two children who have been spirited away to Fairyland...with unsettling results. A government organization that investigates the strange and unusual gets involved, along with a detective and a lady journalist, to untangle the events. However, the weakness here for me was the made up names. A “B. Loved” for an artist, characters named P.C. Throttle and Satterthwaite Bulge, a village named Eye. Even though I know some of it is emulating Victorian names ala Dickens, it’s a bit much.

“The Kelpie” by Patricia McKillip is a lovely romantic tale set in a sort of Pre-Raphaelite artistic circle, again, in England. Very dreamy and full of rich description. My second favorite in this collection, after Tanith Lee’s.

“Except the Queen” by Jane Yolen and Midori Snyder is about a pair of exiled fairies coping with humans in the contemporary world. Aging and without powers their intrinsic empathy for wounded souls gets them involved with a young man and woman with interesting destinies. The tale quite sweeps you along and the tension builds as the two sisters write back and forth discovering bit by bit the convoluted plans of the Fairy Queen.

The weakest tale in this lot is “An Embarrassment of Elves” by Craig Shaw Gardner. It’s a big noisy guffaw of a story about ooh those wild and crazy elves, and a host of other fey clowns as a line-up of Fantasy Quest clichés Gardner has used in other stories. At the heart of the matter is a spectacular Elvish Party. Well, set in this collection, the Gardner piece is like loud giggling in a silent church: unnecessary and pretty annoying. - **Sue Martin**

**A March into Darkness  
by Robert Newcomb  
Del Ray, 638 pp, \$26.95**

*A March into Darkness* is volume two of the *Destinies of Blood and Stone*. Wulfgar was defeated by Tristan, but



rejoicing will have to wait. Wulfgars spouse, Serena has not given up stealing the scroll of the Vigors[ goog magic] and

avenging the death of wulfgar and their daughter. Tristan prepares to sail for Serena’s stronghold. However, on the eve of the mission, Xanthus, an invincible warrior will come through the Azure Wall, torturing innocents to death unless Tristan returns with him to an uncertain fate . Their he learns about he and his sister’s destiny.

While he is gone, his sister takes the fleet against Serena’s citadel. But many traps await them with Hellish creatures summoned by the heretics [bad magic]. While Serena prepares a spell that can bring her dead daughter back to life. Here be epic fantasy with complex characters, a fully realized complex world light and dark strive to rule over generations.. The destiny of the twins is to bring the two sides back into balance. Maybe next volume. Fantasy lovers will want to get there hands on this. - **Pam Allan**

**Carnival  
by Elizabeth Bear  
Bantam, 395 pp, \$6.95**

*Carnival* is a stand alone novel by the author of *Worldwired* and *Hammered*.

Old Earth is a world of spies wanting out from under the hand of the Governors, logical arbitrary responders to the eco problems and overpopulation of the past. They run the Coalition and want everyone subject to their rules. Vincent and Angelo two spies, who are back in service to act as homosexual lovers on a matriarchal world the Coalitions wants for energy source. But nothing is as it seems. Both have their own agendas. Amazona has it’s own rules and as many agendas. And they have few revolutionary groups as well. Behind every mask is still another and another. The power source the coalition wants is not Amazonia’s to trade, and the root of there is alien to all that seek it , and makes up it’s own mind.

This is action adventure with intellectual stimulation , well realized characters and complete world[s] that holds your interest. The action is fast and byzantine with more twists and turns than a bowl of pasta. This is a book that is hard to put down, and you will want to read it again. This is a good time to get your plastic or paper out. - **Pam Allan**

**Hydrogen Steel  
by K.A.Bedford  
Edge Science fiction, 306 pp. \$19.95**

*Hydrogen Steel* is by the author of *Eclipse*.

