ConNotations

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

An Interview with Kage Baker by Nadine Armstrong

Kage Baker is best known as the creator of the time-traveling immortals of Dr. Zeus Inc, found in the pages of the series of books and stories known as the Company series. This year, she returns to the world of her standalone fantasy novel The Anvil of the World. Recently, I sat down with her to talk about the Company, its origins and characters, where it's going, and to get the scoop on her new book, The House of the Stag available from TOR now.



Nadine: What started you off writing the Company stories?

Kage: I got the idea for The Company and wrote the first book, the first draft of The Garden of Iden back as far as 1985. It had occurred to me all my life that now and again, you read something in the paper -'somebody just found a hitherto unknown Mozart manuscript in a closet. I thought: what if there's a team of people going around doing this stuff? This stuff is only extinct because you think it's extinct. But somewhere someone has stuff tucked away and it's a comforting idea that things aren't permanently lost. All of the tragedies of history – maybe we only think they happened but they didn't actually happen.

N: It seems that from the start, you always envisioned the whole arc of The Company and you built a framework in which you could tell that story.

K: Yes, that's correct.

N: Did that make it easier or more difficult to write as you got to the middle books?

K: I had it mapped to a certain point. What I had was Mendoza meets the

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SF Tube Talk

TV News & Previews By Lee Whiteside

The fall season started off in September and we've still got a few debuts coming up in the next couple of months including *The Legend of the Seeker* in syndication and several of the new network shows. We've also got news on the end of *Stargate Atlantis* as well as the next chapter in the *Stargate* franchise and some news from across the pond on new adventures for *Sarah Jane* and the new series *Merlin*.

First up on NBC, we've got *Heroes* and Chuck back on Monday nights with My Own Worst Enemy joining in with them during October. Heroes will be continuing its Villains arc through the first half of the season, with Sylar having freed several other dangerous people from the Company's holding facility along with having acquired new powers that make him even more formidable. Matt is guided by a new character, an African Aborigine played by Ntare Mwine. Expect to continue to see lots of jumping about in time as well as a few more guest cameos. Rumored is a guest appearance by Seth Green and Breckin Meyer as comic book fans who advise one of the Heroes. Also rumored are more revelations about how the various families are connected including some previously unknown Petrelli relatives. NBC has liked what they've seen so far in the produced episodes for *Chuck* that they've already given it a full season order of 22 episodes. We'll see Chuck going undercover to rescue Sarah and Casey after they are captured by a female spy who wanted to obtain a new cipher from Casey. Bryce returns in an episode where he, Chuck and Sarah go undercover but Chuck gets jealous of them and blows his cover. Nicole Richie guest stars in an episode as Heather, a former high school classmate of Sarah, enabling Chuck to learn more about Sarah. Heather's husband, Mark, is being threatened and must steal some plans for a weapon at his work and Chuck joins Sarah at her high school reunion as they work to help out Mark. Chuck, Casey and Sarah go undercover at a computer firm when some secret satellite codes go missing and they discover that they are hidden within a game the company makes. Chuck has to become an expert at the game to be able to win and get the access codes before terrorists do. My Own Worst Enemy starts up October 13 in the 10 pm ET/PT time slot and promises lots of action and a bit of humor as Christian Slater portrays the two sides of the same man in Henry Spivey and Edward Albright. To complicate things, he also finds out his best friend has a dual identity. Not much else is

known about how the series will develop at this point.

Also on NBC on Wednesdays is the new *Knight Rider*, which promises more of what we saw in the pilot movie last spring with not much information out there about what we will be seeing in upcoming episodes. Debuting on Friday nights on October 17th is *Crusoe*, NBC's take on the classic story. In addition to Robinson Crusoe (**Philip Winchester**)

and Friday (Tongayi Chirisa), other characters we will see include Crusoe's wife Susannah (Anna Walton), the Captain of the Spanish Guard Santanna (Joaquim De Almeida), and wealthy family friend Jeremiah Blackthorne (Sam Neill). The series will follow the adventures of Crusoe and Friday as they survive together on the island fighting off cannibals, marauders, wild animals and dangerous storms. We will also get a heavy dose of Crusoe's life before he was stranded, learning about how he met and wooed his wife as well as the deepening mystery of his relationship to Jeremiah Blackthorne. The series looks to be a good period action adventure series and is probably worth checking out while you can.

FOX has kicked off their new fall season in early September with the debut of *Fringe* as well as the second season of *Terminator*: The Sarah Connor Chronicles. For The Sarah Connor *Chronicles*, following the opening batch of episodes already aired there's not much specific news to report. They did reveal at Comic Con International that one of the regulars will not survive the season. According to producer Josh Friedman in a press interview "No, it's pure storytelling. It's painful to say good-bye to actors. It's

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24 Frames

Movie News By Lee Whiteside

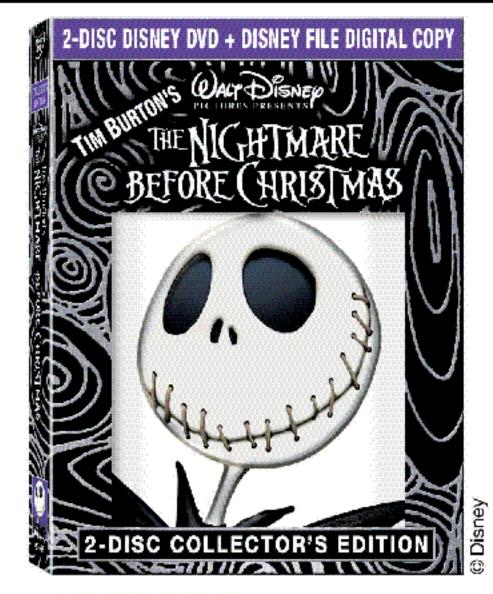
Guillermo del Toro has been busy lining up projects that should keep him busy for the next decade or so. In addition to *The Hobbit* already in the works, he's now signed to helm remakes of Frankenstein, Dr. Jekyll and Mr.

Hyde, and Slaughterhouse Five as well as adapting Charles Dickens' final novel, The Mystery of Edwin Drood. Del Toro has also signed up with Universal to create a big-screen version of H.P.

Lovecraft's At the Mountains of Madness and will also produce two films for the studio, an adaptation of David Moody's Hater and Crimson Peak, a gothic

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SF Tube Talk

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painful, especially with this show. Everyone's wonderful and they're all lovely people, and going to an actor and saying, 'Here's the script and this is what's going to happen,' is extremely difficult, and it's never driven, at least so far for us, it's never been driven by economics or anything extracurricular. It's ... writer's room and you're, all of a sudden you're having this dawning realization that you have a really good idea for something story-wise, but it's going to end up costing somebody a job. And it's not easy. These are people, and most of them will, they'll go on and get other work, but it's not a fun thing to do really." Look for the show to maintain a balance between action and personal stories, with John Connor growing more and more into the leader he will become while Sarah ends up less in control of what's happening. The reveal of the true nature of Catherine Weaver (Shirley Manson) at the end of the season opener definitely caught people by surprise and puts a spin on how things might progress in the series.

In Fringe, FOX has one of the more anticipated new shows of the season and the debut ratings were fairly strong. Again, there's not much specific information on upcoming episodes, but the producers aim to take some of what they've learned making Alias and Lost and striking a better balance between the show's mythology and week to week storytelling. In a press interview, producer Roberto Orci revealed their inspiration for the series came from the movie "Real Genius", Twin Peaks, and David Cronenberg scifi movies. They plan to keep the stories rooted in real science, drawing from current science news and expanding cutting edge developments into story ideas. They also have set up the show's mythology to be simpler than other things they'd done, such that it can be wrapped up on short notice if needed or drawn out for several years if it works out that way. The weekly stories are also not dependent on "the big answer" so that they can tell good stories week to week without having to service an ongoing plot driving the series. They plan to keep the focus on the characters and how they work and interact with each other, having set up a group dynamic that should lead to stories that play off of that as well as the science based storylines. With FOX giving the series a plum spot following House on Tuesday nights, if they don't draw a good audience and hang onto it, they will only have themselves to blame.

CBS is bringing back Ghost Whisperer for its fourth season and the first few episodes find Melinda dealing with a ghost who appears to be a firestarter, a ghost who is haunting an

operating room and manipulating blood, and, in what may be the jump-the-shark episode, Melinda is checking out the online community Virtual Life when a ghost comes out of the computer, causing havoc. She discovers that the ghost actually has an avatar in Virtual Life and she ends up getting into a fight with it online while trying to convince it to head to the light. I'm sure her online avatar will look really hot. There is one develop-

Circus Circus, Emerson is hired to investigate a missing girl and following a trail of dead bodies leads them to a traveling circus and a bunch of dead clowns in a morgue. In Bad Habits, Olive has decided to stay in the nunnery but when one of the sisters dies after a fall from the bell tower, she believes it is murder and asks Emerson and Ned to help find out the truth. In Frescorts, two different people come to Emerson asking

for help in the murder of their best friend "Joe", who when they start to investigate, they find out that Joe was a Frescort, a friend for hire. Emerson, Ned, Chuck, and Olive all go undercover at Joe's place of employment to find out who killed him. There's not much information on the upcoming Eli Stone episodes other than they will still likely be titled after George Michael songs and that even though Eli

(Continued on page 5)

ment that may change the series, though, rumors are that someone close to Melinda may die or come close to dying. New on CBS for the fall is The Eleventh Hour, starring Rufus Sewell as scientist Jacob Hood and Marley Shelton as Rachel Young, Sewell's bodyguard. Based on the UK series created by Stephen Gallagher (who is not involved with the US version), it takes a look at strange scientific goings on that Sewell is brought in to fix or solve at "The Eleventh Hour", making things usually having an urgent need to be fixed before it is too late. The series is being produced by Jerry Bruckheimer and looks to match up well with its lead-in series CSI on Thursday nights for CBS.

ABC has both **Pushing Daisies** (Wednesdays) and Eli Stone (Tuesdays) returning for their second seasons, both series getting a relaunch following the strike shortened first seasons. For Pushing Daisies, the new season starts with Bzzzzzz! where a young woman is killed by a hive of bees and when Ned wakes her up, they find out about a plot of corporate sabotage and Chuck goes undercover as a salesgirl to investigate. Also, Olive has decided to go away and join a nunnery in light of her recent revelations about Chuck and Ned. In



books, will be Guest of Honor at TusCon 35.

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 $\pmb{SF \; Tube \; Talk}_{\; (\; Continued \; from \; page \; 4 \;)}$ had his aneurysm removed, things will still be a bit strange and quirky as Eli continues to spread his fundamental message of doing good and helping others. Look for a number of name guest stars, though, including Katie Holmes as a lawyer, Sigourney Weaver as a therapist, the singer Seal as himself, and more than likely a few other surprise cameos. New on ABC will be $\it Life\ on$ Mars, the adaptation of the BBC series about a present-day cop that travels back in time to the 1970's (or he may just be in a coma). The US adaptation has completely changed things around from its original pilot, setting it in New York and recasting everyone but the lead actor Jason O'Mara as Sam Tyler. Gene Hunt is now being played by Harvey Keitel, with Gretchen Mol as Annie Norris, Jonathan Murphy as Chris Skelton, and Michael Imperioli as Ray Carling. The new producers have also gotten permission from the original series creators to change around the mythology so that the adaptation does not have to end the same way as the UK series ended. To be honest, with all the behind the scenes turmoil, the tough time slot opposite *The* Eleventh Hour, and a lead-in that doesn't really seem to be a good match (Grey's Anatomy), I really don't see the US version making far enough to have a

The CW has their two major genre series back this fall with Smallville and Supernatural. Smallville starts off October with Toxic where Oliver Queen is poisoned and Clark and Chloe work together to save him. Instinct brings another DC character into play with Maxima (Charlotte Sullivan), an intergalactic goddess who decides that Clark is the perfect mate for her and uses her powers to seduce him. Committed finds Lois and Clark investigating a series of couples disappearing (including Chloe and Jimmy) with them ending up in a Moment of Truth-type lie detector game. In *Prey*, when a series of murders happen in Metropolis, Clark and Chloe clash when Clark suspects Davis Bloom/ Doomsday is involved. In *Identity*, Jimmy gets some pictures of a red and blue blur and begins to suspect Clark is involved, leading to Clark starting to realize the need for a secret identity. Bloodline looks to feature a return visit from Kara (Supergirl) and subsequent episodes may lead to a wedding as well as a big showdown with Doomsday. Following all of that, and likely airing early in the year, will be an episode written by Geoff Johns bringing The Legion of Superheroes into the Smallville mythology.

resolution, likely leaving Sam Tyler

trapped in the 1970's forever.

Supernatural kicks off October with *Monster Movie*, which is a black and white, classic horror film style episode that is reportedly an homage to **Dracula**

and Creature From the Black Lagoon. In the Beginning features Mitch Pileggi guest starring as Sam and Dean's grandfather. The episode will flash back to when Mary and John Winchester started their relationship and may involve some time travel as well. Metamorphosis has Dameon Clarke as a middle-class father who begins to turn into a fly like creature. We'll also meet a couple of angels, Castiel and Uriel, who will be recurring characters and are reportedly "badass seraphim."

SciFi Channel has announced that the current season of Stargate Atlantis, its fifth, will be the last for the series. It will continue to air new episodes through November and conclude in January with its 100th episode. However, like with Stargate SG-1, that is not the end of the series. SciFi has also green-lighted a follow-on TV movie that will wrap up the unresolved issues at the end of the series and will likely lead to additional TV movies/DVD releases. SciFi is also not yet done with the Stargate franchise and have also given the go-ahead to a new weekly series, Stargate Universe, which will debut in the summer of 2009 on the SciFi Channel. According to executive producers Brad Wright and Robert Cooper, "In 'Universe,' we plan to keep those elements that have made the franchise a success, such as adventure and humour, while breaking new ground in the relationships between mostly young and desperate explorers, thrust together and far from home. Above all, we believe the Stargate itself remains an enduring icon with infinite potential as a jumping off point for telling stories." The series will focus on a team of explorers who unlock the secret of the Stargate's ninth chevron and travel to the starship Destiny. They discover the ship was launched by The Ancients at the height of their civilization but never completed its

mission to visit stargates previously seeded on worlds. The explorers soon discover that they are not able to return to Earth and are now trapped on a ship that they have little control over. As they explore each new location, they also must make sure they don't get left behind when the ship is ready to move on. No cast or character details have yet been announced

but likely will start surfacing in the next few months as they start to gear up for production on the new series. But there's still half a season of Stargate Atlantis left, and no month-long break in the middle for once. Stargate Atlantis resumes its final season on October 10th, moving an hour earlier on the SciFi Friday schedule with The Lost Tribe, continuing on from the mid-season cliffhanger started in First Contact. While the Wraith Todd holds some of the team captive, Daniel Jackson and Rodney McKay have discovered a device that could potentially wipe out The Wraith but with additional dire consequences. Sheppard works with some old allies to prevent The Wraith from destroying the device (and Daniel and Rodney) and rescuing the rest of the Atlantis team held captive. Next up is Inquisition, which while being a clip show of sorts will also deal with some issues that fans have brought up about some of the Atlantis team's activities in the Pegasus Galaxy. The Atlantis team is invited to join a coalition of human worlds aligning to fight against The Wraith but find that they are being put on trial for their crimes against the Pegasus Galaxy. New Atlantis director Woolsey must use his best diplomatic skills to defend his team against their charges. In Outsiders, after relocating a group of humans to a new world, the Atlantis team must work to keep the local inhabitants from turning them over to The Wraith in order to save their village. In The Prodigal, The Wraith Michael is back and takes over Atlantis' control room, revealing to a captive Teyla that he has plans for her child. Col. Sheppard and Dr. McKay work to find a way to disable The Wraith's energy shield before Michael's plan comes to fruition. Remnants sees Col. Sheppard captured by an enemy he thought was dead, while

Atlantis discovers the existence of an

ancient alien species on their new home planet. Brain Storm sees Rodney return to Earth to attend a presentation by an old scientific rival and he ends up working to disable a weather control device that has gone out of control. Guest starring in the episode as scientists are Dave Foley, Bill Nye ("The Science Guy"), and real-life astrophysicist Neil deGrasse Tyson. Debuting on SciFi the first Friday of October is Sanctuary, initially a web series starring Amanda Tapping and other Stargate related actors that has been picked up by SciFi for a weekly series. **Amanda Tapping** is 157 year old Dr. Helen Magnus, who knows of the existence of creatures that are abnormal offshoots of evolution that live on the fringes of our world. Most of them are benign, but have grown increasingly violent as their existence is threatened. Dr. Magnus has created a sanctuary for the benign ones, giving them protection as well as protecting our world from the dangerous ones. Her team includes her daughter Ashley (Emilie Ullerup), quirky tech-wiz Henry, and the latest recruit to the cause, Will Zimmerman (Robin **Dunne**), a brilliant psychiatrist/profiler who has a knack for finding the creatures. Despite the series debuting the first weekend in October, there is very little information about the weekly series beyond the initial web produced episodes. It will reportedly follow the production setup the original web series used with the majority of the sets being virtual sets. HBO's foray into the supernatural, True **Blood**, debuted with modest numbers in early September but HBO appears happy with the numbers and they are likely to grow once additional airings are factored in. Expect to see the weekly series continue to follow the general plot of the first novel in the Charlaine Harris series, albeit with a few changes for the

(Continued on page 6)



SF Tube Talk (Continued from page 5) some manner. The Mark of the Berserker

TV adaptation. HBO has also just exercised their option to purchase the rights to **George R. R. Martin's** A Game of Thrones, and will continue to develop it as a TV series. On his web site, **Martin** stressed that this is not yet a green light to do the series, but it is a very positive step forward