Retired homicide inspector Zette McGee is living on the luxury habitat Serendipity hiding the fact she is a “disposable”, An android provided with the memories of a human.. When she receives a call from Kell Fellow, another like her accused of killing his wife and children. Before hr can reach her, an

internal bomb blows him up and sets Zette and her best friend on a search for the truth. But when her home I destroyed by a home brewed android identical to her. She and her friend, Gideon Smith escape, only to find sabotage, spies, nasty infections in both wetware ,and hardware., bad guys, and bad machines out to get them. The journey brings them face to face with the awesomely powerful firemind, Hydrogen Steel.

Bedford writes a heck of a good book. Fully realized characters, and world, all the action you could wish for, and lots and lots of Ideas and concepts to occupy the mind. This is a must have , a go get it now book everyone will enjoy. - **Pam Allan**

**Idolon  
by Mark Budz  
Bantam Spectra, 448 pp, \$6.99**

*Idolon* is a new book by the author of *Clade* and *Crache*.

In a world where image is everything, the past more real than the present, the wealthy can reprogram the world, with themselves as stars..Pelayo is a test subject for the latest in skin imagery. His cousin works in a cinematique where she meets Nadice, an indentured worker smuggling illegal ware to escape hiding a forbidden pregnancy she can’t explain. When Marta tries to help, both women disappear. While Pelayo searches for his cousin, homicide detective Kasuo Van Dijk investigates a new kind of E-skin that leads him to the missing women and a plot to deliver humanity into a frightening new information age.

William Gibson move over. The post ecocaust world of Idolon is a virtual night mare that seems all too possible. Well written, with kaleidoscopic imagery that sets your head spinning like an action movie trailer, this is a book for those anticipating a virtual world. Enjoy. - **Pam Allan**

**Ink  
by Hal Duncan  
Del Ray, 530 pp, \$15.95**

*Ink* is by the author of *Vellum*. However it is less a series continuation than a change in perspective within Vellums world.

Once, in the depths of prehistory they were human, but in a brutal transfiguration they became the unkin, beings that had the power to alter reality by accessing the Vellum, a realm of eternity containing every possibility, every paradox’ every heaven and hell. The vellum became a battleground between chaos and order. The ultimate weapon, THE BOOK OF ALL HOURS, a legendary tome long lost between the infinite folds of the Vellum. In 2017 it was found by Reynard Carter, with unkin blood.



In Our Book

( Continued from page 16 )

After the Apocalypse, several survivors search for the remnants of themselves across the Vellum hoping to rewrite the book of hours and forge a new destiny for themselves. Reality will never be the same.

This book like Vellum is both a moment of light on ice , and the sheen of India Ink in black velvet Ephemeral, haunting, testing one’s perception of what is real. Well worth reading...several times as reality adjusts, A hybrid of forms and

genres that morphs into a whole new genre and mind set. Enjoy the challenge. - Pam Allan

**Maelstrom**  
by Ann McCaffery and Elizabeth Ann Scarborough  
Del Ray, 237 pp, \$23.85

*Maelstrom* is book two off the twins of Petaybee, the second trilogy of the Powers that Bee series

The Intergal corporation lost Petaybee to the sentient planet and its adapted

population They have left the workers on a dying planet to be destroyed . Peytaybeans saved them but it gave Intergal a chance to arrest their allies, and a chance to reclaim the planet The struggle which sets up the next book.

The characters are charming and well realized,. The future speculations are fascinating, complete with sentient planets , changing ecologies., and shape shifters fighting predatory corporations., all combine to make a colorful and well realized adventure. My bone to pick is the incomplete ending that leaves the reader

**Silent Waters**  
by Jan Coffey  
Mira, 391 pp, \$6.99

*Silent Waters* is non-genre romantic suspense.

The Hartford is a fast attack, atomic submarine with nuclear warheads as well as the standard arsenal. So when a major system is showing a flaw, it docks for a system repair at the Electric Boat company. While in dock and with a minimum crew, the xo can’t make it in



with no closure to carry them to the next volume. - Pam Allan

**Troy; Shield of Thunder**  
by David Gemmell  
Ballantine , 489 pp, \$25.99

This is the second book of Gemmell’s Trojan War series.

Agamemnon wants to rule the known world. The bloodthirsty king tightens his noose around Troy by killing kings wh might ally with Troy. .As battle lines are drawn , anew warrior steps forward,. the god like Achilles. Meanwhile,

Anromache, the shield of thunder, marked at birth by Athena , to bear the son, the Eagle Child, prophesied to rule until the end of days, and the fall of kings. Odysseus, King of Ithaca is maneuvered into an impossible choice between friendship and honor. The War begins.

This is a masterful retelling of the Trojan War. Gemmell weaves his fully realized characters though a world that comes alive. Filled with Action, intrigue , love, honor and cruelty intertwine thoughtful and compelling, *Troy: Shield of Thunder* is hard to put down. A must have for genre fans and readers interested in History well told. - Pam Allan

and the Commander, Darius McCann comes on board with the ship superintendent Amy Russell. Both find themselves hijacked, fighting for their lives as crew mates, and mercenaries use the sub to hold the entire East Coast hostage. The incumbent president , the day before election, wants to blow it out of the water.

On land, Lt .Colonel Sarah Connally, and Commander Bruce Dunn are assigned to investigate the hijacking, and find a trail of secrets as dangerous the weapon pointed at the coast. Secrets that will threaten the investigators, and the two who take back the sub and barely escape being blown up on presidential Order.

Well paced, interesting characters, and a plot line with a surprising ending, with a couple understated romances that come into play. This is worth the read for the action adventure reader. - Pam Allan

**Star Wars; Allegiance**  
by Timothy Zahn  
Del Ray , 336pp, \$25.95

*Star Wars; Allegiance* is the eighth *Star Wars* novel by Timothy Zahn.

This novel picks up after STAR WARS: A NEW HOPE. Luke Skywalker, Han Solo, and Princess Leia must face the conflict engendered. The destruction of the death star still leaves the empire, Darth Vader,, and the their forces determined to destroy the rebellion. . The trio are sent to mediate between rebel factions in Shelsha Sector. Mara Jade, The Emperor’s Hand is in the area tracing suspected treachery. Stir in a subplot with deserting storm troopers who are sickened by the destruction of Alderaan and lots of pirates raiding in the sector with collusion of government make for an action adventure.

Unlike many novelizations of movie and television series, Timothy Zahn gives

( Continued on page 18 )

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**Slice of SciFi** is the favorite of SF fans hungry for the latest news and developments in upcoming films and television, featuring interviews with the cast, producers and creators of our favorite shows, films, fan films, comics and more.

**Technorama**, with hosts Chuck Tomasi and Kreg Steppe, takes a lighthearted look at the world of tech, science, sci-fi and all things geek, spotlighting recent tech and science news, interviews with respected industry leaders, all interspersed with original humor.

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**In Our Book**  
( Continued from page 17 )

you a novel with fleshed out characters, plots and extra plotting and action. It is worth the read even if you are not a fan of the movies. Enjoy. - **Pam Allan**

**Surviving Demon Island**  
**by Jaci Burton**  
**Dell, 339 pp, \$6.99**

Apparently this continues with a fall, 2007 release of *Hunting the Demon*. America’s top female action star is finishing filming, and looking forward to vacation, when she is invited to join a survival reality show gearing up. Thinking it sounds like fun, Gina signs up. The change of pace is a lot more than she bargains for when she meets Derek Marks who starts testing her survival skills and her libido with tight black tee shirt, and sexy stubble. He is a survival specialist, but the reality of this show is far more dangerous than the camera expects. Demon Island is aptly named and guess what they want for dinner. As much romance as action, it is a fun read as the protagonists fight the deamons and their attraction to each other. Makes for a good read on a lazy Sunday. - **Pam Allan**