Debuting in early November in syndication (check your local listings) will be Legend of the Seeker, based on the Terry Goodkind Sword of Truth novel series. The original plan was to name the series after the first book, Wizard's First Rule, but at ComicCon they announced the new name of the series. Craig Horner will star as Richard Cypher, a woodsman who transforms into a magical leader and Bridget Regan will star as the mysterious and beautiful Kahlan. Also on board as regulars are Bruce Spence as Zedd, a wise and powerful older wizard who travels with Richard and Kahlan on their journey, Jay Laga'aia as Chase, a loyal and fearsome member of the Councilor's Guard, and Craig Parker as Darken Rahl, a tyrant that Richard must stop from unleashing an ancient evil. David de Lautour will guest as Richard's brother, Michael, and Ted Raimi will guest star as Sebastian, a mapmaker skilled in the art of cartogromancy, the making of enchanted maps. The series is being produced by Rob Tapert and Sam Raimi, who previously had successes with Xena and Hercules in syndication. Look for more details including a station list closer to the debut at

www.legendoftheseeker.com

Across the pond on the BBC, they are getting ready to bring back Sarah Jane Smith and company for a second series of adventures on Children's BBC. These will likely turn up in the US on SciFi at some point, but we've got the details for you now. The series will kick off with The Last Sontaran (there's always one left behind, it appears) and will also see the departure of Maria and her family from the series. The Sontaran Commander Kaagh has embarked on a plan to crash all of the world's satellites onto nuclear power installations and Sarah and company must stop him. In Day of the Clowns, we'll run into creepy clowns who are abducting children and we'll also meet Sarah Jane's new teen neighbour, Rani Chandra (Anjli Mohindra) and her parents Gita (Mina Anwar), and Haresh (Ace Bhatti), who is also the new Head Teacher at their school. Rani wants to be a reporter and idolizes Sarah Jane and Sarah quickly takes her under her wing. In case you were wondering, there is apparently no connection to the young Rani and The Rani that The Doctor has previously encountered (although it has definitely sparked some rumours). In Secrets of the Stars. Russ Abbott guest stars as psychic Martin Trueman and may deal with people getting taken over in Page 6

brings Clyde into the forefront and introduces his parents Carla (Jocelyn Jee Eisen) and Paul Langer (Gary Beadle) when Clyde's dad appears to have been possessed. The Temptation of Sarah Jane Smith is next and the title is about all that is known about the episode. Finally, to round out this series is Enemy of the Bane with the return of Miss Wormwood (Samantha Bond) who teams up with the Sontaran(s) to try to take Luke back from Sarah Jane. However, Sarah Jane will have an old friend to team up with as well in Sir Alistair Gordon Lethbridge-Stewart (Nicholas Courtney), who is now semiretired but definitely not out of the picture.

Just debuted on BBC One is the new series Merlin, which will turn up in the US on NBC early in 2009. The series is set in the mythical Camelot, under the rule of the ruthless tyrant Uther Pendragon (Anthony Head) who has banned magic. When a young man named Merlin (Colin Morgan) with extraordinary magical abilities arrives in the kingdom, he quickly makes enemies including Uther's son, Prince Arthur (Bradley James). Merlin is taken under the wing of Uther's physician, Gaius (Richard Wilson) where he learns to make use of his talents to survive and to unlock some of Camelot's mystical secrets and discovers that his destiny and Arthur's are strongly linked. Also starring are Katie McGrath as Morgana, Angel Couldby as Gwen, and John Hurt as the voice of the Great Dragon, who is imprisoned in the caves below Camelot and becomes a mentor to Merlin. Guest stars will include Santiago Cabrera, Michelle Ryan, Julian Rhind-Tutt and **Eve Myles**. The series is being produced by Julian Murphy and Johnny Capps, who previously produced the series Hex. They are approaching the series and the characters in a similar way as is done with Superman in Smallville, showing the early years of Arthur and Merlin and how their relationship and destinies develop. The BBC is hoping for it to do well in their Saturday night family slot where Doctor Who and Robin Hood have been successes.

The big animated news is the debut of Star Wars Clone Wars on Cartoon Network starting Friday, October 3rd, kicking off with a one hour episode. As with the theatrical movie, the series will follow Anakin Skywalker, Obi-Wan Kenobi, Yoda and Ahsoka Tano in their struggle against the Dark Side during the Clone Wars. The series opens with Ambush, with Yoda on a secret mission to forge a treaty with the king of Toydaria when his ship is ambushed by Count Dooku and his assassin Asajj Ventress. The second half of the debut, Rising Malevolence, sees Anakin and Ashsoka race to save Jedi Master Plo Koon and his clone troopers from a deadly weapon.

Joining *Clone Wars* on Friday nights on Cartoon network is the new series *Secret Saturdays*, about the Saturday family of world-saving adventure scientists who are part of a network of scientists who protect the world from evil, including the masked madman V.V. Argost. Rounding out the evening are new episodes of *Ben 10: Alien Force*. Joining the lineup in mid-November will be *The Brave and the Bold*, featuring Batman teamed up with a different superhero each week featuring lesser known heroes like Red Tornado, Booster Gold, Adam Strange, Metamorpho and Kamandi.

24 Frames (Continued from page 3)

romance **del Toro** co-wrote with **Matthew Robbins**, his collaborator on **Mimic**.

In the works to film next year is *Evil Dead: The Musical in 3-D* based on the play that has had a successful run in Toronto. The musical was created by **Christopher Bond** with choreography by **Hinton Battle**. *Evil Dead* creator **Sam Raimi** has seen the play and has given the OK to turn it into a movie.

At a press conference to promote the release of *Iron Man* on DVD, director **Jon Favreau** revealed some of what he wants to do with the sequel. First of all, he wants to film in IMAX and possibly in 3-D. He also wants to use The Mandarin and War Machine but they are still in the scripting stage at this point. They do plan to show some advancement in the Iron Man's technology and move forward towards the formation of The Avengers as well.

Columbia Pictures is moving ahead for a third *Ghostbusters* movie, which will reportedly feature a new team with the original team as mentors.

January will see a federal trial for a suit from FOX disputing Warner Bros. rights to make *The Watchmen*, claiming they still have the rights from an earlier agreement for the movie rights to the graphic novel. Warner Bros. asked for a dismissal of the suit, but the judge denied their motion and set a trial date for early January.

Upcoming Movie Previews for October and November

Things have softened a bit for the rest of the year with several movies now having moved to next year. Paramount was the first to do so with moving the release of Star Trek from December to May and now Warner Bros. has opted to push back the release of Harry Potter and the Half Blood Prince to next summer, citing the success of *The Dark* Knight (which has earned over \$500 million domestically and over \$450 million internationally) at the box office and wanting to make sure they have a big earner next summer instead of having two big earners in the same year. Two other movies (Bolt and Twilight) adjusted their

schedule to move to the date *Harry Potter* vacated, Nov 21, while *Quantum of Solace* moved back a few days to November 12th from November 7th, no longer having to worry about *Harry Potter*.

City of Ember (Oct 10) - An adaptation of Jeanne DuPrau's City of Ember novel. The city has been flourishing for centuries due to a never ending supply of light, but its generator is failing and its lights are starting to flicker. Two teenagers must race against time to find out the ancient secret of the city's power and help everyone escape before the lights go out. Stars Harry Treadaway as Doon and Saoirse Ronan as Lina with Bill Murray as The Mayor, Martin Landau as Sul, Mary Kay Place as Mrs. Murdo, and Toby Jones as Barton Snode. Saw V (Oct 24) It's October, so time for another Saw movie. Tobin Bell is Jigsaw and Costas Mandylor is Hoffman in what should be another exciting escapade into terror and horror.

Changeling (Oct 24) Opening in limited release and then going wide is a drama/thriller written by the hot new screen-writer in Hollywood, J. Michael Straczynski. Based on a true story in the 1920's about a woman who has her son kidnapped and when he is returned to her, she realizes it isn't her son and fights to learn the truth, exposing corruption in the Los Angeles police force. Directed by Clint Eastwood and starring Angelina Jolie, John Malkovich, and Jeffrey Donovan.

The Haunting of Molly Hartley (Oct 31) Haley Bennett is teenager Molly Hartley who discovers that her parents made a pact with The Devil to save her life when she was younger. When The Devil comes to collect, Molly takes action to fight the terrible things happening to her and her family.

Splinter (Oct 31) Another Halloween horror film about a couple on the run who become trapped in a patrol station and must fight to survive against a parasite that has a hankering for human flesh. **Repo! The Genetic Opera** (Nov 7) Anthony Stewart Head stars as Repo Man/Nathan Wallace in a new rock musical/horror film. In the not too distant future an epidemic of organ failures leads to a massive organ harvest. Those who have bought new ones must keep up their payments to be subject to having them repossessed by the Repo Man. Also starring are Alexa Vega as Shilo Wallace, Nathan's daughter, Sarah Brightman as opera singer Blind Mag, Paul Sorvino as GeneCo's president Rotti with Paris Hilton as Amber Rotti and Boll Moselev and Nivek Ogre as his sons. The film is based on a play written and composed by Darren Smith and Terrance Zdunich and will have a very limited release before being released on DVD early in 2009.

(Continued on page 7)

ConNotations

24 Frames (Continued from page 6)

Quantum of Solace (Oct 14) Daniel Craig is back as James Bond in the latest entry in the Bond filmography. It follows on directly from Casino Royale with Bond still smarting from the betrayal of Vesper Lynd. As he works to find out who blackmailed her, he journeys to Austria, Italy and South America meeting the feisty Camille (Olga Kurylenko), who leads Bond to Dominic Greene (Mathieu Amalric), a ruthless businessman who is working to take control of one of the world's most important natural resources. Bond must keep moving to keep ahead of the CIA, terrorists and even M (Judi Dench)!

Bolt (Nov 21) Disney's holiday offering is about a dog who plays a superdog named Bolt (**John Travolta**) on TV who gets loose in the real world and thinks he's still the dog he plays in front of the cameras. He embarks in a cross-country journey accompanied by an abandoned house cat named Mittens (**Susie Essman**) and a TV-obsessed hamster named Rhino (**Mark Walton**). Also providing a voice is **Miley Cyrus** as Penny.

Twilight (Nov 21) Stephenie Meyer's popular teen vampire novel comes to the big screen. It's about a Phoenix girl, Bella Swan, who doesn't fit in with the high school crowd but when she moves to Fork, Washington to live with her father, her life is changed when she meets the mysterious Edward Cullen. Edward is witty, beautiful, charming, and a vampire! Yes, a high school vampire romance that turns dangerous when Edward's mortal vampire enemies turn up. Kristen Stewart stars as Bella Swan, Robert Pattinson as Edward Cullen, and Billy Burke as Bella's dad, Charlie Swan. Fanboys (Nov 26) The long delayed movie about four Star Wars fans who journey to Skywalker Ranch to get a advance peek at Star Wars Episode I: The Phantom Menace finally has an official release date. It stars Sam Huntington, Chris Marquette, Dan Fogler, Jay

Baruchel, and Kristen Bell. The main reason for the adventure is that one of the four fans is dying of cancer and wants to see the movie before he dies. At one point, the cancer plot was excised but after a campaign by Star Wars fans to keep it, it was put back in. After screenings at Star Wars Celebration Europe and San Diego Comic-Con, the movie is finally ready to be released (but was still pushed back from September to November). Reports are that Kristen Bell steals the movie.

Punisher: War Zone (Dec 2) Just in time for the holidays, Frank Castle, aka The Punisher, is back, although he's now played by Ray Stevenson. In this sequel, Castle wreaks punishment on mob boss Billy Russoti (Dominic West), leaving him disfigured. Russoti takes on a new moniker, Jigsaw, and seeks vengeance on

The Punisher. Also starring are **Wayne Knight** as Microchip, **Doug Hutchinson** as Looney Bin Jim, **Dash Mihok** as Detective Martin Soap, and **Colin Salmon** as Agent Paul Budiansky.

Kage Baker (Continued from page 1)

three guys one after another and the third time is the charm but a lot of bad stuff happens that then has to be got over before they can get to their happy ending. Initially, it was just going to be a trilogy, and then when I sat down to write about it in practical terms I realized "well, this isn't going to work." There's just too much story, but also the other characters stepped up and took on lives of their own. Originally, it would have been initially just Garden of Iden, Mendoza in Hollywood, The Life of the World to Come, and then a final book that would resolve everything. But Joseph took on life as a character beyond what I had expected. He was just kind of a placeholder that was an older operative who gives her advice. I wrote Sky Coyote as a novella, not connected with the main narrative. My agent turned it into my editor after I sold *Iden* and he said "this won't work as it is, it's too short and I want to see more of this and this and this..." It occurred to me, it starts in South America, which is where the last book picks up, so I sort of molded it in as "how does Mendoza get from New World 1 and end up in California?" Because I knew at some point she has to go into Alta California to work there. I thought, "Ok, there's the transition!" It also occurred to me that this is a good place to start developing from Joseph's point of view the politics of The Company which he knows a lot more about. Joseph has been around long enough to sense that things are starting to get difficult and problems are going to start brewing. He's always suspected things weren't exactly what they were told they were, but he's beginning to see how the pieces could fall into place. Also, Lewis just walked into the story, a cameo, and became a character in his own right.

So then Mendoza in Hollywood fell into place and that was its necessary part of the story and all of that was known from the beginning. It occurred to me, there's a scene in Mendoza in Hollywood where they time travel into the future, which they're not supposed to be able to do! What's going on? Again, the world they're all told exists is beginning to break down a bit and they can see through the cracks. Lewis sees her there and, I'm thinking, "what effect would this have on him and what effect would it have on Joseph?" So, Graveyard Game was kind of a buddy kick in terms of you've got these two guys, and they have this relationship to Mendoza and neither one of them is she particularly going to interact with but they both need to know

what happened. It kind of became a buddy adventure and it also carried the politics forward and it sort of takes you into the future. I realized I needed a piece there before I went on to *The Life of the World to Come*.

Then in The Life of the World to Come which starts off with Mendoza's diary where she's nuts, she's been there way too long, and she's not at all stable. We introduced Alec and that brings it up to the end. Then the Children of The Company came out which fills in a little bit more back story. I said we could take a collection where all the stories have a common theme, which is children which were brought into the Company. It occurred to me at that point, I could use this as a way to show who the bad guys are behind the scenes that are pulling the strings. The character of Labienus who has popped up here and there and I always knew was a bad guy, finding people's difficulties funny. Then it was just the last two books, The Machine's Child, because I realized emotionally I've got readers who have been watching these people struggling towards some kind of a happy ending and Mendoza has been through Hell. The lovers get to go run around and be together and get to have some time where major tragedy isn't happening, but at the same time the story is ticking forward relentlessly because

they do have to do something about the Company.

N: The book for me, as a reader, was sort of a breathing space.

K: You have a contract with the reader and certainly and the reader says "goddammit, can we see some nice things happen to these characters." In a way, it's a fool's idyll and can't go but at least they get a little time like the shopping expedition

N: I loved that.

K: I'm glad you did, it was a lot of fun to write but also I thought "you've got these people who have never been exposed to 20th century capitalism, any of them. Alec, from the future, is from a point where most stuff is unavailable, the others, they've never seen anything on the level of the commodities that we have access to. Then the ending of The Machine's Child, where you finally get the significance of the ichthyosaur, which has been appearing, first as a skeletal head, then as a skeleton, then the dead one washes up on the beach, and finally, boom. The ending of that was originally going to be in *The Life of the World to* Come. But I realized these people have a lot further to go before they get to this point. Initially, Alec was just going to go back, get Mendoza, rescue her, and then

(Continued on page 8)

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Kage Baker (Continued from page 7) take her off somewhere. He was trying to reconstitute her there on the beach and the ichthyosaur hits and I realized that's not quite going to work as the end point. So, the story expanded a little there. The Sons of Heaven was the last one that there were actually a lot of ways that could have gone. I rewrote that about five times because I thought - should I focus on her home life, should I focus instead on the politics, how exactly do I coordinate all of the stuff that's going to happen at the end? Originally I had a lot more bringing up the boys, but I realized it slows down the plot and we need to get where we're going to go. I needed to show what happens to us. I wrote a lot of the parts separately, on different disks, so then I was going to recombine them and fit them together like a jigsaw puzzle - what goes here, what's going to make the most coherent picture? That one I have to say was the hardest to write because you have to figure "this is the last bit! You're not going to get any more books out of this." That was serially the most difficult book.

N: Of all the historical characters you could choose from, why William Randolph Hearst?

K: I live right down the road from Mr. Hearst's place. Locals don't remember him as a bad guy at all. He was a good man to work for, he took good care of his employees, he was kind, he was thoughtful, he was kind to animals. I tend to see Hearst as a good guy, and always have. I won't go into the whole yellow journalism thing and what careers he may or may not have wrecked.

N: It seems to fit. I want all of this art, I want all this treasure, I want all of this protected.

K: The story was that he was obsessed with immortality and long life. To my knowledge, Hearst wasn't, but he was very enthusiastic about the future and felt that humanity was only going upward. That played into the idea that he was good Company candidate material. That, plus his collecting, which is a Company thing to do.

N: Why is chocolate the one thing that affects them?

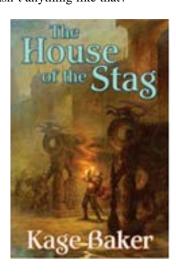
K: If you know anything about chemistry you realize chocolate has a lot of interesting stuff in it. At the time, people were just beginning to discover that "hey, you know, if you break up with your date and eat a lot of chocolate, there's a reason..." I thought, it's good and more powerful than we always thought and what if that is the thing that when they're being designed, the masters unintentionally built in this sensitivity to the obromos it would be funny, because it makes chocolate the ultimate control substance. In the future, it is illegal and immoral anyway. Also, if you get the Company Page 8

indulging in villainy, if you have them taking certain of the immortals prisoner, obviously they've got to have some way to subdue them. It occurs to them to leave them susceptible to theobromine, because if they made a tranquilizer there's all kinds of things we can design out of that, but it won't kill them but will allow us to sedate them. So the Company leaves that in, even though they feel it's immoral.

N: Will there be any more Company stories?

K: I'm writing a book right now, it is a book about the Victorian version of the Company, which is the Gentleman's Speculative Society and how Edward Bell Fairfax got his origins and was recruited and stuff.

N: I'm excited that you're returning to the world of *The Anvil of the World*. It was an interesting little story about a group of people in the day to day business of life in this interesting world. Did you structure it that way because there wasn't anything like that?



K: I'd been working on it since childhood, it's altered a good deal over the years in a way anything would. Anvil was actually not part of the whole story, while *The House of the Stag* is. It's about this guy, who has problems, and runs into trouble early in life and then has to deal with it and basically fight his way up hand over hand, and stay alive.

N: In a way, it seems like something along the lines of the Native Americans when they first ran into the Spaniards. **K:** It's based on real conflicts that people have. People invade other people's countries and do their best to destroy them all the time. Some of that may have come from the fact my dad was a Native American and anytime we'd watch a cowboys versus Indians movie growing up gave us the sense of "well, that's your side of the story, how come Tonto's not the hero?" What do you mean you conquered the west, no one lived here but you? What do you mean it was wild open virgin country? Other people were here! Anvil was very much more, what if Frodo and Samwise are on the road and they

stop at a roadhouse and have a cocktail? If you're going to make a fantasy world, make it a believable fantasy world, don't just stick elves and unicorns in, make a new world. Lord Ermenwyr is a fun character to write about, he was the Mr. Toad of the book, in that he's the character that rises up and sort of dominates. It was fun to also get in some good female characters. Let's have a good female character who isn't some girl running around with a sword because she's misunderstood. Let's have some older people instead of everybody being a bloody adolescent. Let's have a middleaged hero who isn't as fast as he used to be, who mostly gets excited about fried eel and avoids killing people because he's too good at it, and a believable society. It was a lot of fun to do, and getting the whole thing of racial conflict.

N: I don't like epic series where over 500 years the society hasn't advanced at all. **K:** I was into history before I was into anything else. I've taught living history and you become aware of the patterns that societies fall into, these are the stages they go through, nobody has a perfectly balanced feudal society where everything is great for years and years. You're going to get floods, famine, you're going to get riots and rebellions. This may be a benign and good king and everyone loves him, but two generations down is a son of a bitch who's crazy. In real life, there never was a golden age where everything was great and everyone was loyal and loved their king. It just didn't happen. Study English history, the Wars of the Roses. If you try to build a world static like that, you may as well have a snow globe, it's not alive, it can't be interesting, the people can't be real, and the book is just not going to work.

N: *In House of the Stag*, there's a sense of development.

K: They live in a different time and place, it's the journey. One of the things I'm doing with the story, each chapter starts with "here's how stories were told at this point." You've got cave paintings, then you've got some written accounts, that's accounts, not stories, because most of the cuneiform tablets are shipping lists. When people develop their own writing and accounting, it was for purposes of trade. All it is a dry account of "this slave was moved to this location." And then the masks, when people began to do the whole drama thing, then the letters, the written novels, and then it finishes up with an actual published book. I was trying to show this is how the story progresses, his journey from the stone age, to the modern age.

[for an expanded version of this interview check our website at http://www.casfs.org/ConNotations/Index-CN.html]



CASFS Book Discussion

Bent Cover Books
12428 N. 28th Drive, Phoenix
3rd Tuesdays, 7pm, in the Coffee Bar
Sponsored by Central Arizona
Speculative Fiction Society (CASFS)
email questions to book@casfs.org

We are a small, friendly group of science fiction/fantasy literature fans who like to get together to talk about our favorite books. We welcome potential new friends.

October 21 - Here There Be Dragons by James A Owen.

Fascinating premise, it received a fine review from the Dragon Page folks.

November 18 - Galactic Patrol by EE "Doc" Smith

First-published of the Lensman series, which practically invented the larger-than-life space opera.

December 16 - Roll Your Own

Think of a book you've read and enjoyed in the past year or so that we haven't discussed yet. Share your thoughts with the rest of the group. This will provide some possibilities for next year's book

BOOK DISCUSSION GROUPS

Fantasy/Sci-Fi Discussion Group 4th Wed, 7pm Borders, Glendale

Path of the Craft Discussion group

discusses Neopagan theories inspired by both fiction and non-fiction books about magic, nature, mythology, and spirituality

longest-running pagan book group in Phoenix. -Nov 22, 6pm

Borders, Phoenix Camelback

Manga Bookclub 1st Tuesdays, 7pm Borders, Chandler

Manga Bookclub Oct 18, 7pm Nov 15, 7pm Barnes & Noble, Goodyear

Graphic Novel Book Club 2nd Sunday, 8:30pm Four Peaks Brewery, Tempe

AUTHOR SIGNINGS

Poisoned Pen Bookstore Jonathan Carroll Oct 16, 7pm Terry Brooks, Oct 19, 1pm Alan Dean Foster, Nov 1st, 5:30pm

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FYI

(Continued from page 8)

Diana Gabaldon & Dana Stabenow, Nov 19, 7pm Tom Kirkbride Nov 20, 7pm

David Morrell, Dec 3rd 7pm

Changing Hands Bookstore Terry Brooks Oct 19th, 7pm

SPECIAL BOOK RELEASES

This listing is to introduce you to smaller publishing houses that offer exclusive or limited edition books that you wouldn't be able to find at your local chain bookstore.

Borderlands Press

"Pirate Radio" by Rex Miller and John Maclay

"Dark Ride" anthology of new young writers

Cemetary Dance Publications

"Afterlife" by Douglas Clegg, ltd signed "Halloween and Other Seasons" by Al Sarrantonio

"Brimstone Turnpike" anthology edited by Kealan Patrick Burke, ltd signed "Old Flames" by Jack Ketchum, ltd signed

Conland Press

"Writing Sarek" by Peter Beagle. Autographed

"Two Hearts" by Peter Beagle, collector's illustrated hardcover

"The Last Unicorn" audiobook on CD or MP3

Subterranean Press

"Last Call" by Tim Powers
"Those Who Went Remain There Still"
by Cherie Priest

"The Chronicles of Master Li and Number Ten Ox" by Barry Hughart "Your Hate Mail Will Be Graded" by John Scalzi

"Summer Morning, Summer Night" by Ray Bradbury

"Woods and Waters Wild" by Charles deLint

"Muse of Fire" by Dan Simmons

"The Empress of Mars" by Kage Baker

Wyrm Publishing

"Shriek: An Afterword" by Jeff VanderMeer

GAMING EVENTS

BOOKMANS, CENTRAL

Dungeons & Dragons Night. 1st & 3rd

Mondays, 5pm

Street Fighter II Video Game Challenge,
Aug 16, 3pm

Harry Potter Magic Show with Jolly

Roger, Aug 30, 3pm

DRAWN TO COMICS

Heroclix. Tuesdays 4pm-7pm. Fridays, 8pm-11pm. Saturdays, 3pm-6pm *Star Wars Miniatures*. Sundays, 1pm – 4pm

Sit-and-Sketch with local artists. 3rd Saturday, 6pm-8pm

Doorbuster Sale, up to 75% off, Nov 28, see website for details

GAME DEPOT

HeroClix & MechWarrior - Wednesdays,

530pm *UFS* - Thursdays 6pm-9pm

Magic, The Gathering - Thursdays, 6pm-9pm

IMPERIAL OUT-POST GAMES

Federation Commander - 2nd Saturdays, noon RPG - 1st & 3rd Sundays

Boardgames & Demo Nite - Thursdays, 6pm

SAMURAI COMICS

(check website for correct store location) Heroclix Tournament, Fridays, 6pm Mechwarrior Tourney, Wednesdays, 6pm Yugioh Tournament, Sundays, noon Anime Club, Sundays, noon Pokemon, Sundays, 2pm

SPAZDOG COMICS

Comic Book Creators Club, Mondays, 6:30pm Heroclix Tournaments, Fridays, 7pm Pokemon League, Saturdays, 3pm MechWarrior, Saturdays, 6pm 24 Hour Comics Day, 24-hour create-yourown-comic book, Oct 18, noon – Oct 19, noon 2nd Year Anniversary

SCIENCE EVENTS

Sale, Nov 11

ASU

Weekly Colloquium lectures, Wednesdays, 1240pm thru Oct, then at 140pm thru Nov 19th

ARIZONA SCIENCE CENTER

The new Dorrance Planetarium is now open.

Materials Science Workshops These workshops provide fun hands-on experiences to help participants understand how materials scientists manipulate the properties of various materials to create the products that we use in our everyday life.

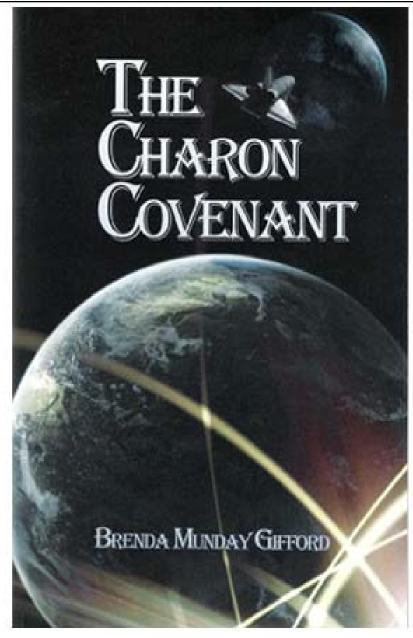
Check website for dates and topics New exhibit: My Digital World

CHALLENGER SPACE CENTER, PEORIA

Stargazing. Starlab Planetarium. Check website for dates and times

The Space Place is a 2-hour interactive program for little ones with big imaginations! Designed for children ages 3 through 6, the program features age-appropriate activities designed to teach preschoolers about our planet and solar

(Continued on page 10)



The First In A 3 Book Series.

Wife... mother... warrior... Dara Drew thought she was going to be a simple wife and mother on the moon base colony she called home...but first she will have to save herself and her son and escape from her home planet. There is only one thing that stands between her and freedom...a horde of aliens and their battle drones.

Join her in her Quest to save herself, her son and humanity as she discovers her hidden abilities and makes contact with an alien queen. As Dara and her small battle group launch themselves into space her special senses make her too aware that she has been forever changed.

AVAILABLE AT AMAZON, COM AND BN. COM

Visit http://www.brendamundaygifford.com/ to review the synopsis and ordering information.

(Continued from page 9)

system. Call for reservations. 3rd Mondays, 930am-11:30am **ASU Meteorite Exhibit Columbia Shuttle Memorial Display Iridium Satellite Model Lowell Observatory Display** Journey Thru the Space Program

MOON SOCIETY MEETING

3 PM at Bookman's, Northwest Corner of Southern and Country Club. The meeting will be in the rear of the store. For more info contact Craig Porterat portercd@msn.com

PIMA AIR & SPACE MUSEUM, **TUCSON**

New Volunteer Orientation, Oct 11,

Volunteer Presentation Series: Cruise missiles during the Cold War, Oct 18, 10am

Titan Missile Museum Tours. Reservations only

The only publicly accessible Titan II missile site in the nation. Tour the underground missile site. See the 3-ton blast doors, 8' thick silo walls and an actual Titan II missile in the launch duct. Visit the launch control center, experience a simulated launch, and more. Evening tours to beat the heat: Oct 11, 5pm-8pm

SETI Institute's Weekly Science Radio Program

Mondays, avail as podcast http://radio.seti.org http://podcast.seti.org

OTHER GENRE-RELATED EVENTS

AdventureCon, Oct 25-26, University of Phoenix Stadium, Glendale

Comic artists, dealers, costuming and celebrities including Danielle Harris, David Prowse, Kevin Sorbo, Neil Kaplan, James O'Barr, Arthur Suydam, MarkTexeira

www.adventurecon.com

ARIZONA SCIENCE CENTER

The Chronicles of Narnia, The Exhibition, Opens Jun 7

BOOKMANS, PHOENIX

Arizona Browncoats Shindig. 1st Saturday, 7pm

Scimitar-Talon is a group of people wanting to enjoy recreating portions of the middle ages prior to 1600 AD. Classes on Medieval Arts and Sciences.. 1st Saturdays, 130pm-230pm

Across Plus Anime Club. Sundays, 7pm Bellydance lessons with Morgiana.

Sundays except the 1st Sun, 1pm Madame M, author of Creepy Little Stories and Eerie Little Stories, and a past GoH at local convention, Oct 18, 1pm Monster Workshop: costuming, monster drawing, Haikus (for kids), Oct 25, 1pm

BOOKMANS, GRANT RD, TUCSON "It's the Great Pumpkin, Charlie Brown"

and "The Nightmare Before Christmas", free screenings, Oct 29, 6pm

BORDERS AVONDALE

Metaphysical Wednesdays Discussion Wednesdays, 7pm

BORDERS GLENDALE

Metaphysical Mondays Discussion Mondays, 7pm

LOFT THEATRE, TUCSON Free tickets at Bookmans, Speedway & **Grant locations, Tucson**

"The Big Lebowski" Oct 10, 10pm see website for complete listing

Tucson Festival of Books, March 13-15,

2009 at University of Arizona in Tucson Here are the expected SF/F authors who will attend:

Emma Bull

Charles deLint

Diana Gabaldon

Father Andrew Greeley

Dennis McKiernan

Yvonne Navarro

Weston Ochse

Jennifer Roberson

James Sallis

Will Shetterly Janni Lee Simner

S.M. Stirling

Robert Vardeman

John Vornholt

Check the web sites for confirmation, location and more information.

Game Depot, 480-966-4727

http://www.azchallenger.org

http://www.barnesandnoble.com

http://www.bookmans.com

http://www.borders.com

http://www.browncoats.lagemann.org

http://www.cemeterydance.com

http://www.drawntocomics.com http://www.imperialoutpost.com

http://www.library.pima.gov

http://www.novaspace.com/Spacefest/

http://www.pimaair.org

http://www.poisonedpen.com

http://www.samuraicomics.com

http://www.seti.org

http://www.spazdogcomics.com/

http://www.subterraneanpress.com/

http://www.titanmissilemuseum.org/ http://www.wildsidepress.com/

http://wyrmpublishing.com/catalog/ http://www.wildsidepress.com/

Screening Room

Star Wars: The Clone Wars

Igor

Starring: John Cusack, John Cleese, Steve Buscemi, Jay Leno **Director: Anthony Leondis Runtime: 87 minutes** Rated: PG Release Date: September 19th, 2008 Reviewed by: Len Berger (ConNotations Film Editor)

Igor is an animated comedy about Igor (voiced by John Cusack) who is a hunchback lab assistant for one of many evil scientists in the land of Malaria. It's time for the annual Evil Science Fair where the winning invention is used to blackmail the rest of the world into paying a huge ransom or else the evil invention will be unleashed. Malaria has no other source of income and is in darkness due to the constant cloud layers above the land. This is their only method of survival.

King Malbert (voiced by Jay Leno) organizes the Evil Science Fair and this year hopes beyond all hope that Dr. Schadenfreude (voiced by Eddie Izzard) will not win again for he has won 17 times in a row. The King's fear is that the Dr's power base will grow as he becomes more popular to the people.

Every evil scientist has an Igor (hey



"I've got a hunch on my back - what are they going to call me? Kevin?) but the Igor who works for Dr. Glickenstein (voiced by John Cleese) is different. This Igor has actually invented a couple of assistants. One is known as Brain (voiced by Sean Hayes) whose brain is in a fishbowl and he is not really that smart. Brain spells his own name Brian with a backwards "n". The other invention is Scamper (voiced by Steve Buscemi) a road kill bunny who is quite cynical but gets the job done when needed. Our Igor is not satisfied taking orders to "Pull the

Switch" and responding with "Yes Master" so he decides to create LIFE and win the annual Evil Science Fair.

As it turns out Dr. Glickenstein's entry into the Evil Science Fair didn't turn out too well this year. Let's just say the good Dr. ended up in pieces. This created an opening for his Igor who proceeds cautiously to create LIFE. He succeeds and Eva (voiced by Molly Shannon) is born. Eva is quite a character and her rendition of the Annie song "Tomorrow" is an example of that character.

The film is rated PG and I would recommend it for older children. The story is a bit complex for younger children (pre age 8 or so) who may also be frightened by some of the scary scenes including some violence.

Igor is rated "B-".

Star Wars: "The Clone Wars" Voices by: Matt Lanter, Ashley **Eckstein, James Arnold Taylor Director: Dave Filoni Running Time: 98 minutes** Rated: PG Produced by Lucasfilm and Lucasfilm Animation **Distributed by: Warner Brothers Pictures** Release Date: August 15th, 2008

Well this was a highly anticipated animated event. It dives right in without any background and the energy is kept at the highest levels throughout. I'm not fond of the angular style of animation but



that is just my personal preference. The story was weak and very bland, more dumbed down than I would have expected. The voices were well-done and I couldn't find fault with the way the characters interacted.

Overall this was the reverse of "Revenge of the Sith" i.e. the story was bad and the dialogue was good instead of the reverse as in the movie. If you must see it, wait for the DVD.