**Solstice Wood**  
**by Patricia A. McKillip**  
**Ace, 478 pp, \$14.00**

Bookstore owner Sylvia Lynn gets a phone call from her grandmother calling her home for her grandfathers funeral, the time has come for her th face her past, and her future. Lynn Hall is nearly ramshackle but her grandmother is still sharp. When she is taken to a meeting of the fiber club, she finds much more than an everyday sewing club. A primitive power exists in the woods, a force the fiber guild tries ti bind with its needle work and weaving. The power of Faery opening doors between the worlds. Sylvia is no stranger to the woods. Patricia McKillip is a World Fantasy Award winner, and deservedly so. No one writes of magical, and mundane, secrets and ambiguities,, the two worlds meeting and melding like she does, gently drawing you into her worlds unable to put the books Down. *Solstice Wood* is modern fantasy rivaled only by Charles De Lint. This is must have for fantasy lovers. Cards out, Charge. - **Pam Allan**

**Brass Man**  
**by Neal Asher**  
**Tor, 485 pp, \$14.95**

*Brass Man* is a new novel by the author of *Cowl*, and *The Skinner*. Mr. Crane is a brass encased cybernetic golem and an insane killing machine thought destroyed. He has been

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resuscitated to eventually destroy the Polity, the AI ruled worlds.. Ian Cormac is the Polity’s famed Earth Central Security agent, the James Bond of the future .His task is to track down and eliminate both the brass man, and skeller with his AI controlling his ship, the Jack Ketch They are on a collision course where worlds may not survive. A sequel to *Gridlinked*, It is action-adventure filled with cutting edge ideas, audacious, and often brilliant, with flashbacks tying past and present together. This novel could well be looking at a Hugo. Grab and enjoy. It is first rate SF. - **Pam Allan**

**Death’s Head**  
**by David Gunn**  
**Del Ray, 368 pp, \$24.95**

*Death’s Head* is first novel by Mr. Gunn, and looks sure to become a an excellent series. Sven Tveskoeg , an ex-Sargent demoted for insubordination is a killer with a sense of loyalty, and a genetic make up that is 98.2 percent human. and 1.2 percent unknown. He heals quickly from the worst injuries, and can communicate telepathically with the ferox, savage Aliens, whose fighting skills out perform advanced technology. Sven is drafted into the Death’s Head, the elite enforcers of Imperial will. He is sent to a bleak planet in the middle of a military disaster that he will be a pawn in a struggle for survival. Pawns are dispensable But even a pawn can check-mate a king. Set in a chillingly realistic far future , a gritty anti-hero who can be more frightening than the imperium he serves, Death’s head is a page turner that rivals David Drake at his best.. Action adventure lovers. Take Heed, Sven Tveskoeg is here, or will be in May. - **Pam Allan**. .

**The Venus Fix**  
**by M. J. Rose**  
**Mira Books, 410 pp, \$6.99.**

*The Venus Fix* is the third in a series starring sex therapist Dr. Morgan Snow. As one of New York’s leading sex therapists, Dr. Morgan Snow sees everything from the depraved to teenagers obsessed with Internet pornography. Now the providers of the internet fantasies are dying on online before the watchers eyes. And as judges, and their wives are set up to take the fall, it is up to Dr. Snow to solve the murders. Although not a ConNotations genre novel, the Venus fix is a well written mystery that holds interest as our protagonist deals with murder, a rebellious manipulative daughter, and her own problems with conflict of interest with her lover. Worth the read for lovers of a tightly written mystery. - **Pam Allan**

**MUSTY TOMES**  
**A Treasury of Great Science Fiction,**  
**2 vols**  
**edited by Anthony Boucher**  
**Doubleday, 1959, 527 + 522 pp.**