Two stars out of five - Bob LaPierre

An American in New Zealand Part One- "A Sighting of a Penguin in Dunedin"

by Jeffrey Lu

"Nature's Wonders: Wildlife Cruise & Penguins" was my first choice in Dunedin, New Zealand. I've seen penguins in zoos and wonder if there was a difference with them in the nesting area.

Also, I was curious about a ride in an Argo for the cruise. An Argo is a vehicle used in a kid's show, "Banana Splits." I wondered if it was safe?

Luckily, I had the shotgun seat. Not so luckily, I held on for dear life.

An Argo is like a half-shell mini-tank. The sounds of an Argo is deafening. With this in mind, my ride was going from 0 to 60 mph on a well-worn trail including hills, cliffs, and other hazards.

Our first stop was a fur seal colony. There were two bull seals and a few pups in a trench near the sea. The driver/tour guide told us not to get too close. He mentioned some tourist was too curious and was literally crushed by one of the bull seals.

The second and final stop was to see the yellow-eyed penguin nesting area. The viewing area was in a long wooden building with windows. The tour guide pointed at a hill and told everyone that hill was the yellow-eyed penguin's home. I saw nothing but grass and sand.

I borrowed a friend's field glasses. I still could not see any penguins. I was disappointed.

The driver/tour guide said that they have to make traps for the penguin's greatest threat- the household cat. Actually, he told the crowd that the real problem are feral cats. These cats would love to destroy this colony of flightless birds. The driver/tour guide then started to walk back to the Argo.

But on the last minute, a little bird came from the shore. It was walking up the hill.

I looked again and saw this wild tuxmade critter. I smiled as this bird climbed. I began to love these penguins.

Little did I know that I'll be also climbing, next time. A hill where Peter Jackson filmed Lord of The Rings Rohan's capital Edoras still holds a lost "ring," Hint: It's precious to him and who ever finds it can rack up cash in eBay. More on that later.

Next in An American in New Zealand Part Two- "First Blunder: Lord of the Rings Around The Hills"

CopperCon 28 Masquerade Quick Review

The CopperCon 28 Masquerade on August 30, 2008 enjoyed a high degree of participation, with 27 persons on stage as 18 costumed presentations. The show opened with an "awww" with our young fen presentations and closed with a bang, with a decidedly grown-up display-only presentation of Mark Greenawalt's body art modeled by Renee and Kevin as a green Orion dancer and her Romulan companion. Halftime was ably entertained by our visiting belly dancers, sometimes known as Suatura (a gypsy word meaning "legend").

All are winners because the audience was delighted, but these awards were presented:

Young Fen Division
Julie Padegimas as "Kelly Sparrow" for
How Not to Use a Sword
F'licia Langholz as "Queen of Hearts" for
Best Transformation
Arcana Yanez as "Zombie with Head
Wound" for Best Living Dead Girl

Judges' Special Mentions
John Autore as "Santa's Little Helper" for
Most Eye-Burning
Jessica Demer, Jason Estes and Ryan
Billingham as "Hare Hare Yuka" for Best
Choreography

Paula Lary as "Desert Queen" for Best Costume on a Budget

Dixie Austin, Madison West, Gabby Kaster, Lauren Null and Danielle Schultz as "Death Note Crack" for Most (Anime) In-Jokes

Rachel Pierce, Jake Banister and Theron Pierce as "The Mule"for Best Punchline and (from the two "Death Note" presentations) for Cutest Couple Best In Show Melissa Kaylor as "Autumn, The Colors of Change"

Prizes were donated by Southwest Costumers Guild, AniZona and Mike & Theresa Contos.

Special thanks to our stellar crew. Technical problems which might have been show-killing disasters under other circumstances were solved before I even knew they existed. Unfortunately, my paper records don't include the name of the gentleman who lent his laptop computer to solve our sound crisis. Like a digital Lone Ranger, he rode off into the sunset after saving the day.

The Crew

Master of Ceremonies – Jack Mangan Sound Director – Gary Swaty Photographer/Videographer – Michael Contos

Judges' Liason – Margaret Grady Judges – Nyki Robertson, Shane Bryner, Greg Weisman, David Hedgecock Backstage Manager – Sharan Hoyle Den Mothers – Jean Palmer, Marian Brock-Anderson

Stage Crew – Melissa Tribble, James Tomassoni, Tiffany Jeffords, David Jeppesen

Dancers – Raveena, Kate, Sabrina, Sophia, Clara, Harper Ann, Lady Brianna Dancers' DJ – Dilo Randall Whitlock - CopperCon 28 Masquerade Director Non Genre By Genre Jules Verne – Travel Fiction and Non Fiction

I have chosen just a few works which I found readable and of interest to the modern reader.

Fiction

The Adventures of a Special Correspondent -- Trans Siberian rail across Asia

The Survivors of The Chancellor -- Harrowing tale of survival at sea from Charleston to the Amazon mouth.

Non Fiction

Celebrated Travels and Travellers -- recounting of the travels of famous travelers starting Hanno of Carthage and Herodotus and proceeding forward in time to the 19th century. He covers Exploration and Colonial Empires in America and around the world and also delves into cartography.

These book and others by Verne can be read on line at http://www.online-literature.com/ verne/

-- Gary Swaty

Special Award
from AniZona for
Best Anime
Costume
Bianca Williams
(AKA Owl Depot)
as "Kallen
Kozuki"

Best in the Novice Division William Hearter as "Shrubbery, the Dwarf Ent"

Best in the
Experienced
Division
Theresa Contos as
"Lt. Gay Ellis"
(Purple-Haired
Moon Lady from
UFO)



The Costume Closet



Written back in 1999, This article became the basis for my"Randwulf's Collection of Capes" pattern package.

Cape Cutting: The Mark of Zorro by Randall Whitlock

I've worked out a method of cutting a four-panel cape that will get you the fullest cape for a given piece of fabric. By "fullest" I mean the greatest portion of a full circle possible.

Measurements

Start out by measuring the distance down your back from the nape of your neck to the level at where you want the cape hem to ride. Neck to ankles works well for a practical field cape, though you may want a half-cloak down to your hips for an Elizabethan gentleman or a floor-dragger for a medieval lady at court. I'll call this number "L" for length.

Measure the width of your shoulders from the tip of the left shoulder blade to the tip of the right shoulder blade. Divide this number in half, add an inch for fudge and call it "S" for shoulders. On me this comes out to 18/2 + 1 = 10 inches.

Measure the distance your shoulder drops from the nape of your neck and call this, "D" for drop. On me this is two inches. Squarer shoulders have smaller numbers, more sloping shoulders have higher values for D.

You will also want to know roughly the circumference of your head and the distance from the bony V of your throat at the joining of the clavicles and breastbone up and over the top of your head, back to the neck. The head circumference, "H," will be used to make a neck opening full enough to go over your other clothes. The up & over distance, "U," will help to determine how big to make the neck opening and hood.

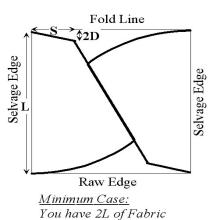
Fabric

You will need a piece of fabric at least twice as long as L. More fabric will allow the cape to be fuller, up to a limit of 4L (which makes a full circle). I wouldn't go any narrower than 45-inch wide fabric. 60-inch fabric is better. Wider fabric also allows for a fuller cloak.

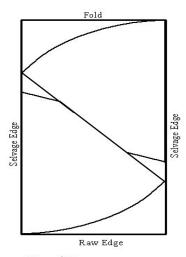
The best fabrics for this purpose will not have a direction of nappe, unless you don't mind having the front of the cape run downhill while the back runs uphill. It's okay for the fabric to have a right and a wrong side, but it should not be too stretchy.

Layout and Cutting

1. Fold your fabric over right sides together with the cut edges together. Lay the fabric out flat. This is a lot of material, so you will need a big cutting table or a wide floor.



- 2. Measure out the distance L from the cut edge of the fabric along one side (this is a selvage edge). Mark this point with chalk. Measure and mark another L distance along the opposite side of the fabric from the fold line.
- 3. From the end of the "L" line nearer the middle of the material, scribe a line of length S at right angles to the fabric edge, in toward the middle of the fabric. From the inside end of this line, draw a line



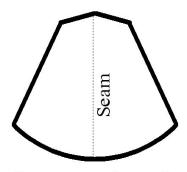
Normal Case: You have enough fabric for the hem arc to reach the opposite side and the bolt width is less than L.

down toward the cut edge or the fold line of length twice D. Connect the end of this line with the end of L at the edge of the fabric. This sloping line defines the shoulder of the cape. A cape drapes better if its top edge has a bit more slope than your shoulder, hence the use of twice D for the shoulder drop. Repeat this step for the other L line on the other side of the material.

- 4. Connect the ends of the two shoulder lines drawn in Step 3 with a straight line that runs diagonally across the material. The fabric now bears the z-shaped Mark of Zorro. This zigzag line defines the shoulders and sides of the cape.
- 5. Cut a piece of string of length L. Use the string as a compass to scribe an arc from the outward end of L to the diagonal line scribed in Step 4.
- 6. Cut through both layers of fabric along the arcs from Step 4, the diagonal line from Step 5, and the shoulder lines from Step 3. You now have the four body panels of the cape.

Assembly

7. Choose two of the panels in which the fabric nappe runs the same direction. I prefer the nappe to run uphill for backs and downhill for fronts. Pin these two panels right sides together along the straight selvage edge and sew. This straight seam is the middle of the cape's back. Unpin and open up the panel.



Sew two panels together to form the cape back

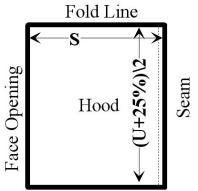
- 8. Pin the remaining two panels to the back panel (right sides together) along the shoulders and the sides. Sew together along these seams. The basic shape of the cape is now defined.
- 9. Cut a neck opening. This works well as a circle of circumference H (diameter H/ Pi), which partially overlaps the shoulder seam, with most of the circle cut from the two front panels.



Sew the sides and shoulders of the front panels to the back panel, then cut a neck opening using the pattern.

The Hood

10. Prepare a hood. This can be a rectangle whose length is equal to twice U, plus 25 percent and whose width is equal to S. Fold the rectangle over right sides together, halving its length. Sew along one side, beginning the seam at the fold and ending it at the unfinished end. This unfinished end is the base of the hood. Gather the base of the hood to the cape's



Unfinished Edge (Gather to neck opening.)

A Simple Gathered Hood

neck opening in pleats. This will made a shoulder-wide hood much like those of Jedi robes.

Finishing Up

11. Finish the edges of the cape by folding over and sewing, or by concealing the edges within a trim. I prefer to run an overlock serge around the edge first. Works fine if you have the machinery. 12. Attach a clasp or closure to the front



panels, just below the neck opening. There are many ways to do this. One of my favorites is to sew a loop of cord to one side and a button to the other. I usually attach a button to the loop side as well for symmetry.

Your cape is finished!



ConNotations Page 12 Volume 18 Issue 5

Pro Notes

Yes, it's still hot in Phoenix. No, we don't usually have much weather here. Hi, Everyone! Thanks for reading ConNotations and my column. I've got lots of new names here this issue! First up, I'll welcome Mike Resnick from Ohio. Mike had two novels out in August from Pyr: "Stalking the Unicorn," a 1987 reprint, and "Stalking the Vampire," a 1-year-later sequel. In November, Isfic Press will published WHEN DIPLOMACY FAILS, an anthology Mike co-edited with Eric Flint. In December, Subterranean Press will publish "Kilimanjaro" and Pyr will publisher "Starship: Rebel." In short fiction, summer sees the "Special Mike Resnick issue" of Subterranean Magazine, which features two of his novellas; all future (and most prior) issues will have a Lucifer Jones story in them. Other forthcoming short fiction includes "A Most Unusual Greyhound" in URBAN WEREWOLVES, "A Very Special Girl" in BLOOD LIGHT, "Article of Faith" in the August PS (British) and the October Jim Baen's Universe; "Best in Show" in HERE BE DRAGONS; "A Better Mousetrap" in NATURE; "Not Quite Alone in the Dream Quarter" (with Pat Cadigan) in FAST FORWARD 2; "Conspiracies: A Condensed 937-Page Novel" (with Eric Flint) in SIDEWAYS IN CRIME; "Snatch as Snatch Can" in CITY FANTASTIC; and "Inescapable" in SONGS OF THE DYING EARTH. And from the wilds of Maine, I heard from Steve Miller and Sharon Lee that this year — 2008 — is a banner year for the LIADEN Universe — this past February marked the 20th anniversary of the first publication of a LIADEN story. In the 20 years since "Agent of Change" was first published they've written several million words worth of LIADEN novels and stories, with three more novels already in the pipeline, as well this year's annual Yule chapbook from SRM Publisher, Eidolon, still in the wings. Ace Books is getting into the act again; starting this fall they'll be reprinting the first 10 LIADEN novels in mass market editions — Also happening in 2008, "Duainfey," a decidely un-Liaden dark fantasy, the first of two set in a hardedged world where the Fey have a lock on magical power — and both use and abuse that power. "Duainfey" came out in hardback from Baen on September 2. "Longeye," the follow-on and close of the story, is due out in April 2009. Steve & Sharon will be at AlbaCon in Albany NY, in October, chaired by our friend, Wombat.

Jean Lorrah, in Kentucky, told me that she has started a blog; to be found at http://houseofkeon.blogspot.com/. She expects to post new entries once or twice each month, and offer an RSS feed on the

blog for anyone who wants to be notified when new entries go up. On September 26-27, she will take part in the Advanced Screenwriting Workshop at the Kentucky Film Lab. The lab began only last year, and was so impressive that this year it is sponsored by the Academy of Motion Picture Arts and Sciences. That's rightthe organization that gives out the Academy Awards. There will be Hollywood people there, and Jean will be doing her best to make some connections. A collection of her short stories, "Jean Lorrah Collected," is newly available on Amazon.com through the Wildside/Borgo Press/Amazon project. And her personal website is www.jeanlorrah.com

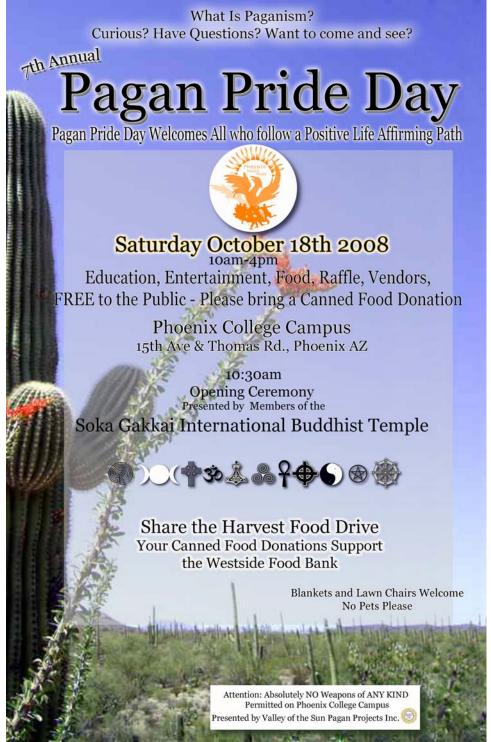
Don Maitz and Janny Wurts live in Florida and we hope they're keeping their heads down - weatherwise - and all is well. Don, the artist known to me always as the man who made Captain Morgan, tells me that calendars are his continuing spotlight at the moment. 2009 will see his PIRATES! hang once again on a wall near you! This edition is his fourth calendar year featuring scurvy rascals. Each previous edition has sold out at the publishers. There are actually 24 images in each edition as Don has oil paintings featured as the month's center attraction with captions included and a watercolor "spot" illustration appearing at the bottom of the monthly grid. Each month also features a pirate date of note in history. He has also a WIZARDS! calendar issued for 2009. Not only are there spot illustrations located on the grid, but the grids themselves have been given a wizardly treatment. Not on to miss out on a pun - each month is treated as a "spell" which is independently affected by the wizard of the month. Within you will find: hot spells, cold spells, wet spells, mis-spells, and dizzy spells. A bit of personal Photoshop magic has transported a normal year into a creative journey of mystical adventure. Either way - your days are numbered in 2009. Don has original pirate art hanging at the North Carolina Maritime Museum in Beaufort, NC for an exhibit titled "Knights of the Black Flag" on display though October 26. Look for some of his work to be published in a forthcoming book on the art illustrating Stephen King. His wife and partner, Janny Wurts, reports that "Stormed Fortress" vol 8 of WARS OF LIGHT AND SHADOW is getting its first printing from HarperCollins; London sold out in six months. The mass market is due for release in London, on November 03, 08. All the LIGHT AND SHADOW series, and "To Ride Hell's Chasm" will be available in North America again in April 09, in mass market format. She has a new story out in THERE BE DRAGONS, the DragonCon related anthology edited by Bill Fawcett; another short, "Cat Call 911," coming out in CATOPOLIS from DAW, (Dec 08) edited by Janet Deaver-

Pack. And a last one, "The Vaunting," just accepted for INTELLIGENT DESIGN, a spoof edited by Denise Little (DAW), pub date yet to be announced. For new readers wanting a preview of Janny's storytelling - there are new teaser MP3 audio files of her reading, from several titles, available for free download, both on her website, www.paravia.com/ JannyWurts, and also on her author page on Redroom.com. and new teaser excerpts posted in the Paravia chat, for the new LIGHT AND SHADOWS book now being drafted - title announced as "Sword of the Canon, book 1, Initiate's trial," that will be forthcoming from HarperCollins London.

Also from Florida but not currently in residence there, is **Ben Bova**. Ben is spending some time in New Mexico and tells me that he was given the Heinlein Award, together with Spider Robinson. It was supposed to be announced at the WorldCon, but the award hardware wasn't available, so no announcement

was made. He just finished "Voyagers IV: The Return" and handed it in to Tor. This novel brings together the background from the earlier Voyagers Trilogy with the background to the GRAND TOUR series. The Washington Post has asked Ben to write an op-ed piece: advice to the next President on how to run the space program. (Wow! Way to go, Ben!) James Van Pelt, author and English teacher in Colorado, is having a good year. He sold stories in the last two months to Realms of Fantasy, Analog, Alfred Hitchcock's Mystery Magazine, and Talebones. Also, his third collection of stories, "The Radio Magician and Other Stories," will be released from Fairwood Press next summer. This summer Jim had stories reprinted in both Gardner Dozois's Year's Best Science Fiction 25th edition, and David Hartwell's Year's Best Science Fiction 13th edition.

(Continued on page 14)



Pro Notes (Continued from page 13)

New Mexico seems to have a surfeit of authors so it's not hard to score on one or more for my column. This month I heard from Jane Lindskold who said that November will see the release of "Thirteen Orphans," the first book in her new BREAKING THE WALL series. The cover is dynamite, and the book is already getting great reviews. Quote from the review in Library Journal: "...deftly mingles the fascination of the mah-jongg tiles and the animal lore of the Chinese Zodiac with a modern tale of discovery and danger. This urban fantasy should appeal to fans of Charles deLint and Jim Butcher and is an excellent choice for most libraries." A sample chapter should be up on her website (www.janelindskold.com) by now. And from David Morrell: his next book, "The Spy Who Came for Christmas" (Oct. 28, Vanguard Press,) is a holiday action novel. Although it isn't fantasy or horror, it does have a section that reinterprets the traditional nativity story from a spy's perspective. Next January or February, David has a two part comic-book story coming out from Marvel. It features one of Marvel's most famous superheroes, but at the moment, he can't reveal the name until Marvel makes a press announcement. David's six-part series CAPTAIN AMERICA: THE CHOSEN was among the top-ten comic-book series of last year. The hardback was released in July, and the trade paperback is coming out this

well who consistently contribute. Alan Dean Foster told me that "Quofum" will be released by Del Rey on 29 October. "Quofum" is a Commonwealth tale that bears on Flinx's story. Alan will be doing a signing at the Poisoned Pen bookstore in Scottsdale, AZ from 5:30 to 6:30 pm on Saturday, 1 November, prior to departing for London and North Africa in tandem with James Gurney. In April, Titan Books will publish his novelization of TERMINATOR: SALVATION, the next film in the series. Dennis **McKiernan** was one of five judges for the World Fantasy Awards. It was almost a mind-numbing experience, he related, but he managed to stay sane and still make intelligent decisions in the nine separate categories for the awards. It was a Herculean task, but they managed to plow through over 250 books, a goodly number of magazines, and some other miscellaneous writings. The candidates have been named, and a list of the candidates on the final ballot can be found at http://www.worldfantasy.org/ awards/ (this is where he gets to say, "My lips are sealed"). And on top of all that, Dennis has a new MITHGAR novel-"City of Jade"—coming out in hardcover in October 2008. He wrote a short story, "Waifs," that will appear in an anthology

And we have lots of authors in Arizona as

TERRIBLY TWISTED TALES coming out from DAW sometime in early 2009 and is currently working on a mystery-"At the Edge of the Forest"—and writing it under a pseudonym. In addition, over some 5 months (starting in March and ending in July), Dennis designed (and with the help of his Arizona gaming group, debugged) a rather sophisticated D20 space-ship gaming system using miniatures, with the ship-to-ship battles taking place in 3D, no less. It has a lot of new concepts (for example, to get around the speed of light limit, you jump from brane to several higher branes for interstellar space travel). It's a hoot to play. Dennis will be at the World Fantasy Convention (in Calgary, Canada, this year), and at TusCon. From way south in Arizona, comes

Yvonne Navarro and her husband, Wes Ochse. Yvonne has a story called "Revelations" up at HorrorWorld.org (it's free to read it), and she also just had a story called "Last Storm of the Season" (set in our beloved Arizona) accepted by the LOVESTROLOGY anthology. She just got a new agent and is hard at work on a novel, "Highborn." Wes is currently on a signing tour for the Paperback release of his Bram Stoker Award Winning-novel, "Scarecrow Gods." (There's a video trailer on his website.) He'll be signing in Pennsylvania and then return to the Phoenix area for a few more signings. Wes' novel "The Golden Thread," the second book of a parallel world trilogy, is due to be published in September from Delirium Books. A Canadian Publisher, Burning Effigy Press, will publish a novella chapbook this October titled "Redemption Roadshow." The narrative of the novella takes place out on I-10 between Quartzite and Phoenix and centers around the hundreds of shrines along the side of the road. Wes and Yvonne will both be at TusCon this November. In California, Peter Beagle, confessed that 2007 proved more difficult than

originally expected, thanks to continuing family problems in the wake of his mother Rebekah's 2006 death. Sadly, these problems delayed a lot of his planned publications. But so far this year, Peter has published or sold a number of stories including a piece in ORSON SCOTT CARD'S INTERGALACTIC MEDICINE SHOW ("The Tale of Junko and Sayuri"), two podcasts for the Green Man Review ("The Stickball Witch" and "Mr. McCaslin"), a contribution to Marvin Kaye's anthology A BOOK OF WIZARDS ("What Tune the Enchantress Plays"), a story for Jonathan Strahan's original anthology ECLIPSE TWO ("The Rabbi's Hobby"), a chapbook from DreamHaven Books called STRANGE ROADS (containing "Uncle Chaim and Aunt Rifke and the Angel," "Spook," and "King Pelles the Sure. He also has stories that will appear in upcoming

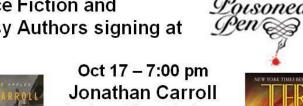
anthologies from Darrel Schweitzer, Ellen Datlow, and Gardner Dozois; and is working on seven more shorts at this moment, including the two podcasts that will wrap up his set for the Green Man Review; and he has even managed to write several lengthy new stories that will appear in the next collection from Tachyon, WE NEVER TALK ABOUT MY BROTHER, now scheduled for March 2008. As soon as his short fiction commitments are caught up, he has to do final polishes on "I'm Afraid You've Got Dragons" and "Summerlong," both of which are now set to be released through Conlan Press. For those of you following Peter's battles over "The Last Unicorn": he still hasn't settled with Granada Media over the money they owe him on the film version of THE LAST UNICORN. He does get more than half of the income from the LAST UNICORN DVDs sold through Conlan Press

(www.conlanpress.com), however, and that helps pay the lawyers who are trying to win him his due. (See other news about Peter in our Calendar)

And last, but certainly not least, I get to welcome Greg Bear, who lives in Washington. He shares that he's currently working on a follow-on to "Quantico" for Perseus/Vanguard. Hopes to have it finished early this winter. A few surprises will be in store for those familiar with his earlier novel sequence that begins with "Queen of Angels." That's it for this month. I hope you enjoyed yourselves. And, as always - if anyone wants to contribute or knows someone who knows someone...please write to ConNotations or email me at Editor@casfs.org - Catherine Book.

Previous ProNotes columns and book reviews are posted on our website at: http://www.casfs.org/ConNotations/

Science Fiction and Fantasy Authors signing at

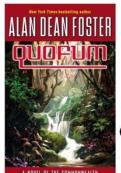




signing Ghost in Love

Oct 19 - 1:00 pm **Terry Brooks** signing Gypsy Morph

Nov 1 - 5:30 pm Alan Dean Foster signing Quofum



Nov 19 - 7 pm **Sharon Kay Penman, Diana Gabaldon & Dana Stabenow**

Nov 20 - 6:30 pm Tom Kirkbride signing **Gamadin: Word of Honor**

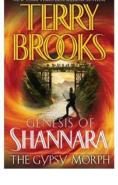


The Spy Who Came for Christmas and Captain America: The Chosen

The Poisoned Pen 4014 N Goldwater Blvd. Suite 101 Scottsdale, AZ 85251

For more information on these and other upcoming signings with science fiction and fantasy authors at the Poisoned Pen, please visit our web site at www.poisonedpen.com or call 1-888-560-9919

In order to participate in the signing, we ask that customers purchase the appearing author's new book at the Poisoned Pen.





In Memory

Don LaFontaine Joan Winston

Donald LaFontaine August 26, 1940 – September 1, 2008

Don LaFontaine died on September 1, 2008. He was a voiceover artist famous for recording more than 5,000 film trailers and hundreds of thousands of television advertisements, network promotions, and video game trailers. He became identified with the phrase "In a world...", which was used in movie trailers so often that it became a cliché. He parodied it several times, most recently in a commercial for GEICO insurance.

Fontaine is survived by his wife and three daughters.

[see "In A World Without Don Fontaine" elsewhere in this issue]

Joan Winston 1931-2008

Joan Winston is best remembered as one of the most enthusiastic and energetic Star Trek fans. In 1972, after the cancellation of the Star Trek, she and a few friends decided to throw together a gathering of folks who enjoyed Star Trek. This small gathering quickly escalated to a gathering of almost 12, 000 fans and was the birth of the Star Trek conventions.

Her role in Star Trek fandom earned her the nickname "Mama Trek" and along with co-hosting 5 more Star Trek conventions she was also a regular guest at Shore Leave conventions.

Joan wrote short stories for fanzines and other magazines, some science fiction and some romance but her best know works are "Star Trek Lives!" (which she co-authored), "The Making of the Trek Conventions: Or How to Throw a Party for 12,000 of Your Most Intimate Friends" and "Startoons" which she edited. She was also a literary agent before retiring.

Services were held Sunday September 14th, 2008 at 9:30am at the Plaza Funeral Home in Manhattan. In lieu of flowers, the family requests donations be made to The Hebrew Home for the Aged at Riverdale located at 5901 Palisade Avenue, Bronx, NY 10471 who cared for her in her final months.

Remembrances, tributes and photos if you can give permission to publish, are being collected here:

http://www.simegen.com/joan.html
To contribute to that page email
Hobbit8965@aol.com

She was a wonderful and crazy woman that brought joy to many who shall remain with us as long as the conventions go on. - **Craig S. Rosenfeld**

ON JOAN WINSTON'S COAT TAILS

Joanie Winston was not only the key contributor to Star Trek Lives! by Jacqueline Lichtenberg, Sondra Marshak and Joan Winston(Bantam paperback about Star Trek fans - a first in publishing, a book about fans of a TV show, not the show itself) but she became a best friend.

I first met her through Sondra
Marshak. I had attended the first big Star
Trek convention in New York City, but
just sitting in the audience, having just
commuted in from the northern suburb of
NYC where I lived. At that convention, I
heard two women behind me talking
about Star Trek fanzines and in particular
about this odd series of Trek stories in a
single universe but by several people.

I turned around and said that I was the author who created that universe. While we waited for Gene Roddenberry to speak, Kraith Collected (to read it free, go to http://www.simegen.com/fandom/startrek/) was born because they were frustrated by the way all the stories were spread over so many zines, some impossible to find.

At that convention, I also first shook hands with Gene Roddenberry, told him about the Star Trek Lives! project and got his promise that he'd write us an introduction — which years later, he did!

But the next year, Sondra Marshak insisted we all had to stay at the hotel for the whole convention. I blew into Star Trek fandom on Joan Winston's coat tails. Literally. One blustery day I breezed into the hotel front doors following Joanie, carrying stuff for the convention. We roomed with Joanie, and I helped sell signed photos of the stars and assorted collectibles from Joan's table in the dealer's room. We also had the first copies of the first volume of Kraith Collected on the table (those days things were printed on paper).

That was the first time in my whole life that a total stranger ASKED FOR MY AUTOGRAPH. I signed the cover of Kraith Collected 1 while selling things for Joanie.

Rooming with Joanie at cons or sleeping over at her Manhattan apartment was always an adventure. I would go to Manhattan, pay the ridiculous parking fees, and stay overnight with Joanie to watch her 3/4 inch JVC tapes of Star Trek! She got professional tape player equipment via connections where she worked — long before such an item was for sale in retail stores.

At one con, I slept on a hotel mattress lumpy because the BLOOPER REELS were tucked under me for safe keeping (that was before people really knew what they were but had only heard rumors). At another, I carried some film cans that belonged to Gene Roddenberry as carryon baggage on an airplane (I can just see trying that today! The TSA guards don't know what actual film looks like!) At yet another, I was appointed guardian of Gene Roddenberry's briefcase heavy with the (paper) manuscript for The Questor Tapes. (top secret at the time) At yet another occasion she brought a writing assignment to our hotel room — we had to write the Voice Over text for a commercial one of the stars was shooting in ONE HOUR! (we did it) And at another occasion, she brought me to one of the star's rooms to give a Tarot reading because I was getting pretty good at that.

There were literally hundreds of these little incidents any time you got near the whirlwind known as Joanie.

We used to go clothes shopping together, raiding the NYC boutiques for bargains, and later developed an annual tradition of going to Shore Leave (a Baltimore Star Trek convention) together. She'd take the bus up to my house in the suburbs, then I'd drive to Baltimore (we'd listen to Theodore Bikel or show tunes like the music from Dirty Dancing and sing along!) Our duo routine became

a traditional Friday afternoon opening event.

We'd talk on the phone for hours at a time about all the new TV shows and the SF books we were reading, and Joanie knew "everyone" and was known to "everyone" so I learned thousands of things I couldn't tell anyone. Even after I moved to Arizona, we talked and talked and TALKED.

I can't tell you how I miss her! I can't tell you how thankful I am to those who sent cards, photos, and visited her during the last year or so. Joanie was a giver. It was her turn to be given to.

Live Long and Prosper, Jacqueline Lichtenberg http://www.simegen.com/jl/

Creator of the Sime~Gen Universe where a mutation makes the evolutionary division into male and female pale by comparison.





"Truly original... Read it. Trust me, you'll have a terrific time." - Douglas Hill "The exciting action of Star Wars." - Diana Pharaoh Francis "Funny and imaginative." - Maria V. Snyder

www.ParaWorlds.com/connotations ISBN: 978-1-59092-491-4

In A World Without Don LaFontaine

By Shane Shellenbarger

You've heard Don Lafontaine, though it's doubtful you'd recognize his face unless you've seen his self-parody in a Geico commercial, a Hollywood Video commercial, or on Frank TV. His nicknames include "Voice Master," "Thunder Throat," "The King of the Movie Trailers," and "The Voice of God". His recorded movie trailers number in the thousands and his network promotions, video game trailers, and television commercials number in the hundreds of thousands. You've definitely heard Don LaFontaines' voice. How could you have avoided it?

Born in Duluth, Minnesota on August 26, 1940, LaFontaine has often told the story that at age 13 his voice changed in mid-sentence while speaking to his mother. The following day at school, he was too embarrassed to speak, but soon friends who wanted to skip class would ask him to call the school posing as their fathers. While enlisted in the U.S. Army he worked as a recording engineer for the Army Band and Chorus, continuing in the field after his discharge in 1962 when he went to work in New York City for the National Recording Studios. During that period, he began his collaboration with Floyd Peterson, producing radio spots for the movie, Dr. Strangelove. In 1963, they started their own advertising production company that concentrated on the movie industry. It was during this time; LaFontaine



developed the movie catch phrases that made him famous including, "in a world ..." In an interview published in 2007, LaFontaine commented that the phrase allowed him to rapidly establish the world into which the audience was being transported. "That's very easily done by saying, 'In a world where . . . men are slaves and women are the conquerors.' You very rapidly set the scene."

LaFontaine began his voice acting career when while working on Gunfighters of Casa Grande in 1964. When a voice actor became unavailable, LaFontaine was forced to fill-in so he could present trailer spots to MGM, which they then bought.

He became the head of a major movie trailer producer, Kaleidoscope Films, before forming his own company, Don LaFontaine Associates, in 1976. Not long afterward, Paramount hired him to do their trailers and subsequently promoted him to the position of vice president. In 1981, LaFontaine moved to Los Angeles where he was contacted by an agent who promoted him as a voiceover artist. His record for individual sessions in one day is twenty-six and his record number of spots recorded in a single day, including trailers, is 126. This caused him to hire a driver to transport him from studio to studio until the advent of ISDN technology allowed him to complete the spots from his Hollywood Hills home studio. He's been very active until recently, reducing his workload to seven or ten voiceover sessions a day, with his fax machine delivering him scripts.