Literary history, like life itself, can sometimes be ironic. Boucher put together this collection out of the leftovers which had not to date been anthologized. He had no stated intent of it being the best ever anthology. It certainly is, for coverage of the two decades from 1938-1959. This is truly the ultimate best science fiction anthology that will ever exist. Everyone else in the anthology game should either quit or restrict their titles to special topics, annuals, or magazine collections. To get the full flavor of science fiction’s golden age, the variety of themes and genres, the technological optimism, the quality writing, turn here. You will find that many cliched assumptions about the writing of that period are dead wrong. So science fiction started out in the pulps, with nothing but godawful childish power trips? Read ‘Beyond Space and Time’ from a 1938 pulp, a laugh-out-loud tale of a cuckold sent away in a spaceship so his wife could cheat on him, as the reader easily discerns from the naïve narration. There is more humor, satire, post-atomic apocalypse, time travel, scientific discovery, alien visitations, humanity scattered across space, pick a theme. Boucher had a fine sense of structural balance. Each volume has a dozen stories, starting and ending with a classic novel. Stories pair up to share a motif, yet give totally different spins on it. For example, Cyril Kornbluth’s ‘Gomez’ is followed by Sturgeon’s ‘The Widget, the Wadget, and Boff.’ Common motif: talent in hiding. Of two dozen stories, we get 20 of the best authors represented, except for Asimov (Doubleday was his publisher already). Only three authors are used twice: Heinlein (Waldo, The Man Who Sold the Moon), Poul Anderson (novel Brainwave, The Martian Crown Jewels), and Henry Kuttner (once with his collaborator wife C.L. Moore). Other big names include Arthur Clarke, Ray Bradbury, A.E. Van Vogt (novel The Weapon Shops of Isher), Philip K. Dick, Alfred Bester (novel The Stars My Destination), and John Wyndham (novel Rebirth). The four novels alone make it worth reading, and EVERYONE should have read the Bester novel, a classic that could be claimed as proto-punk or proto-new wave or proto-new weird or proto-any other genre that thinks it is innovative and clever. This treasury was long advertised as the leading incentive to join the Science Fiction Book Club, and deservedly so. You could get it for one penny then, but now that it’s long out of print you might pay a few dollars for it at a used book

sale. For sometimes, literary history is fair and just besides ironic. Tons of copies of this set were printed, and they’re still out there. This set is readily available for all to learn the history of our field, with no barriers to possession except lack of interest. Why does no one want them any more? Times have changed, and five decades have followed, bringing up new masterpieces equally worthy of attention, but only EQUALLY worthy. New generations of young readers come along every few years, requiring modern values and role models for gender relations. Old assumptions of submissive, domestic women won’t fly any more, but you know what? That’s another cliché about old science fiction which is demolished by this treasury. There’s a few stories with traditional housewives, but not most. Perhaps the count in this set is an inversion of the total statistics for the whole period. Maybe most golden age stories WERE lousy, with limited roles for women. Most is by no means all, as this collection of leftovers shows. And so many other stories from the golden age should also be read, elsewhere. But I repeat, this is the ultimate science fiction anthology that will NEVER be surpassed. If you don’t know these stories, here’s the perfect opportunity. Well, almost perfect, since you won’t find it in a NEW bookstore. Ahhh, so what? - **Mike Griffin**



© Sherlock



# Club Listings

**ACROSS PLUS** - So you live in North Phoenix and are interested in anime? Well there is a club out there available for you people. Across Plus is a social club that discusses anime, video games, manga, other animation, and the Japanese culture. We meet at Bookman's on 19th Ave and Northern On Sundays at 7:00pm until 9:00pm. In general, we explore anime, manga, and other styles of animation, creative educative demonstrations, participate in interactive discussions, attend local Arizona conventions, and make cosplay. We are willing to gain any new members out there who are interested. Dues are only \$2 per month. Our members are very friendly, respectful, and fun. We welcome any and all. For more information, contact Shane Bryner at [ninjakittyofdoom@gmail.com](mailto:ninjakittyofdoom@gmail.com)

**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](mailto:aerialmirage@gnerds.com)>, 602-955-9446; or Ron Harvey <[rbh1s@yahoo.com](mailto:rbh1s@yahoo.com)>, 480-775-4690 for more info or impromptu juggling sessions.

**ANIZONA ANIME CONVENTION INC** The group that sponsors Arizona's premiere Anime convention each year. Monthly meetings alternate between the east and west valley at Bookmans. If you are interested in Anime and conventions this is the group for you! Visitors welcome. For more information check our website at [www.anizona.org](http://www.anizona.org) or email to [info@anizona.org](mailto:info@anizona.org)

**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](mailto:azlanbashers@earthlink.net) Web: [www.lanparty.com/all/](http://www.lanparty.com/all/) VoiceMail: 602-306-9339

**ARIZONA PARANORMAL INVESTIGATIONS** We are a highly trained, non-profit paranormal investigation group, registered with the state of Arizona, providing service to Arizona and the Southwest since 1994. Having served the public for 12 years, we are one of the oldest, most respected paranormal investigation groups in Arizona. We are primarily science based and don't go on an investigation looking for ghosts, we go looking for answers. There is never a charge for an investigation. Contact us at by e-mail at [info@arizonaparanormalinvestigations.com](mailto:info@arizonaparanormalinvestigations.com) or visit our website at: <http://www.arizonaparanormalinvestigations.com/>

**THE AWAY TEAM:** The Away Team, is a general sci-fi appreciation group that meets  
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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](mailto: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. For information: write PO Box 62613, Phoenix, AZ 85082-2613 or email [info@casfs.org](mailto:info@casfs.org) Web [www.casfs.org](http://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](http://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](http://www.galandor.org)

**A GATHERING OF PLAYERS**-Find Your Adventure  
Our club is running into our fourth year. Join us for games and adventure set in the Dungeons and Dragons realm. We offer Living Greyhawk and Xen'drik Expeditions. Visit <http://www.warhorn.net/gathering>, to see what we have coming up.  
We will have character creation sessions to get you started and answer all questions. Our group has been together, and growing, for four years. We're a good group of friends that believe in gaming fun first. Our member group's ages range from 13 to 49.  
We welcome both new and experienced players.  
10:00 a.m. Character Creation - We will have a session to create characters for all of the campaigns we run. AGoP will have all books available for reference. We encourage you to purchase the books if you like the game. All character materials are provided; character sheets, master item logs, adventure records, etc. Dice will be loaned to you if you don't have any yet. In other words, all that is needed for the first day is for you to join us and have fun.  
If you have any questions email us at [agatheringofplayers@gmail.com](mailto:agatheringofplayers@gmail.com).

**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](mailto:mwillmoth@earthlink.net) Webpage: [www.leprecon.org](http://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](mailto: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/>

**MVD GHOSTCHASERS**—The MVD Ghostchasers are a paranormal team established in 1995. This band of ghost hunters conducts regular investigations of haunted, historical locations throughout Arizona. They also research and investigate "house call" hauntings for the public. The MVD Ghostchasers lead Spirit Photo Workshops/Tours to various haunted locations across Arizona. These workshops give ghost hunters, paranormal team members and folks wanting to learn the art of ghost hunting a chance to work and learn techniques together. The MVD Ghostchasers team are guest speakers at many venues and have appeared on TV news reports and the subject of several newspaper stories. For more information contact:  
MVD Ghostchasers—Debe Branning,

Director—480-969-4049 Web page: [www.mvdghostchasers.com](http://www.mvdghostchasers.com) or [Nazanaza@aol.com](mailto:Nazanaza@aol.com)

**ORANGE COUNTY SCIENCE FICTION CLUB** meets last Wednesday of every month (except Dec.) in Fullerton. The meetings are built around guest speakers. We've had authors such as Octavia Butler and Greg Benford. Non-members are welcome. For details of current events and location see our website [www.ocsfc.org](http://www.ocsfc.org) or email [info@ocsfc.org](mailto:info@ocsfc.org)

**PAREx** is a non profit organization dedicated to building and promoting Autonomous robotics. The club has been in existence since 1998. Meetings are currently conducted twice a month at two different Phoenix, Arizona locations., <http://www.parex.org/meetings.shtml>. Club dues are on an annual basis: Regular members \$20 Student members \$15 Of course visitors are always welcome because we know you will eventually become a member anyway Web page: <http://www.parex.org/> E-mail Contact: John Kittelsrud, [parexteam@cox.net](mailto:parexteam@cox.net)