LaFontaine has been in ill health since November of 2007. His death on September 1st was attributed to complications from Pneumothorax, the presence of air or gas in the pleural cavity, the result of a collapsed lung. His wife, singer/actress Nita Whitaker, and three daughters Christine, Skye, and Elyse survive him. http://www.donlafontaine.com/DLF2007/ Intro.html

http://en.wikipedia.org/wiki/

Don_LaFontaine

http://www.imdb.com/name/nm0480963/ http://www.etonline.com/news/2008/09/ $\underline{64990/index.html}$

http://www.newsfromme.com/archives/

2008 09 04.html#015768 http://shaneshellenbarger.blogspot.com/

2008/09/don-lafontaine-voice-of-goddead-at-68.html

http://www.youtube.com/

watch?v=7QPMvj_xejg

http://www.youtube.com/

watch?v=ZJMGS7l0wT8

http://www.youtube.com/watch?v=n44-**Z9XyS58**

http://thatvideosite.com/video/3421 http://www.newswiretoday.com/news/ 10852/

http://www.creatingsuccesspodcast.com/ Podcasts/P_77.mp3

http://www.creatingsuccesspodcast.com/ PopUps/

http://www.harrisonline.com/audio/

voiceover.mp3 http://www.independent.co.uk/arts-

entertainment/film-and-tv/the-greatesthits-of-don-lafontaine-917782.html http://bobsouer.com/blog/2008/08/26/ please-pray-for-don-lafontaines-health/ http://www.youtube.com/

watch?v=awlqbcJZd38&feature=related http://www.youtube.com/

watch?v=RMngjDMZTWo

http://nikkistrongvoice.blogspot.com/ 2008/08/don-lafontaines-health.html http://www.voiceoveruniverse.com/video/ video/

show?id=2070077%3AVideo%3A65557

MangaZone

Rosario+Vampire Volume 1 by Akihisa Ikeda VIZ Media, \$7.99, 192 pages

Tsukune Aono, age 15, is an average boy who thought he would never be accepted into a high school after failing his exams. That is until his father comes home with a letter to get him into a special school. His parents, happy at the thought of him leaving home and them not paying for school, say goodbye as he boards a bus to school. After a long bus ride he finds himself dropped off in, well, the demon world and the high school he finds is, to his dismay, full of demons. He does find a friend, Moka. They bump into each other while he is walking up to the school. It is love at first sight. Well for Tsukune maybe, But for Moka she is very attracted to his Blood. She is not only the

school Hottie but the most powerful vampire on campus. Which is hidden with a Rosario. This is a high school comedy. Vampires, Succubus, Ice Demons OOOOH My! ninjakittyofdoom

> **Hell Girl Volume 2** by Miyuki Eto Del Rey, \$10.99, 208 pages

In Volume 2 of Hell Girl we see five more clients of Enma Ai, Keeper of the Hell Correspondence website. The site is only accessible at midnight and once there you type in the name of the person you want revenge on and then Enma fulfills your request.

This volume's clients range from friends, sisters, rivals, and couples. Most of the stories don't always go as you may think they would. Also as a bonus Yonkoma (Four panel strips) in the back are (Continued on page 17)

Fiesta Con

(Westercon 62) July 2-5, 2009

Tempe Mission Palms Hotel, Tempe, Arizona

www.fiestacon.org

FiestaCon Guests of Honor

Artist Todd Lockwood Author Alan Dean Foster Editor Stanley Schmidt Fans Jim & Doreen Webbert Toastmasters Patrick and Teresa Nielsen Hayden

FiestaCon will be the 62nd annual Westercon. We will be at the Tempe Mission Palms in downtown Tempe, Arizona, with a variety of nearby restaurants, nightlife, and shopping with easy access to the Phoenix Light Rail and a great view of the Tempe July 4th Fireworks!

We will be hosting the 2009 edition of the 1632 MiniCon with Eric Flint. We are also planning to have many local and western region artists, authors and other participants on hand for our programming.

Tempe Mission Palms

60 E. Fifth St., Tempe, Arizona Room Rates: \$119.00 per night + tax 800-547-8705 (or 480-894-1400) Online Group Code 2T80CO www.missionpalms.com

Membership Rates

Full attending is \$70 thru 12/31/08, \$75 thru 3/31/09, \$30 Supporting See fiestacon.org for info on discounts if you pre-supported or voted in site-selection.

FiestaCon Contact Information

Chairman: Mike Willmoth Mail: FiestaCon c/o Leprecon Inc PO Box 26665 Tempe AZ 85285-6665

Phone: 480-945-6890 Email: info@fiestacon.org

Westercon is a registered service mark of the Los Angeles Science Fantasy Society, Inc.

MangaZone (Continued from page 16)

dark and very funny. If you like stories as you would find in The Night Gallery, Amazing Stories, and Twilight Zone then you will love this dark series. - ninjakittyofdoom

Alice on Deadlines Volume 1 by Shiro Ihara Yen Press, \$10.99, 192 pages

Lapan is an underachiever as a Shinigami. He would rather laze around reading shinigami perverted Magazines instead of doing his reaping job. Punished by his section chief he is sent to earth as a skeleton to apprehend a Shibito (corpses that eat the flesh of humans to live). Enter Alice an uptight upper crust school girl who ends up being at the wrong place at the wrong time. Through a mix-up Alice ends up with her soul possessing the skeleton meant for Lapan and Lapan ends up in her body. Lapan, being a pervert, is completely happy with the situation while Alice, now a skeleton, must keep reminding him to act like a lady and stop trying to grope her body. People start noticing that Alice is acting kind of strange at school, which catches the attention of the priest who seems to be more than just a priest. Danger and Hilarity ensue in this manga - ninjakittyofdoom

Star Trek: The Manga Volume 2: Kakan ni Shinkou by Diane Duane, Christine Boylan, Wil Wheaton TokyoPop, \$9.99, 216 pages

There are five stories in this volume with contributions by Wil Wheaton and Diane Duane among others.

In Cura Te Ipsum by Wil Wheaton we find Scotty trying to extract dilithium crystals from a mine in a war zone while Kirk tries to bring peace to the warring sides. The Trial by Mike Wellman finds Kirk on trial for crimes he has committed, and those he might commit in the future. Communications Breakdown by Christine Boylan in which Uhura demonstrates the true power of communication as the Enterprise answers an unusual distress call.. Scaean Gate by Diane Duane finds the Enterprise escorting a monarch to her new home and finally, Forging Alliances by Paul Benjamin in which we learn more of Spock and Vulcan emotions.

The stories vary in their faithfulness to the characters but are all enjoyable. The art work varies from story to story and while some is spot on, others are such that the characters are hardly recognizable. These are called "manga" but are more accurately graphic novels or even comics but they are a must for the complete Star Trek collector. - Stephanie L Bannon

Star Trek: The Manga Volume 3: Uchu by David Gerrold, Nathaniel Bowden, Luis Reyes TokyoPop, \$10.99, 192 pages

Star Trek: The Manga Volume 3 brings us four more stories in the Star Trek TOS universe.

In *Bandi* by David Gerrold a teddy bearlike creature Bandi runs amok on the Enterprise while in *Art of War* by Wil Wheaton we have a Klingon confrontation that perhaps begins to see a lessening of Kirk's resolute hatred of them.

Inalienable Rights by Nathaniel Bowden brings us a society in which the subjugated are awakening to their power and finally in *The Humanitarian* by Luis Reyes we see another side of Spock as a mission goes horribly wrong.

Again the stories vary in their faithfulness to the characters but are all enjoyable. Also again, the art work varies from story to story and while some is spot on, others are such that the characters are hardly recognizable. Still these are a must for the complete Star Trek collector. - **Stephanie L Bannon**

Star Trek: Year Four by David Tischman IDW Publishing, \$19.99, 152 pages

While this is a graphic novel as opposed to a manga it is very well written, the art work is beautiful and the characters, both as written and drawn, are pretty much spot on. Following the adventures of the original crew in the fourth year of their five year mission this volume is divided into 7 chapters, each a story that reads much like a script from the TV show. I particularly enjoyed the story where the crew finds themselves trapped in a world where TV shows are the ultimate reality,

 $\label{eq:highly recommended.} \mbox{\bf - Stephanie L} \\ \mbox{\bf Bannon}$

Musical Notes

Bard of the Wandering Highway Performed by Darren Reale

Recorded and Mixed by Carey Oltman assisted by Sherry Kelly Photography and Graphics by Sherry

Mr. Reale's assistant John Kelly Mr. Reale's Web Site –

www.myspace.com/realemusic Format CD

Darren Reale presented his History of Bardic Music at CopperCon 28. It was enjoyed by all.

He donated this CD for review in ConNotations. The CD is made up of traditional Bardic songs well known to Folk Musicians and Filkers alike. It is excellently performed in traditional Bardic style. In his rendition of Greensleeves the guitar style evokes the sound of the Harpsichord.

He includes Songs of Wandering Bards (Bard of the Wandering Highway, Ranblin Rover and Gypsy Rover), a Song of Dalliance (Greensleeves) A Drinking Song (Three Jolly Coachman), Songs of Conflict (Hal N Toe, Black Arrow, The Ballad of the Three Kings, Minstrel Boy, The Bardic Battle), a Song of Humorous Whimsy (Scourge of the Orkney Hills) and a Song of Nostalgia (The Ash Grove).

This is best Bardic Music CD I have encountered in recent years. — **Gary Swaty**

CORDIAL AND MEAD © Leslie Fish, 8/31/08

Lord Craig o' the White, Cliffs, a grand distiller was he.

Ne'er were finer potions found this side o' the sea.

And when he brought his goods to share the gentry came wi' speed For his 40 flavors o' cordial and 13 flavors of mead.

Chorus:

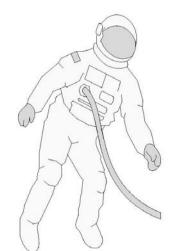
Cordial and mead! Cordial and mead! What finer drink could ever ye need? 40 flavors of cordial and 13 flavors of mead.

Lord Craig o' the White Cliffs served the New Middle Age.

At every war and revel were his potions all the rage.

(Continued on page 18)

CopperCon 2010 Phoenix AZ



Please join us in 2010 as we reimage ourselves into a science fiction convention for the 21st century! For the fans and by the fans.

We have decided to skip CopperCon 2009 since so much is happening in the Phoenix area in 2009 and come back bigger and better than ever in 2010. Please check our web site at www.coppercon.org for updates. If you want to be a part of reinventing

CopperCon please contact us at info@coppercon.org

We are going to take a few months to kick around ideas and make plans so we can come back in 2010 as the event that you, the fans, want to see and participate in. Our volunteer pass thrus will be honored for 2010. Please check the next issue of ConNotations for the pass thru list. It will also be on our web site.

We want to thank everyone who made this year a wonderful event and we hope to see you in 2010.

For more info contact us at info@coppercon.org
Our web site is
www.coppercon.org
Or you can write us at
CopperCon 2010
PO Box 62613
Phoenix AZ 85082

To celebrate the victors and to comfort the losers' need

Were his 40 flavors of cordial and 13 flavors of mead. (Cho.)

Lord Craig o' the White Cliffs revived the

They sang and danced and praised the gods well fueled by his brew. They did no other sacrifice but to make

John Barleycorn bleed For his 40 flavors of cordial and 13 flavors of mead. (Cho.)

Lord Craig o' the White Cliffs delighted the SciFi fen.

His potions would inspire them with hope for the future of men.

'Twas easy to dram of reaching the stars and serving the spacers' creed On his 40 flavors of cordial and 13 flavors of mead. (Cho.)

Lord Craig o' the White Cliffs, he made the aliens friends,

For when we first encountered them we offered them his blends.

And excellent peace-maker for all carbon life-form breeds

Were his 40 flavors of cordials and 13 flavors of meads.

Cordial and mead! Cordial and mead! What finer drink could ever ye need? 40 flavors of cordial and 13 flavors of mead.

In Our Book

The Valley-Westside War by Harry Turtledove Tor Books, 2008; 285 p; \$24.95

I met Harry Turtledove briefly at LosCon last year. I felt that I had met a rabbi in exile. He is tall, and he was supernally quiet, unless he had something of moment to say. Fortunately, he has a great deal to say in his books and stories. This is the sixth in the Crosstime Traffic series, but it works just fine as a standalone; you can start with this one easily, and then go looking for the others.

Liz is 18 years old, on her first Crosstime Traffic assignment. Her parents are the real agents; she has come along as protective camouflage and research assistant to a timeline where a 1967 nuclear war between Russia and the United States has left most of the world in rubble. Liz is searching the ruined remains of UCLA Library for clues to the divergence. But a local war between the Valley militia and the Westside army breaks out, and now Liz is moving through occupied territory. A young Valley soldier, Dan, who is an honest soldier and very observant, if naïve, takes a liking to Liz and discovers much more about her real nature than is good for

Musical Notes (Continued from page 17) maintaining their cover identities. When her father offers sanctuary to a spy for the Westside, their mission becomes irreparably compromised. Fleeing to their own timeline, they nevertheless resolve to return in disguise and continue the research, not knowing that Dan has found their cache of crosstime supplies and technology.

The narrative style is deceptively simple; a young person may take at face value many statements that are actually so heavy with irony you could slather it on bread. For example, the captain of the Valley militia had been shot in the arm, but he recovers and returns to duty. "The sling he still wore somehow lent him extra authority - it showed he'd been through the worst war can do" [italics mine]. Dan's opinions of the shreds of education that are still passed down by rote do not bode well for this world's future, and Liz recognizes this with sadness and horror. But as Liz tells her parents, "He's ignorant; he's not stupid." Perhaps the crosstime contamination will set off a renaissance. I suspect that the last line of the book, when Liz is categorically certain she'll never see Dan again, is another touch of irony.

I especially recommend this book for consideration as an addition to high school libraries and reading lists. - Chris

From the Notebooks of Dr. Brain by Minister Faust Del Rey Books, 2007, 392 pp., \$13.95

If you are a fan of superhero comic books, you must read this novel. If you hate the pop-psychology counseling movement, you must read it. Or, if you love psychotherapy, you must read it. It's a parody of group counseling, when six members of the USA's super team the Fantastic Order of Justice are required to enter therapy for disruptive behavior. Yes, they are a pastiche of the main heroes of Marvel-DC, with a plotline from Watchmen: who killed Hawk King? The end result of the therapy: the July 16 Massacre. Funny? Some laughs, more chuckles, constant smiles.

This book is written as if another in a series of self-help bestsellers by Dr. Brain, using the six team members as a case study. Her title: Unmasked! When Being a Superhero Can't Save You From Yourself. Chapters and subsections are similarly titled, and the piling on of metaphors and psychobabble is hilarious. But there is always real benefit coming from this self-help parody. Consider two of the recurring thematic questions: "What will it mean for your life, and your view of yourself, if the glory days never return? How will you face knowing that you will never exceed, or even equal, the accomplishments of your predecessors?" These aren't just for superheroes; it really is for you, the dear reader and citizen.

But it's so much fun in the context of parodies of Superman, Spiderman, Wonder Woman, et al. And it's not a parody of squeaky-clean juvenilia, either. One member, Power Grrrl, is a lesbian pop-music teen idol. Two of the six are black men, one young, one old, and their arguments about racism get – fierce. So there's something in this for much of our modern society. Especially since the final battle is right out of our current politics. I suppose the younger the reader, the less experience of life to appreciate some of this - oh my, that applies to all of literature! 'Nuff said! Fanboys and fangirls of all ages, don't miss this one! -M.L. Fringe

By Schism Rent Asunder By David Weber Tor Books, 2008, 511 Pages, \$25.95

This is second installment of David Weber's saga of the interaction between the corrupt orthodoxy of the Church of God Awaiting and the free thinking inhabitants of Tallesberg in the Kingdom of Charis on the planet Safehold. As is usual in a Weber novel, he steals from Terrestrial history. I am reminded of a line in an Asimov poem which reads approximately "Take an empire that was Roman and place it in the star studded milkyway." In this case Weber takes the Reformation and the Thirty Years War and replicates them on the planet Safehold. It should be tiresome but it is

The story is complex, but it is the characters who make it live. One central

(Continued on page 19)



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In Our Book (Continued from page 18)

character is the immortal Stored personality of Nimue Alban, adviser to King Caleb, who was put in place by those in the original settlement group who opposed the creation of the Church of God Awaiting. Additionally on the side of Good we have Caleb, The Free Thinking King of Charis, Sharleyan, the strong and brilliant Queen of Chisholm, Maikal, the reform-minded Archbishop of Tallesberg and a legion of other wonderful characters. The villains are equally well-drawn including, Hektor, the truly nefarious King of Corisande, Clyntahn, the Truly Evil Grand Inquisitor of The Church of God Awaiting, Zahmsyn, Chancellor of the Council of Vicars of the Church of God Awaiting and leader of the Corrupt "Group of Four" and other wonderful venal characters. Then there are a myriad of well-drawn ordinary people caught in the middle.

Having defeated the forces of Emerald, Chisholm and Corisande at sea off Armageddon Reef, King Caleb's problems are far from over. As events develop he finds surprising allies among his former enemies in Emerald and Chisholm. Corisande must be dealt with and economic warfare is waged by the corrupt "Group of Four" who Rule the Church of God Awaiting.

In the minds of the Orthodox Churchman the True Church ordained and Infallible is threatened by Heretics. The Heretics initially are reacting to the "Group of Four's" arbitrary decision to destroy them. They just want business as usual, but the events off Armageddon Reef have made that impossible and they must forge a new path.

The story is wonderful, but be warned, it is not complete. It could take several more books. I recommend it. -**Gary Swaty**

Mystery Date edited by Denise Little Daw Books, \$7.99, 308 pp

This is an anthology of 17 stories about dating inhuman or unhuman beings. I liked most of them. Pauline Alama's had a unsatisfying ending. Diane Stuckart's was entertaining but trite. Jody Lynn Nye's should have been better. Kristine K. Rusch's was the best – I loved this one. It was a very different view of faery. (I would read the novel.) Diane Duane's was great – exciting and a little mysterious. Laura Resnick was so wellwritten but I saw the end coming. Alice Henderson wrote a truly awful little story that I disliked intensely - not because it wasn't well-written but because I don't like ghouls much. Jean Rabe's was a lot of fun - a great little story of "all's fair in love" when trying to date Clark Gable. There was one by Scott William Carter that bore more than a passing resemblance to a movie I saw once... I really liked Terry Hayman's - about a spoiled prince saved by the love of a good woman, even as trite as it was. But the title could've been better. I've always enjoyed fox-stories/legends and the one from Jacev Bedford was a little treat.

Now I have to be honest here. I'm not a short-story kind of reader, aside from Bradbury. Most short stories seem rushed to me and tend to exist for the closing line or pun. I know that a collection such as this one is supposed to carry a theme, and this one does that - mostly. There were two that didn't belong, in my opinion, to a collection about love and dating. They belong in a horror collection. But the rest fit. Taken as a whole, the book was moderately entertaining but I think I'll leave the reviews to someone who really appreciates them. - Catherine

The Edge of Reason by Melinda Snodgrass Tor Books, 381 p, \$24.95

Set in Albuquerque, New Mexico and parts of the east coast, The Edge of Reason is an SF thriller about a young cop named Richard Oort who finds himself on the cutting edge of a titanic battle between powers who wish to promote advances in science and humanistic philosophy and the men, gods, and monsters who batten on war, ignorance, and superstition. Melinda Snodgrass was a scripts consultant and editor for Star Trek, The Next Generation and co-creator, along with George R.R. Martin, of The Wild Card series, so her bona fides are impeccable, and if her name is enough to move you to read this book, then skip the rest of this review, because then you will get to experience the surprises in the story as she intends them, with no spoiler.

In a way, The Edge of Reason is like an episode of The Twilight Zone. The protagonist has a tortured past, having experienced some of the worst humanity is capable of inflicting. But his sense of wonder, hope, and determination have been tempered, not extinguished, and he has resolved to champion order and justice in spite of all coercive, corrupting, and even arcane influences. He crosses the Twilight Zone when he goes to the rescue of a young woman named Rhiana who is being pursued by mud monsters. Rhiana knows things, and she has arcane powers of her own; this puts her at the center of a maelstrom of conflicting interests, human and otherwise. After they escape the mud men, they find sanctuary with a mysterious, and very wealthy, patron of the arts and sciences named Kenntnis. A most strange derelict keeps company with Kenntnis, and this unkempt person discerns in Richard one of the rarest of human qualities: an utter lack of genetically-based potential for any kind of magic. Most humans have

some strain of potential; Rhiana has an extraordinarily high potential that has been trained into actual power. Richard is an anomaly, and that means he has the potential for something else. He is one of the only living humans capable of activating and wielding an object of great

Spoiler alert! The extraordinary premise of this story is that all the gods who have figured in history, mythology, and Lovecraftian lore are actually entities from other planes of existence who broke through to this world; most of them regard humans as particularly tasty sources of their favorite forms of energy: pain, fear, hate, and suffering. The exception is a renegade god who has tried to restore humans to their heritage of evolution. Sound familiar? Yeah, it's Prometheus, and yeah, he has gone by other names as well. And that object of power? It's a sword, disguised as a Klein bottle, and it can close the portals of access against the old gods. Needless to say, they really, really don't want Richard to get his hands on it; or if he does, they want him suborned by any means, and their means get very mean indeed.

I strongly recommend this book to all our readers. It is well-written, provocative, evocative, and timely. Cheers for Tor! I hope Snodgrass writes a sequel. -**Chris Paige**

Steward of Song by Adam Stemple Tor, \$23.95

This sequel to Singer of Souls finds junkie Doug Stewart trying to cope with the consequences of that book. Events that are set in motion when he is given drugs that enable him to see Faerie-and to tap in to his tremendous magical powers over them. Now, Doug's half-faerie son has been born, and his servant Martes, mindful of Doug's vow to kill him, and of the prophecy that he will destroy Doug, hides him away. Meanwhile, the vicious killing of Doug's grandmother has been discovered, and the Edinborough police begin hunting for Doug. Doug's sister, however, begins looking for the real

This book is a welcome return to urban fantasy's roots. Urban fantasy originally referred to gritty stories set in cities, often featuring rock n' roll and elves. Charles de Lint's early Newford books, Terri Windling's Bordertown series, and Emma Bull's seminal War for the Oaks are all examples of this. Now, of course, the term has come to mean things like Laurell K. Hamilton's Anita Blake books-very different in tone and feeling from the earlier books. Stemple really nails his characters: Doug's transformation from well-intentioned and struggling junkie to all-powerful monster wallowing in guilt and anger over the murder of his grandmother is completely believable.

His sister's immediate rush to his defense, also really works; her absolute belief in her brother's innocence and her determination to get at the truth all spring from the deep pain of having failed him and the reader understands and feels it with her. Too, his faerie characters have their own motivations and reasons for what they do; very few of which map up to human motivations. The story doesn't flag, just drives right on to the end, which is note-perfect. It's also a welcome change to find a really satisfying fantasy series are also quick reads. Do be sure to read the first book before diving into this one. Highly recommended. - Nadine Armstrong

The Graveyard Book by Neil Gaiman HarperCollins, 2008, \$17.99

Neil Gaiman's latest novel, The Graveyard Book, is written with a younger readership in mind, but still can send some chills down your spine. It starts off with the murder of a family, except for a toddler who manages to find his way to a nearby cemetery. There he is found by a ghost couple, Mr. and Mrs. Owens, who adopt him and raise him with the help of a vampire and some other unlikely characters. Not knowing his name, he's given the name Nobody, or "Bod", and with the assistance of Silas, the vampire, they are able to provide him with food and clothes. Arrangements are made for teaching and other instruction, via other ghosts in the graveyard and from a werewolf, and eventually at a nearby school. All the while, his existence and parentage needs to be kept secret since the murderer of his family is still on the lookout for him, needing to finish the job to prevent a prophecy from coming true. Each chapter of the book deals with Bod's life at different times of his life as he grows to be a young man and we get a few glimpses into what's happening in the outside world as Silas and others try to protect him. We meet a wide range of characters both residents of the graveyard and some from outside in the rest of the world. Through it all, Bod learns and grows and we get a real sense of what it was like to be raised the way he was and how difficult it is for him to finally leave it all behind. Gaiman has put together a story with some very creepy elements, some genuinely scary situations, and an ending that might just bring a few tears to your eyes. Like his previous younger reader novel, Coraline, it reads well for young readers as well as those of us who have a few years on us. With illustrations by Dave McKean, it will make a good book to put in the hands of a younger reader, but you may want to read it first since you likely won't get the chance to get it back once it's out of your hands. Collectors should note that there will be a

B(Continued on page 20)

In Our Book (Continued from page 19) stop action. It is a furious mélange of limited signed edition released by Subterranean Press (which may already be sold out) as well as different editions released in the UK by the British publisher, Bloomsbury, including a children's edition illustrated by Chris Riddell and a limited, signed, slipcase edition. Full details can be found at www.thegraveyardbook.com - Lee Whiteside

Lord Tophet by Gregory Frost Del Rey, paperback, \$14.00

This is another sequel to Shadowbridge which was published earlier this year. We last saw Leodora she was walking into a Dragon Bowl in a decaying city. The gods have decided to grant Leodora a gift - to the city. When Leodora is found in the Bowl, buildings that were old and falling apart have been renewed, streets repaired, and gardens are in bloom. Her musician, Diverus, has met a mysterious benefactor who offers the troupe lodging at her theater; a theater closed and destroyed after the great Bardsham's appearance there. Meanwhile, Leodora has been gifted with a spirit guide in the shape of a lion necklace, and the mysterious people who have been pursuing them across the world of Shadowbridge are coming closer.

I found this book slightly less compelling than I did the first one, probably because I loved the worldbuilding, nearly all of which was accomplished in the first book. However, we definitely are moving on with the plot. Frost's work has always been notable for his skillful prose, which owes a great deal to traditional fairytales, and yet has a very modern clarity of sound to it. This book is no exception. Also, as I said in my review of Shadowbridge, it's great to see a fantasist mining non-western cultures for ideas, and that hasn't changed. The story moves along quickly, and it keeps you guessing until the very end as to the pursuers and their motives are. And, like the Stemple novel, it's a relief to read an excellent fantasy series which are actually easily portable volumes, nor will you feel that you are missing anything or that the book was shortened unnaturally. The two books do in fact read as one complete story. People who enjoyed Catherynne Valente's Orphan's Tales, Hal Duncan's Vellum, or who like strong female characters or unusual worldbuilding should pick up this duology, as should readers who enjoyed Shadowbridge. -**Nadine Armstrong**

> **Star Wars: The Clone Wars** by Karen Traviss; Ballantine Books, \$20, 256pp.

This novelization of the current animated feature from Lucasfilm has non-

battles both personal and battaliondriven, new and familiar locales and old and new characters.

The story is set in the time before the events of Star Wars III: The Revenge of the Sith. Anakin Skywalker is a fullfledged Jedi Knight and along with his mentor Obi Wan Kenobi, he fights the good fight whereever the Republic needs

He and Kenobi have been currently fighting Separatist forces who want to weaken the Republic. The Clone Wars are in full swing throughout the galaxy eating away at the entrenched Republic's support.

In the midst of these events: two things happen: Jabba the Hutt's child Rotta is kidnapped and Anakin finds himself the Master to a fourteen-year-old female Padawan named Ahsoka, a member of the Torgruta race.

Jabba pleads with the Republic to send Jedi after his missing child and Chancellor Palpatine agrees. So Kenobi and Skywalker are assigned to track down the kidnapped Huttlet.

Of course, there are layers and layers: Count Dooku is behind the kidnapping because he wants access to Hutt-controlled Outer Rim space lanes and Jabba plays Dooku against the Jedi for his own ends. The book is full of players manipulating events, battles and people.

And in the midst of this the two more seasoned Jedi have to deal with the untried, but extremely intelligent juvenile, Ahsoka.

Traviss spins a great story full of battles and hairsbreadth's escapes, but she also gives the characters depth, especially Anakin who is constantly tortured by his perceived failure to save his mom, a growing doubt about the all-encompassing good of the Republic and his love for, and still secret marriage to, Padme.

A great addition to the Star Wars oeuvre. - Sue Martin

Half Moon Investigations by Eoin Colfer Miramax Books, 2006; 290 p; \$16.95

Eoin Colfer, author of the Artemis Fowl books, is one more instance of proof positive that some of the best British authors are, in fact, Irish. Here is a soft-boiled 12-year-old private detective for our delectation - Fletcher Moon, who has completed an online class (using his Father's birth certificate) to qualify as a registered PI, complete with badge. He has had his share of minor triumphs, but when a spate of petty thievery hits his school, he follows the time honored traditions of suffering bodily injury, misprisonment, compromised principals, and true love's loss as he solves the first hard case of his career. Every PI needs a sidekick or partner, and Fletcher is forced into alliance with Red Sharkey, who has

salt enough for both of them. This book is a lark, with some very funny dialogue showcasing the war of latency between boys and girls. - Chris Paige

Nation **by Terry Pratchett** HarperCollins Hardback \$16.99

The latest novel by Terry Pratchett is not what you might expect from someone who has a long running series of humorous fantasy novels about a place called the Discworld. Even though it is the 25th Anniversary of Discworld, Pratchett has opted to release a book that is not connected to Discworld at all. As he has mentioned in several interviews, it is a book he felt needed to be written, and that's what he wrote. So, forget any preconceived notions about Terry Pratchett you might have and sit down for a very good read with his new novel Nation. It takes place on an Earth fairly close to ours during the Victorian era and the height of the British empire, but most of it takes place on a small island in remote waters (The Great South Pelagic Ocean) where happenstance strands two very different young people who work together to rebuild a Nation.

Things start off very ominously when a Tsunami wipes out everyone on a small island except for Mau, a young boy who was in the water when the wave hit returning from his manhood ritual. However, since everyone was waiting for his return on the beach, they were all wiped out. As he collects and sends the dead onward, he begins to lose his sanity and doubt his gods. Elsewhere on the island, a ship caught up in the wave has crashed with the only human survivor being a young girl named Daphne, who very much isn't prepared to survive by herself on a desert island. She was on her way to join her father, who is a governor on one of the British colonies, Port Mercia. Mau and Daphne do come together and eventually learn to communicate and work together to survive and actually rebuild the island as other survivors from nearby islands start to turn up. However, some of the non-natives are still around and pose a threat to their well-being and Mau, Daphne and the others must deal with them as well. Meanwhile, due to an epidemic that wipes out a good number of British royalty, Daphne's father, 138th in line to the throne, is now King, and The Gentlemen of Last Resort have set out to make sure the new King is properly crowned on British soil. However, he's out trying to find his daughter, who never made it to Port Mercia due to the Tsunami. On top of it all, Daphne makes an important scientific discovery about the island and Mau's ancestors.

That summary of the book's plot only scratches the surface of what happens along the way, including how Daphne

and Mau first come together (starting with a tea party and ending with them both almost drowning), Daphne helping to deliver a baby with only a 100 year old Mariner's Medical Companion for reference, Mau having to figure out how to get milk from a pig, Mau and Daphne both interacting with the Grandfathers and the Grandmothers, and several other quite interesting happenings along the way. The book strikes a good balance between humor and adventure, fleshes out the characters quite well, giving you their perspective on what's going on, and telling a very good story in the process. The book is being marketed as a Young Adult novel, but it is very much a book for all ages. The two main characters should appeal to boys and girls, and the writing level is not softened or toned down, making it a good read for anyone. It also mixes in some science that might just inspire a young mind, and that's definitely a good thing. I really enjoyed it and I think it has a good chance to collect a few awards during next year's round of award ceremonies. So, if you've been afraid to delve into the Discworld and some of his earlier non-Discworld work didn't seem interesting, this is a good place to introduce yourself to the writing of Terry Pratchett.

Notes (footed and otherwise, I'll let the reader figure out where they should go in the review):

As a Disclaimer, Lee Whiteside is chairing the upcoming North American Discworld Convention, so has read a few Terry Pratchett novels (not all of them, but he's working on it). However, other people in his acquaintance who are not Discworld fans have also read Nation and have really enjoyed the book. Hearing Terry talk about the book you can tell he is really proud of it and enjoyed writing it and creating it. When reading from it at the UK Discworld convention, he found it hard to stop, reading a good bit more of it than he had originally planned. Even though I had already read the book, hearing him read from it made me want to read it again. This is also the first non-Discworld novel he's published in 12 years, and an author writing outside of his main series is always under additional scrutiny. Also, aside from J.K. Rowling, Terry Pratchett has been the bestselling author in Great Britain for the last decade or so. Signed U.K. editions can be ordered via pismprints.com in the U.K. -Lee Whiteside

Bloodheir by Brian Ruckley Orbit paperback 14.99

This dark violent fantasy is the second book in The Godless World series. Long ago, the world's gods departed in anger after a racial war exterminated one of the five races that they created. Since then,

(Continued on page 21)

In Our Book (Continued from page 20) the Anain have withdrawn completely, and the Kyrinin and Huanin have warred between each other off and on. In the first book, we saw the exile of the Huanin people who have created the heresy referred to as the Black Road. They believe that if lives are lived a certain way, and certain tasks are complete, a god will come back to the world. Driven into exile because of this belief, they have waited for hundreds of years for their chance to return to their homes and to force the rest of their people to follow the

Black Road. We also saw the dissension and maneuvering for power in the remaining Huanin has allowed them that opportunity. Now the Black Road Thanes have control over most of their ancient homeland, and very few have the power left to oppose them. Now, in this book, we see the beginning of the opposition, as well as the secrets and life of the Black Road.

This book is well-written and owes a great deal to both Steven Erikson's Malazan Book of the Fallen and George R.R. Martin's Song of Ice and Fire. The world is complex and fascinating, the

characters are multi-faceted and interesting. I could wish for some more exposition. I hate 'as you know Bob' infodumps as much as anyone, and it's great to see a writer clearly knows so much about the world without telling us every little tiny detail, but. It is never clear what the Black Road actually is, or why it's considered so bad. Is it because it has nothing to do with any of the former gods? Is religion itself heretical? Is this really a religious thing or is it a philosophy? It's never really made clear. There are no real cultural clues as to why this was such an awful thing that people had

to be murdered and exiled over it. The Black Road lifestyle isn't pleasant, but how much of that is due to the Black Road and how much due to the fact that they now live in a very hostile environment, with little food and neighbors who constantly war on them? Also not clear. This won't bother all readers, and if you're looking for something to read while waiting for Dance of Dragons to come out, you could certainly do worse. Other people who will be interested are fans of Viking lore and people looking for believable and wellexecuted battle scenes, or just someone looking for a new epic fantasy series with a

The Devil You Know

Nadine Armstrong

slightly different take.

Recommended. -

by Mike Carey Grand Central Publishing, paperback, \$6.99

Vicious Circle by Mike Carey Grand Central Publishing, Hardback, \$24.99

Mike Carey is a British writer who has been known primarily for his work in comics, from Vertigo's *Lucifer* and *Crossing Midnight*, Marvel's *The X-Men*, Virgin Comics' *The Stranded* (which is being turned into a TV series for SciFi), and the erotic ghost story *Frost Flowers* being developed as a motion picture. He's also been working on a supernatural thriller novel series, the first two of which are available in the US from Grand Central Publishing (with two more on the way with more to come).

The series is set in England and focuses on Felix Castor, who has the ability to summon and exorcize ghosts. He's also an amateur magician and a really good lockpick. In Felix's world, in recent years, ghosts have started becoming more and more prevalent, becoming more visible to everyone with some of them re-inhabiting their bodies or becoming loup-garous and becoming morphed animal representations of human. Needless to say, this change in the recently departed has led to a few changes in normal life and even legislation to protect the living dead.

Felix and others have the ability to bind the ghosts and cause them to disappear, presumably moving on from our plane of existence to the next one. Where they actually go is unknown, and Felix doesn't like to think about that much. Also playing roles in the novels are Felix's friend and Landlady, Pen, to whom he always owes rent, and who usually helps watch Felix's back. There's Rafi, who is/was Pen's lover that Felix helped to bind the demon Asmadeus to and is currently residing in a sanatarium and, as the first novel starts, is the reason that Felix has not been active as an exorcist, believing himself to be responsible for his friend's condition.

In The Devil You Know, Felix visits Rafi and is told by Asmadeus that he will take on a new job and that it will get him killed. When Felix is approached to exorcize a ghost from the prestigious Bonnington Archive, he initially rejects the offer but then decides to take it on after a job as a magician at a kids birthday party fails miserably and he needs the cash to catch up on his rent. What appears at first to be a simple job banishing a ghost soon turns complicated and Felix finds himself embroiled in a murder mystery that brings him into contact with a high-level London sexslave trader, a fellow exorcist on the slave-trader's payroll, and a succubus Ajulutsikael (Juliet) that has been summoned to take him out.

The reader is drawn into Felix's world quite thoroughly between snippets of his backstory and the goings-on as he digs deeper into the mystery of the ghost he's been asked to banish. At first, it appears that the ghost, a sad, but recently vicious, apparition of a Russian woman, is tied to a recently acquired Russian collection obtained by the archive, but it quickly becomes apparent that the ghost is more recent and that there are forces trying to keep him from finding out the truth. Until he knows the circumstances of her death,

(Continued on page 22)



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www.farpointmedia.net

In Our Book (Continued from page 21)

he can't bring himself to banish her despite his client's insistence that it be done as quickly as possible. Carey does a good job of keeping Felix and the reader in the dark about what is going on until Felix is able to ascertain the truth about the situation. Felix is also a good commentator on his own activities, adding in wisecracks to lighten the tension at times.

In the next book, Vicious Circle, we pick things back up with Felix a few months later as he is slowly getting back into working on a regular basis as an exorcist. However, when he is approached by a couple to find the ghost of their deceased daughter, supposedly "stolen" by another exorcist, Felix once again finds himself caught up in a situation with much larger ramifications than it would have appeared and has to fight for his life and the soul of the girl to prevent the unleashing of a demon into the world that would be a very bad thing.

At the start of the novel, Felix is involved with several apparently unconnected events, a murder investigation that Felix is hired by the police to help out with, a possessed church that Felix is asked to consult on, a violent outburst of Asmadeus/Rafi along with a surprising quiet spell by the demon, and Felix being threatened to stay out of a case (he's not sure which one it is) by loup-garou thugs from an ex-communicated Vatican enforcement group. During the course of his investigations, Felix is beaten up (including being infected by a the loupgarous because he hadn't had a recent tetanus shot), booked for suspicion of murder of the girl whose ghost he's trying to find, does battle against a group of Satanists, and feels the wrath of Pen, leaving him homeless at the end of the novel. He does learn of how it is all connected and manages to deal with everything, albeit with some cost to him but with a relative satisfying outcome with the bad guys getting what is coming to them and the ghost being let free from what has been binding her.

I enjoyed both books and am looking forward to more of the series. You can definitely see some similarities to books like Jim Butcher's Dresden files, but it is a good comparison. As Felix's world is delved into in each book, we learn more about it, and Carey does give us some hints as to some of what's going on behind the scenes that may play out in future books. The books also have a good noir element to its narration and the mystery Felix is trying to solve in each book is a complex puzzle that does make sense when the pieces are all put together. Once you read them, you may start looking up the new books on Amazon.co.uk instead of waiting for the US release. - Lee Whiteside

Riders of the Storm by Julie E. Czerneda Daw, 451 pp, \$24.95

Riders of the Storm is a novel of The Clan Chronicles.

Cersi is a world inhabited by three sentient races, the Oud, the technology oriented, the Tikitik, the biologists, and the Om'ray caught somewhere between the other two.

Ayrl Sarc is gifted with a forbidden talent. She can manipulate the M'hir, the source of clan power, and a dangerous place outside the known universe. It upsets the ages old "agreement" that both insures peace and locks in the roles of the clans and its members. Aryl and her clan are exiled. Enris Mendolar, a young man from another clan joins them. They search for a new home. The ruined village they find seems to be a haven they can rebuild. But trouble erupts when the Oud who originally destroyed the village are still there; just underground - hunting traces of the ancient Hoveny clan. Then the Tikitik take exception to the Oud saying how the Zona clan Aryl must become the Clan Speaker to negotiate peace, Even if they all survive, their world will be irrevocably changed.

Czerneda writes a great fantasy. The world building is complex and fascinating, the characters real and draws you into the world and its action. Lots of twists and a pace that keeps you in your chair. This is an author to collect as well as read. If you like Cherryh and Card you will love this. - Pam Allan

The Age of the Conglomerates by Thomas Nevins Balantine, 299 pp, \$14.00

The Age of the Conglomerates is a debut novel.

The world has slid into economic disaster. Social Security has failed and it is all the fault of the "discards" the elderly and disabled or less than physically perfect. The discards are stripped of assets and dumped. The conglomerates control everything and are working to genetically engineer the children. Gabriel Cruz and Christine Salter are Genetic engineers increasingly troubled by the path taken. When Cruz disappears as the Salter Cruz relationship develops, Christine's Grandparents are dumped in the Arizona desert where a group have tried to create a haven. Even in the cold cruel conglomerate world, they can only control so much. Salter and Cruz must try to change that control.

This is an often depressing book that reflects many of the changes seen in today's world extrapolated 40 years in the future. Though not as well written as I'd like, and sometimes bordering on the polemic, it is a wake-up call. I look forward to seeing his further efforts. -Pam Allan

Time Machines Repaired While U Wait the werewolves. Will anyone get what by K. A. Bedford Edge, 323 pp, \$17.95

K. A. Bedford is also the author of the acclaimed Eclipse and Hydrogen Steel.

While in the future, Spider Webb may journey to the end of time, he must drift along as a repairer of broken time machines, and avoiding the antics of his boss Dickhead McMahon [yes, the character's real name] All muddle along until a broken time machine reveals a corpse from the future. The Department of Time and Space steps in. Ex-cop Spider is left with a lot of questions that eventually involve him in a battle for control of time itself.

Spider is a fascinating and dysfunctional character with a talent for muddling through. With all the paradoxes spinning new timelines, you can hardly put it down. This is a roller coaster ride through multiple futures through dark tinted glasses. And who are the Vores, and when are they due?

This is a gotta-read, with some thoughtful concepts to ponder. - Pam Allan

The Gypsy Morph by Terry Brooks Del Ray, 402 pp, \$27.00

The Gypsy Morph is the beginning of the Genesis of Shannara trilogy.

Eighty years in the future, the United States is a wasteland made by chemical warfare, pollution, and plagues. There is no government in power. The land is roamed by rogue militias and hideous mutations spawned by the toxic environment. Against them all stands the demons, and their minions bent on destroying what remains of humanity.

Against the evil, a few allies of good: Logan Tom, with the magic staff of a Knight of the Word, his fellow Knight, Angel Perez, Kirisin Belleruus, a young elf with magic he doesn't understand, and Hawk, destiny's instrument to lead the remainder of humanity to the "promised

Terry Brook's epic fantasies have great characters, mystery, and magic. There is plenty of action to carry the reader to the last page. Shannara fans need to get your plastic out. There is an epic new series waiting to be read. - Pam Allan

The Last Angel by Natasha Rhodes Solaris, 411 pp, \$7.99

The Last Angel continues the series begun with Dante's Girl.

An Angel is found murdered on Sunset Boulevard. To the media it is the biggest story going. To the Hunters, the anti-monster hit squad it's a mystery. To Kayla Steele, it is a last chance to bring her murdered fiancé back. To the others it is the means to destroy humanity. To stop them, the hunters must join forces with

they really want?

Set in the underbelly of L.A., Rhodes has written a fast paced Horner-adventure that has vampires, werewolves, serial killers, and some humans that are even worse wallowing in action and gore. This is a horror lovers buffet. Enjoy! - Pam Allan

The Soldier King by Violette Malan Daw, 372 pp, \$15.00

The Soldier King is the third volume of the Novels of Dhulyn and Parno.

Dhulyn Wolfshead and Parno Lionsmane are members of the Mercenary Brotherhood. When they find themselves on the winning side of a battle they accept the surrender of the enemy prince Edmir but their employer abrogates the Common Rule and takes the prince prisoner. The partners abandon their pay and free the prisoner and begin to return him home. But they end up, along with the prince, pursued by everyone in sight except for the last of a slaughtered troop of Players, When the enemy is the Blue Mage, the prince's mothers consort, they take the first steps along a path that may bring Dhulyn's powers as a seer forward, or land them all in a magical trap.

Dhulyn and Parno are delightful characters and the fast moving plot and subplots hold your interest. Worth adding to your fantasy library [I'll be hunting the first two volumes.] showing all the signs of a fun series. - Pam Allan

Immortal by Traci L. Slatton Delta, 513 pp, \$14.00

Immortal is a remarkable debut. Luca Bastardo was a beautiful boy thought to be abandoned by noble parents at the heart of Florence. Subjected to unspeakable cruelty, Luca is anything but an ordinary boy. Across the next two centuries of intrigue and danger, he discovers an incredible gift that allows him to embrace healing and alchemy and to become a confident of the Medicis, even as he faces persecution from a sadistic cabal determined to take his

But as the plague and the inquisition wreak havoc on Florence, Luca's survival is lies in learning who he is. As he travels through the Renaissance, from Giotto to Leonardo Da Vinci, he pursues the most closely guarded secrets, and pursued by those seeking his destruction, he will influence the path of history.

secrets for their own

This is spectacular novel with even minor characters that involve you, and a complex and exciting search through the Renaissance. It is hard for the reader to put down. This reviewer carried it around for every spare moment. This is a novel that needs to be in your Library. You might want to read it again and again. -Pam Allan

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 discuses 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. Our members are very friendly, respectful, and fun. We welcome any and all.

For more information, contact Shane Bryner at acrossplus@westernsfa.org

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

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

ARIZONA LANBASHERS LEAGUE A

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

azlanbashers@earthlink.net Web: 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 or visit our website at: http://www.arizonaparanormalinvestigations.com/

THE AWAY TEAM: The Away Team, is a general sci-fi appreciation group that meets once a month for discussion of various sci-fi news regarding several mediums to include: television, movies, video, books, comics, magazines, collecting, and so forth. The meetings are comprised of news, review and comment, BBS/computer news and help, meeting new members, video presentations, games, and socializing fun! Food and drinks are provided, via a \$3 munchie fee (per meeting) to compensate the host. (No other fees are involved.) The electronic home of the Away Team, is the Lightspeed Space Station BBS at (520) 325-6674.... Member ages for the group range from 13-40-something with

both male and female members. Other activities include null-modem link gamefests, group theater movie viewings, convention trips and more. Have sci-fi fun in a relaxed, low-structure environment. NO RUBBER EARS ALLOWED!! For questions, you can call the BBS, or write to: LSS c/o R. Martin; 2522 N. Sparkman Blvd.; Tucson, AZ 85716

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

CENTRAL ARIZONA SPECULATIVE FICTION SOCIETY, INC. (CASFS) The

non-profit corporation that puts on CopperCon conventions, SmurfCons, HexaCons, occasional regional cons, and publishes Con-Notations. Best described as SF/F generalists with a strong bent towards literary SF/F. Guests welcome - meets at 8pm on the last Friday of each month in January thru September and the second Friday in October, November and December at JB's Restaurant, 1818 W Montebello in Phoenix, AZ. For information: write PO Box 62613, Phoenix, AZ 85082-2613 or email info@casfs.org Web www.casfs.org

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

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

THE EMPIRE OF CHIVALRY AND

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

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 agathering of players @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 Webpage: www.leprecon.org

MIB The Men in Black is the official global organization of field operatives for Steve Jackson Games. We attend local conventions to demonstrate and promote products of Steve Jackson Games. We also schedule demos in local gaming stores as well as community service events. If you have a gaming store, convention, or community service that you would like to have official Steve Jackson Games representation at, please contact the MIB Arizona Cell

Leader at MIB.6361@cox.net. We are also recruiting new MIBs in some areas of Arizona. If you're interested, contact us. You can find additional information about the Arizona MIB at our website http://members.cox.net/mib.6361/

${\bf MVD~GHOSTCHASERS} {\leftarrow} {\bf The~MVD}$

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

MVD Ghostchasers—Debe Branning, Director—480-969-4049 Web page: www.mvdghostchasers.com or 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 or email info@ocsfc.org

PAReX is a non profit organization dedicated to building and promoting Autonomous robotics. The club has been in existance 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: parexteam@cox.net

THE PHOENIX FANTASY FILM SOCI-

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

RAGE ACROSS THE SOUTHWEST A

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

RAW GAMES (Role-players & Wargamers, Inc.) Role-players & Wargamers, Inc. is the Valley's oldest role-playing and wargaming club. Currently meeting at 8159 W. Weldon in Phoenix every Sunday from 12noon-5pm (except during conventions and other special events). Open to new members - call (623) 849-9515.

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) 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/ or you can sign up for games at 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
Web www.atenveldt.com
Web www.atenveldt.com

SOUTHWEST COSTUMER'S GUILD The

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

(Continued on page 24)

$Club\ Listings_{(\ Continued\ from\ page\ 23\)}$

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 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 Web

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

CIATION (WesternSFA) A non-profit corporation that sponsors AniZona, the ConRunners seminars, Across Plus Anime Club and sponsored the 2004 Westercon. Dedicated primarily to educational activities relating to literature, music, and visual and performing arts, especially in the genres of Anime, 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, check our website for meeting location Guests are welcome. For more info contact Craig Dyer at WesternSFA, PO Box 67457, Phoenix AZ 85082 Email: <u>craig@westernsfa.org</u> Webpage: www.westernsfa.org

Generic Convention Registration Form
Name:
Badge Name:
Address:
City/State/ZIP:
Phone: Email:
Enclosed is \$ for memberships for
convention.
(See individual convention listing for mailing address) More info on MasqueradeArt ShowVolunteer Other

Convention Listings

WORLD FANTASY CONVENTION 2008 (Oct 30-Nov 3 '08) Calgary, Alberta, Canada. Info: website: www.worldfantasy.org

TUSCON (Nov 7-9, 2008) Inn Suites Hotel, Tucson AZ Authors, Artists, Dealer Room, Video Room, Gaming, Panels, Readings, Art Show, Anime Room and much more. Guests Diana Gabaldon Location Inn Suites Hotel, 475 N Granada, Tucson (520)622-3000. Rates \$ Room block expires Oct 6. Membership \$45. For more info http://home.earthlink.net/basfa

PHOENIX COMICON (January 23-25, 2009) Mesa Convention Center Mesa AZ Expanding our show to a full THREE days (Friday, Saturday, and Sunday) with a Thursday Preview Night. This means more parties, dances, and events than ever before. Guests include Gil Gerard, Erin Gray, Marina Sirtis, Wil Wheaton, Kevin J Anderson and many more. Events include Art Auction, Masquerade, Zombie Beauty Contest, Film Festival Best Western Mezona Inn, 250 West Main Street, Mesa, AZ 85201 is the host hotel for the Phoenix Comicon. All attendees booking rooms at the Best Western Mezona Inn using our group code will receive our hotel incentives, including Fast Pass, separate registration line, and more (details coming soon). Rates are \$109.99 Single or Double occupancy, \$119.99 Triple occupancy, \$129.99 Quadruple occupancy Make your reservations by calling 800-528-8299 and asking for the Phoenix Comicon rate. Kids 12 years and younger now get in for free with a paid adult membership. To register or for more information go to the web site at www.phoenixcomicon.com

ANIZONA 2009 (April 10-12, 2009) Embassy Suites Paradise Valley/ Scottsdale, Phoenix, AZ. Guests Richard Epcar, Ellyn Stern, Trish Ledoux, Toshi Yoshida, Sam Regal, David Vincent, Toybox. Karaoke, Cosplay, game room, viewing room, panels, dance, Artist Alley and much more. Memberships \$40 thru 03/31/2009. MEMBERSHIP CAPPED AT 1000. For more info -

www.anizona.org or info@anizona.org

COPPERCON 29 — CANCELED -

CopperCon will return bigger and better in 2010 - check our web site www.coppercon.org for updates and specials

CASFS Business Report

July and August Meetings

CopperCon 28 Ready with finances still not meeting goals. Convention to be held Labor Day Weekend.

CopperCon 29 Cancelled due to financing and problems with moving of date.

CopperCon 30 in 2010 will go ahead on the usual date. To improve finances we will consolidate bank accounts and close the merchant account. This should leave us sufficient seed money for CopperCon. Mark Boniece is Chairman.

Mark Boniece must have the CASFS sheds off of his property as he must move. Sheds to be sold to Nola Jennings with leaseback of one for CASFS materials only. Shed agreement with LepreCon is terminated and LepreCon must store its share of Art Flats and other materials. Future Cooperation on use of equipment is doubtful.

Book discussions went forward at The Bent Cover with discussions in July of Slan by A.E. Van Vogt and in August Storm Front by Jim Butcher. The September Book is Watchman with October being unknown to the Secretary.

AraMark is being investigated as a means of raising funds for CASFS. The organization uses volunteers from groups to staff concessions at local events and donates money to the groups based on volunteer hours.

The Arizona Book Festival has been permanently cancelled. The Arizona Humanities Council has lost interest in holding the event.

ConNotations printed and distributed as scheduled. The next Staff meeting is 7 p.m. Oct. 7 at The Bent Cover.

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, Hexa-Cons, 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 1818 W Montebello in Phoenix The meetings begin at 8PM and are held on the last Friday of the month Jan. through Sept. and on the second Friday of the month Oct through Dec. Everyone is invited to attend two meetings as a guest (non-member). Membership rates are \$12/year plus an initial \$3 application fee and rates are pro-rated for the amount of the year remaining. For more info: Webpage: www.casfs.org Email: info@casfs.org