**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](mailto:Menzeez@aol.com).

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

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

**SHIELD OF ALMOR** The Shield of Almor is a RPGA club located in the greater Phoenix area. If you are interested in Living Greyhawk catch one of our meetings the 1st Sunday of every month at Imperial Outpost Games ([www.imperialoutpost.com](http://www.imperialoutpost.com)) in Glendale. If you are interested in Living Arcanis or Living Spycraft catch us on the 3rd Sunday of every month also at Imperial Outpost Games. The Shield of Almor hosts RPGA events at the local Phoenix conventions. For more information visit us at [games.groups.yahoo.com/group/AZ\\_RPG/](http://games.groups.yahoo.com/group/AZ_RPG/) or you can sign up for games at [www.nyrond.org](http://www.nyrond.org). Or you can just stop by the 1st Sunday of the month. Meeting starts at 10am. Hope to see you there.

**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 contact the Kingdom Seneschal. Email: [seneschal@atenveldt.com](mailto:seneschal@atenveldt.com) Web [www.atenveldt.com](http://www.atenveldt.com)

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Club Listings
(Continued from page 19)

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/tardisaz/tardis.html

TEKWAR FAN CLUB Sanctioned by the series' production companies and the USA Network! It is THE information conduit between the fans and the series! Fan club membership will bring you the following 1) subscription to the info filled Tek Informer newsletter; 2) official TekWar Fan Club membership card and kit. Membership is by

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: Webpage: www.casfs.org Email: info@casfs.org

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 DMitchell1@Juno.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 30 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

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 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

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, at the Bookmans located at 19th ave. and Northern in Phoenix Guests are welcome. For more info contact Craig Dyer at WesternSFA, PO Box 67457, Phoenix AZ 85082, (602) 973-2341, Email: craig@westernsfa.org Webpage: www.westernsfa.org

Convention Listings

ANIZONA 3 (April 5-8,2007) Mesa AZ - Arizona's First Anime Convention - Guests include Kaite Bair, Jodon Bellafanto, Michael McConnohie, Melodee Spevack and Arizona Shinkendo. Wendee Lee, Haruka Miyabi, Amanda T , Kenyth Mogan, Yoko Molotov, Greg Ayres, Katie Bair, David Beaty, Jodon Bellofatto, Michael McConnohie, Melodee M. Spevack and Midnight Mirage Location: Phoenix Marriott Mesa Membership is capped at 2000 and there will be NO memberships sold at the door. \$40 thru March 31, 2007. Mail check or money order to AniZona 3, PO Box 67641, Phoenix AZ 85082 Web: www.anizona.org Email: info@anizona.org

LEPRECON 33 (May 11-13, 2007) Mesa AZ Arizona's Annual Art Oriented Science Fiction and Fantasy Convention featuring the largest SF/F Art Show in the Southwest! Guests: Artist - Jael, Author - Karen Traviss, Music - Emma Bull (Sponsored by the Phoenix Filk Circle), Featured Local Artist - Nola Yergen-Jennings, Membership: \$40 thru 4/15/07, \$45 at the door. Kids 7-12 half price, Six and under Free with Adult Membership Hotel: Phoenix Marriott Mesa Contact: LepreCon 33 PO Box 26665 Tempe, AZ 85285 Phone(480) 945-6890 Email: lep33@LepreCon.org Web: www.leprecon.org/lep33

PHOENIX CONGAMES (June 14th - 17th 2007 ) Mesa AZ Mesa Convention Center & Phoenix Marriott East in Mesa Arizona. Membership \$20 thru November 30th, 2006, \$25 thru January 31st, 2007, \$30 thru April 30th, 2007, \$35 at the door http://www.conevents.com/page/phx/main.asp



Mailing/Subscription Information

ConNotations is sent free of charge to those who have attended a CASFS sponsored convention in the past calendar year (currently 2006). Attendees of CopperCon 26 or HexaCon 16 will receive ConNotations Volume 17 Issues 1 thru 6. ConNotations updates it's mailing list each December. Individual subscriptions are available for \$20 for 6 issues beginning January 1, 2007. 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: