

ConNotations

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FREE

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

A Conversation with Pete Doctor & Jonas Rivera

by Bob LaPierre

On Wednesday, April 22, 2009 I was privileged to interview Pete Doctor and Jonas Rivera about the soon to be released movie *UP*. I, again, was part of a round-table discussion-style interview and we were limited as we were the last interview of the day. There was



some discussion of the previews shown and the rough nature of the cuts, including some discussion of how layered these characters were and how lack of upper layers made the characters look very odd. Here follows my interview.

Q: How closely did you work with Bob Peterson? Did you get to do any input on the screenplay? And how did that story come about?

A: (Pete Doctor) Yeah, it came about after "Monsters (Inc.)". Bob and I worked together on "Monsters (Inc.)" and we hit it off well and we just sat in a room and we

would talk about what we've always wanted to animate and what feels like it has potential as a story. We brainstormed a bunch of stuff and what always seemed to come up was the idea of escape. Right, just kind of escaping the world, it's something probably a lot of animators fantasize about, just cause we're not really that socially adept. But that coupled with both Bob and I were fascinated with "grouchy old guy" characters you know like your George Booth cartoons, and just like a lot of

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SF Tube Talk

TV News & Previews

By Lee Whiteside

The broadcast season is over except for a few leftovers and we've got some new stuff on the way over the cable lines and a bit of news on what to look for this fall.

There're still a few things left on the broadcast airwaves this summer, mostly things being burned off or pushed back from earlier in the year. ABC is burning off the remaining episodes of *Pushing Daisies* and *Eli Stone* this summer on Saturday nights. *Pushing Daisies* starts May 30th and *Eli Stone* starts June 20th. NBC will burn off the remaining episodes of *Kings* on Saturday nights starting June 13th.

Also being burned off is the two-hour pilot for *Virtuality* from FOX which will be broadcast on Saturday, July 4th, a night that is sure to ensure low viewership. *Virtuality* was co-created by **Ronald D. Moore** and **Michael Taylor** and developed as a possible series, with a pilot having been filmed. It revolves around the 12-person crew of the *Phaeton*, Earth's first starship on a long-distance mission. To endure the planned 10-year journey, the astronauts use virtual reality modules which allow them to assume avatars and explore self-created scenarios. But just as the mission is about to enter its critical go/no-go phase, a virus begins to infect the system and puts all of their lives on the line. It stars **Clea DuVall**, **Erik Jensen**, **Gene Farber**, **James D'Arcy**, and **Jose Pablo Cantillo**.

NBC does have some original programming this summer with *The Listener* starting up June 4th and *Merlin* finally airing on Sunday nights starting June 21st. More about both shows. *The Listener* stars **Craig Olejnik** as Toby Logan, a paramedic who is also a telepath. Up to now, he's kept his abilities secret, learning how to use them with his mentor Dr. Ray Mercer (**Colm Feore**). The show follows Toby as he tries to help people with his abilities while keeping them unaware of them, finding out the truth about his past and dealing with his messed-up personal life. Also starring are **Ennis Esmer** as "Oz" Bey, Toby's paramedic partner, **Lisa Marcos** as Detective Charlie Marks, and **Mylne Dinh-Robic** as Olivia Fawcett, a doctor who is also Toby's ex-girlfriend. *Merlin* is a co-production with the BBC about the early days of Camelot with a reimagining of the legend of Merlin and Arthur not unlike that of *Smallville*. The first series has already aired on the BBC and a second one has been commissioned already, but NBC has held back its airing until Sunday nights in the summer, with some nights featuring two episodes. The series stars **Colin Morgan** as Merlin,

Bradley James as Prince Arthur, **Anthony Head** as King Uther, **Richard Wilson** as Gaius, **Katie McGrath** as Morgana and **Angel Coulby** as Gwen. Also appearing in several episodes is **Michelle Ryan** as Nimueh and **John Hurt** provides the voice of The Dragon. Initial episodes see Merlin arrive in Camelot, where he becomes apprentice to the court physician Gaius. King Uther has outlawed magic and has imprisoned the last dragon, making Merlin's abilities somewhat of a problem. When he ends up saving Arthur from an assassination attempt, much to Merlin's chagrin, he is assigned to be Arthur's squire, putting him in the middle of Camelot's action.

SciFi Channel's last full month as SciFi features lots of repeats and a couple of new movies. Saturday, June 13th sees the debut of the SciFi Original Movie *Star Runners* and *The Mutant Chronicles* on Saturday, June 27th. Friday nights will continue airing repeats of *Moonlight* and the second season of *Primeval*. Starting on Thursday, July 2nd, SciFi will air 1980's episodes of *The Twilight Zone* all day leading into a Viewer's Choice marathon of the original *Twilight Zone* on July 4th. Starting Tuesday, July 7th, the network will launch their new SyFy identity, asking viewers to "Imagine Greater" with the two hour debut of *Warehouse 13*. *Eureka* will return with the second half of its third season on Friday nights beginning July 10th. *Ghost Hunter's International* will return with new episodes on Wednesday, July 8th.

Warehouse 13 is staking out *Eureka*'s Tuesday night slot, hoping to draw similar numbers as *Eureka* has been doing in the past with its mix of drama and comedy. Pete Lattimer (**Eddie McClintock**) and Myka Bering (**Joanne Kelly**) are Secret Service agents who, after saving the life of the President, are "rewarded" by being transferred to Warehouse 13, a gigantic, top-secret installation in South Dakota that contains every strange artifact, mysterious relic, fantastical object and supernatural souvenir ever collected by the U.S. government. In other words, the warehouse seen in the *Indiana Jones* movie, and if they don't make some sort of nod towards that, they should. Lattimer is impulsive and tends to leap before he looks and also is able to see the lighter side of any dire situation. Bering is more organized and factual and focused and doesn't always mesh well with Lattimer's style. **Saul Rubinek** also stars as Agent Artie Nielson, the warehouse's caretaker, who gives Pete and Myka assignments to track down reports on possible artifacts that need to be captured before they do major harm. **Allison Scagliotti** plays Claudia Donovan, a techno wiz who manages to breach the warehouse security systems, and ends up working with Artie and the rest of the crew. **CCH**

Pounder appears as Mrs. Frederic, who oversees the entire operation and directs the team's ongoing investigations. From the early clips that have been shown, it appears that the series definitely will have some humor in it, and hopefully some engaging storylines.

Eureka picks up its third season with Jack Carter out of his job as Sheriff after the events of the mid-season finale. Also, Allison learns that she is pregnant with her now-deceased husband's child. Arriving on the scene is **Jaime Ray Newman** as Dr. Tess Fontana, who is tasked with re-opening Section 5 and also gets involved with Jack Carter, who manages to keep himself involved in the goings on in *Eureka*. *Ghost Hunters International* returns July 8th for six episodes with trips to Austria, Ireland, Italy, Chile, Argentina and the Czech Republic to investigate strange happenings. We've got some casting news on upcoming SyFy projects. *The Phantom* will star **Ryan Carnes** as Chris Walker aka The Phantom. Also appearing are **Isabella Rossellini** as Lithia, the head of an experimental mind-control program, **Cameron Goodman** as Chris Walker's love interest, Renny, and **Sandrine Holt** as The Phantom's trusted advisor, Guran. For the *Riverworld* miniseries, **Tahmoh Penikett** and **Laura Vandervoort** are the main characters with many others also appearing, some historical figures also in


the books and others not used originally by **Philip Jose Farmer**. **Penikett** plays Matt Ellman, an American war reporter and **Vandervoort** is his fiancé, Jesse, who are both killed by a suicide bomber. When they wake up separated on Riverworld, Matt sets off to find her and find out what is really going on. Other characters include Tomoe Gozen (**Jeananne Goossen**), a 13th century samurai warrior, Sam "Mark Twain" Clemens (**Mark Deklin**), adventurer Richard Burton (**Peter Wingfield**), Ludwig (**Alex Zahara**), Spanish conquistador Pizarro (**Bruce Ramsay**), and **Alan Cumming** as the Caretaker.

Coming up on the movie front for SciFi/SyFy are *Star Runners* on June 13th for which absolutely no advance information is available at this time. June 27th sees the debut of *The Mutant Chronicles*, being billed as a SciFi Original even though it has already been released to DVD. It is set in the year 2707 and stars **Thomas Jane** and **Ron Perlman** as part of a special assault team that is attempting to destroy a machine that has taken over the Earth by converting everyone who hasn't escaped the planet into mutants. It is loosely based on the role-playing game of the same name. Also coming up this summer on SyFy are *Malibu Shark Attack*, where **Peta Wilson** is part of a group of lifeguards

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SF Tube Talk (Cont'd from page 3)

and construction workers stranded by a tsunami that has to deal with prehistoric goblin sharks washed up by the giant wave; **High Plains Invaders**, set in the early 20th century in a small western mining town, it stars **James Marsters** as a retired outlaw that leads a group of survivors against an invasion of giant insectoid creatures who need uranium to refuel their ship and will kill anyone who gets in their way; **Hell Hounds** is about a young Greek warrior who journeys to Hades to rescue his recently poisoned bride-to-be from the God of the Underworld; and **Sand Serpents** is set at an isolated Taliban outpost in Afghanistan where a platoon of US soldiers must fight for their lives against giant worm-link creatures that devour everything in their path.

BBC America will continue airing the third series of **Primeval** and will be broadcasting the third series of **Torchwood** likely in July (with it now likely turning up on the BBC in the UK in June). **Primeval** continues on from the devastating blow to the team, regrouping and continuing to try to solve the riddles of the anomalies. In episode 4, they work to save the crew of a 747 aircraft from a Gigantosaurus. Episode 5 brings a deadly flesh-eating fungus that takes over any human who comes in contact with it. Also, new recruit Danny Quinn officially joins the team while Jenny Lewis decides to leave. Episode 5 finds the team hiding out when the ARC is taken over by Christine Johnson. Not only do they have to protect themselves from Christine's military goons but also a swarm of carnivorous birds from a nearby anomaly. Episode 7 sees a Dracorex come through an anomaly followed by a 14th century knight who believes he is hunting a dragon. The team must return both the knight and the Dracorex to their own times before either of them cause any more damage. In Episode 8, in addition to dealing with huge carnivorous insects that appear through an anomaly near a race car test track, Abby's brother Jack decides to find out what she does for a living and inadvertently drives through an anomaly into the future. Episode 9 has the team dealing with a herd Embolotherium from the Eocene era while Danny returns from a trip to the future with a mysterious woman named Eve. Finally, in the season finale (which may also serve as the series finale if ITV decides to not pick it up), Danny, Abby and Connor travel to the future while Sarah and Captain Becker deal with future insects in the ARC. Helen Cutter is back and she is planning to destroy humanity to prevent the humans from destroying the world.

Torchwood: Children of Earth will be a five-episode season which will air on five consecutive nights on the BBC in the

UK. Originally, it was indicated that BBC America would also air the episodes at the same time as the BBC, but that appears to have changed with the BBC making it sound like it will air in June, and BBC American indicating they will show it in July. There's still not much known about the full plot, but it revolves around a deal made by the government in the 1960's with an alien race, called the 456, that now threatens all of the children of Earth, who appear to have been taken over. Guest stars in the series are **Peter Capaldi**, who plays the role of Mr. Frohisher, a civil servant who is hiding a terrible secret, **Paul Copely** as Clem, a survivor still haunted by his past, and **Liz May Brice** as Johnson, a cynical covert government agent determined to expose Torchwood. We will also meet other family members of Torchwood personnel with Ianto's sister Rhiannon (**Katy Wix**), her husband Johnny Evans (**Rhodri Lewis**), who are involved with a good deal of the plot with many crucial events revolving around them and their kids. Jack's daughter Alice (**Lucy Cohu**) and his grandson Stephen will also appear. We'll also see Gwen's husband Rhys take on a larger role with the core team now down to three members.

For Sookie Stackhouse fans, HBO will be starting the second season of **True Blood** on June 14th. Season two picks up with Sookie Stackhouse and her vampire soulmate Bill Compton still together after Bill escapes with his life after coming to Sookie's rescue. Tara sets down new roots with an affluent benefactor, Sam Merlotte resolves to get in shape-shift shape after a forest foray, while Sookie's brother Jason finds new purpose with an anti-vampire sect. **Michelle Forbes** will be back as Maryann, the mysterious "social worker" who will be trouble, and new characters include Daphne (**Ashley Jones**), a new waitress at Merlotte's and a love interest for Sam, Sarah Newlin (**Anna Camp**), the wife of the Head of the Fellowship of the Sun (an anti-vampire church that Jason Stackhouse joins), Sam (**Ed Quinn**), a powerful Texas vampire, and Sophie-Anne Leclerc (**Evan Rachel Wood**), the 500-year-old vampire Queen of Louisiana, who is even more powerful than Eric Northman. With the second season tied in to the second book, *Living Dead in Dallas*, part of the season will take place in Texas when Sookie and Bill head off to Dallas to help a vampire named Stan find a missing vampire. Things will still be happening in Louisiana with the other characters and by the time Sookie returns home, things will have turned upside down. Don't be too sure what happens in the books will happen in the TV series. At the recent Paley Festival session on **True Blood**, executive producer **Alan Bell** warned fans "there are some things from the books that aren't going to make it onto the screen," but there will also be things

not from the books that are on the show that when you see them, your jaws will be on the floor."

Following on the success of **True Blood**, HBO is moving forward on a series based on **George R. R. Martin's Song of Ice and Fire** series, having given the go-ahead to film the pilot script for "A Game of Thrones". According to **Martin**, directing the pilot will be **Tom McCarthy** and starring as Tyrion Lannister will be **Peter Dinklage**, who **Martin** indicated was his "dream casting" for the role. Executive producing are **David Benioff** and **D.B. Weiss**, who also wrote the pilot script. Filming is expected to begin in late summer in Belfast, Northern Ireland.

For fall broadcast network news, as of press time we're waiting for official announcements, but we do have some news about pickups. ABC has given a series order for **Flash Forward**, a series based on the **Robert J. Sawyer** novel about an event that causes everyone on Earth to see into their future. NBC has given the go ahead for **Day One**, which follows a group of survivors after a cataclysmic event. FOX has reportedly picked up **Human Target**, starring **Mark Valley** as Christopher Chance, a freelancer who puts himself in danger, assuming the identities of his clients and

becoming a "human target". This is the second attempt at a series based on the DC Comics property. Also in the works, but not yet committed to a US network, is **Defying Gravity**, a Canadian co-production with the BBC and FOX Television. It stars **Ron Livingston** as Maddox, one of a team of eight astronauts on a mysterious six-year international space mission. At also features **Laura Harris** as Chloe, **Eyal Podell** as Mintz, **Christina Cox** as Jen, **Zahf Paroo** as Ajay and **Florentine Lahme** as Nadia. The series was created by **James Parriott (Grey's Anatomy)** so it should get some interest from some US network. Also possibilities are a series based on **The Witches of Eastwick** and a remake of **V** on ABC, and **The Vampire Diaries** on The CW (based on the books by **L. J. Smith**). Definitely returning for more are **Lost** (for its final season), **Smallville**, **Supernatural**, **Fringe**, **Ghost Whisperer**, and **Heroes**. Fate still to be determined at press time are **Chuck**, **Medium**, **Dollhouse**, **Reaper**, **Terminator: The Sarah Connor Chronicles**, and **Eleventh Hour**.

RandomCon 2010



We had so much fun this year that we plan to do it all over again in 2010!



We want to thank everyone who supported us this year and welcome all those who are already on board for 2010. There will be a great line up of game events for next year, as well as guests, consuite and a dealer room plus we hope to add some new events, like a Used Game Auction and a "Game Widows" activity area..... all while keeping our low \$25 at the door price!

Membership prices will be
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A Conversation (Cont'd from page 1)

examples in live action as well. It just seemed like it had a lot of possibilities. So we started developing the idea. The way we kind of worked was we would beat out what was gonna happen and then when we would get to a sequence Bob would go off and write the actual dialogue, and feel out how would these characters actually talk to one another. How did they relate? I would write some too and we would swap papers and I would edit his and he would edit mine and I would add gags and he would punch my stuff up too. Mostly he did the really good dialogue and funny stuff. (Very collaborative)

Yes

Q: The opening sequence, actually just after the opening sequence, where you went through Carl's life, with nothing but the score (no dialogue), who's idea was that to do it silent?

A: (Pete Doctor) I'm trying to remember, it may have been Ronnie - Ronnie Del Carmen who is head of story. He is like the closest I know to a superhero and his talent is drawing. He can draw anything and very quickly, you know, just beautifully. He was in charge of bringing this sequence to story boards; we'd written it, Bob did a great, great job of putting it together, even made John Lassiter cry, just with the pitch. And so Ronnie was going to story board it and we kept finding it was too long, and how are we going to compress it. We started thinking about how silent films like my parents when I was growing up did a lot of super 8 films of us and how just watching those films you felt so much emotion without the sound. We initially had sound effects but we even stripped those out. We just had Michael Giacchino's score, which is absolutely fantastic there, and that is how it came to be.

Q: A lot of previous Pixar films have had to develop new programs and stuff to govern new special effects and animations and such. What kind of programs did you have to create for this movie?

A: (Jonas speaking) There were some technical hurdles in this film for sure. I mean all of the films have presented some challenges whether it was clothing, reflections, underwater simulations or fur like "Monster's Inc". This time it was less about some new tool we needed and more about a different way to apply the tools we had. We were really going for a caricatured look, we were really inspired by some of the old Disney films, and Mary Blair concept art. A little more graphic design, which is Pete's taste, and how do we do that in CGI without it looking fake or cheesy? Ricky Nierva, the productions designer, came up with the term *simplicity*.

Here we have these computer scientists, they have figured out everything we've thrown at them in the past, like Ratatouille they're very proud of (what they've done). It's funny when you watch a movie with the Pixar crowd because some minor thing happens and the audience cheers, like an apron is folded and they're like *Yeah! did you see that?* Yeah we did it, like a lens flare or something. They finally got the aprons and all the cloth to act realistic and they're all happy and have it perfect and

we say now we don't want it to look realistic, now we want to preserve the line of action in the animation. We don't want to see a million folds when he does this, we want to see one. We looked at Hank Ketcham drawings from Dennis the Menace, look how simple that is but complex at the same time.

So how do we do that in the computer? And they were like, oh man, so they had to re-think all the tools they had already created, and almost come up with like a short-hand. We brought up like the concept of a Hirshfeld drawing of Lucille Ball, looks more like Lucille Ball than a photograph. How? Why?

So that was the question we put to the computer scientists of Pixar, let's distill this down.

(Pete) Turns out it's hard to program.

(Jonas) Yeah it's hard to do, they've come back, Steve Meyer, supervising technical director, said that was one of the hardest challenges ever. We didn't want it to look totally real, we wanted it to look and feel believable. So there is no real new programs, there is just a re-use of what we had to try to get a little bit of a different style.

Q: Are you looking forward to going to the Cannes Film Festival? Ave you ever been before?

A: (Pete) Never been there. It's the first time an animated film has opened it. There have been other animated films there, including Dumbo, but this is the first one to open it. It will be the first time it shows in 3D. Should be interesting. I have my glasses and my tuxedo.

Q: What kind of research went into Carl? As far as making him, what did you have to watch? Were there any films you had to watch?

A: (Pete) Oh yeah, tons. "Going in Style" (George Burns), "Cocoon", "Shawshank Redemption" (James Whitmore), "Guess Who's Coming to Dinner" (Spencer Tracy) they seemed to have that curmudgeon appeal. "Bad News Bears" (Walter Matthau), and then we watched some online films that Scott Clark the supervising animator found of the Senior Olympics. A bunch of older people competing running, jumping and other movements that showed up how older people's movement differed. We had to change the basic movements because normally you would show fluid movement but like with Carl he moves stiffly, his neck bones are fused so he turns his whole body to look to the side. Kind of retraining ourselves to do him right, there is a fine line between drawing a stiff badly drawn animation and a stiff realistic animation. I remember Scott did that one test of Carl sitting down, and he pulled up his trousers a little bit then slowly sat, I said yeah *that* feels like an old man. Those little tiny truths about things. I never understood why my grandpa used to do that, and they did it in all those old movies.

Q: The decision to go with 3D, was that made before you



started or was it added after the start of production?

A: (Pete) It was not part of the plan originally, we just were focusing on writing the characters and telling the story, which we did all through the process. John Lassiter came to us and said we'd love to do this in 3D. So we set up a group headed by Bob Whitehill and they basically became kind of like another department on the movie. So we had art department, animation department, and the 3D department. They would take a sequence when it was most of the way through and they would start applying the left eye or the other eye or whatever they consider the main eye. We tried to use it artistically as well, we spoke with them about where we wanted things to feel claustrophobic and shallow and where we really want to feel depth and how do we go for contrast here and there. So we used it like color or lighting

as another tool to be able to tell the story. But we didn't change the way we approached things, we still focused on the main thing of storytelling. (Jonas) It didn't cause us to re-engineer our pipeline or change how we did anything. We just focused on our composition. We had a movie about a flying house and the jungles and the canopy. It just fit, it seemed to work. We treat the screen as a window and we are peeking in as opposed to things breaking the plane and coming at you. We didn't want to do that, we didn't want anything to bring you out of the story. So creating a window made it feel kind of immersive like you're looking into this world and it felt right. Some of the best stuff is the flying stuff and when he falls and things you really feel the depth and dimension. We really wanted it to work both ways, we didn't want either side to suffer. Thank you gentlemen for your time. This was very enjoyable.

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Pro Notes

Hi, Everyone! Thanks for reading ConNotations and my column. Got one new face this issue.

We'll start with **Michelle Sagara West** from Canada. She says that she's working on revisions to the next **HOUSE WAR** novel for DAW books (as Michelle West), which is now titled "City of Night," and which should be done by the end of the month. She's also working on "Cast in Chaos," the sixth novel in the **CHRONICLES OF ELANTRA**, which will definitely *-not-* be done by the end of this month. The fifth novel, "Cast in Silence," should be out in trade paperback in August, and she's *hoping* it will be available in time for the Worldcon, since she'll be there. Michelle is also planning to attend Confluence 2009 in Pittsburgh.

Dropping down to New York, I heard from **Donato** who was pleased to have won awards at Boskone for Alien Crimes and Artemis, and one of his newest pieces, 2001: A Space Odyssey Tribute, won the Guest of Honor's Choice Award at Lunacon. Donato has been nominated for a Hugo for Best Professional Artist this year from the World Science Fiction Convention. Since the Hugos are voted on and distributed by the members of the current Worldcon and are one of science fiction's most prestigious award, he says it is quite an honor to be nominated. And he will also be attending this year's World Con in Montreal and Illuxcon in Altoona, NY in the fall.

Michael Swanwick (another Hugo nominee!), who hails from PA, is dedicating most of his energies to the still-unnamed novel featuring Darger and Surplus, his post-Utopian con men. But he's also working on a couple of collaborative stories with Eileen Gunn. "The Armies of Elfland," published last month in Asimov's Science Fiction, began with the words, "The mirrors came out of the elves," so the next story, "The Trains That Climb the Winter Tree," begins, "The elves came out of the mirrors." His most recent novel, "The Dragons of Babel," has just this week come out in mass market paperback, still with that stunning Stephan Martiniere cover. Plus "Hope-in-the-Mist: The Extraordinary Life and Mysterious Career of Hope Mirrlees," the first book about this extraordinary writer, will be published by Temporary Culture in time for Readercon, where Mirrlees is the memorial guest of honor. Oh, and "From Babel's Fall'n Tower We Fleed . . ." is up for a Hugo for Short Story. Which is extremely pleasant news, says Michael. Moving down to N. Carolina, **David Drake** told me he turned in "The Legions of Fire," the first volume of his new Tor fantasy series. The background is very similar to that of Rome in 30 AD. So similar that several of the handful of people who've read it (including his editor) have asked why David called the city Carce instead of Rome. He said he really didn't expect that to be so general a reaction. The short version of the answer is that back in 1995 Tom Doherty suggested that he not use real places as settings for heroic fantasy, and that's a good enough answer for him. But there's

something else as well. Most of the people who write things with Roman settings really know very little about Rome. (Often they don't even know how to form a Roman name.) David knows a fair amount on the subject—enough to realize how enormously much there is that he *doesn't* know. And, he says, "I'm writing fiction, after all, so why not use a fictional name?" The next one will be an RCN (Republic of Cinnabar) space opera for Baen. He's roughed out about half the plot, but there's a long ways to go.

I got a press release from **Linnea Sinclair** who lives in Florida. Her "Shades of Dark" is a PEARL winner! The sequel to her RITA winner "Gabriel's Ghost" took the 2008 award in the Best Romantic Science Fiction & Futuristic Fantasy category, a reader's choice award for stories involving speculations based on current or future science or technology as the plot focus or involving a futuristic setting which is significantly different from the world as we know it. A list of all winners will be posted at <http://paranormalromance.org/PNRpearl.htm>

Moving west to Georgia, **Jack McDevitt** answered my email with the information that within the last six months "The Devil's Eye," and "Cryptic: The Best Short Fiction of Jack McDevitt" were published. Coming up: "Time Travelers Never Die" (a novel from Ace) will be released in November. And the Academy novels are joining the Alex Benedict books on Audible.com. Also: "Seeker" is on the final ballot for the Seiun Award (the Japanese Hugo). (*Big Congrats!*)

Jumping way over to the west, we'll stop in Utah where **L.E. Modesitt, Jr.** lives. Lee shared that his first and only short story collection — Viewpoints Critical — came out last year, and Tor has just re-issued it in trade paperback. He has a new fantasy series — The Imager Portfolio — underway. Tor released "Imager" in March, and "Imager's Challenge" will be out in hardcover in mid-October. Also, the Imager Portfolio books will all be available as audiobooks.

Inbetween will be "Haze," a stand-alone SF novel coming out in June. And yes, there will be another RECLUCE novel. That's "Arms-Commander," coming next January. Lee will be GoH at SpoCon in Spokane in late July/early August and at CoSine in Colorado Springs next January. Speaking of Colorado — that's where **Kevin J. Anderson** comes from. He sent me a

press release that he has tackled the tale of the first meeting of two of the greatest heroes in comic history: Batman and Superman. In his new novel "Enemies & Allies" (\$26.99, on-sale 5/5/09), Anderson follows up last year's bestseller, "The Last Days of Krypton," the epic of the destruction of Superman's home planet, with an action-packed novel set in the 1950s, during the height of the Cold War and the flying saucer craze.

And I'll wrap up with a local boy, **Alan Dean Foster**, who is our GoH at this year's Westercon to be held in Tempe, Arizona. (*Please come out and see us.*) Alan's novelization of the next Terminator film, "Terminator: Salvation," will precede the release of the film later this year. Preceding the release of the next Transformers film will be his novelization, "Transformers: Revenge of the Fallen" and an original bridge novel linking the two films, "Transformers: Infiltration." Around summer the concluding Flinx & Pip novel, "Flinx Transcendent," will appear from Del Rey. He is currently finishing up "The Human Blend," the first book of a new SF trilogy, for Del Rey, and also the novelization of STAR TREK, the new film.

But I have to add a final word about **Robert Sawyer**, my most favorite Canadian writer. I just wanted to remind everyone about Rob's novel "Flash Forward" for which ABC has placed an initial order for 13 TV episodes. Rob is serving as consultant on all episodes and will be writing one of the first-season episodes himself. (*I am so looking forward to this one.*)

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/>

Pre-Con News

Westercon 62 aka FiestaCon (www.fiestacon.org) is coming to Tempe, Arizona on July 2-5, 2009. Yes, we know it's hot here in July but we do have lots and lots of air conditioning. Really. It'll be at the lovely Tempe Mission Palms hotel which has a lovely interior courtyard. ConSuite is on the second floor with access to the pool deck; which is also a vantage point to watch fireworks on Saturday. The town fireworks display is over a picturesque stone bridge crossing the town lake. The city now has easy access via the new light rail that has a stop right across the street from the hotel.

The program is full and diverse. In Art we have our GoH Todd Lockwood discussing Composition and conducting a Pictionary game. Mark Greenawalt will be providing an adults-only body painting demonstration with a lovely professional model. The kids will have an opportunity to tour the Art Show and make their own awards. Our Autographing list is so long it's unclear whether all of them will fit at a table... We've got so much costuming it's starting to look like a mini-costumecon. Corsets, costume distressing, pirates, group costuming, kids' costuming, Cosplay, and Steampunk.

And Demonstrations galore: artillery & siege warfare, belly dancing with and without props, chainmail, armor, and faux armor and leatherworking. Late night/adults-only topics include identifying alien sex aids from a vanished race, and if you're a brave man, you can stuff a pair of tights - we also need female judges. Fan topics will cover how to run a convention, fanzines AND we have Kandy Fong showing and telling about vidding. Our Fan GoHs are Doreen and Jim Webbert who have been around for like forever. We like to support our filkers so we have lots of stuff for them as well as introducing filk to potential new fans. And we didn't leave out our gamers - there will be a 2-hour Gamemaster Workshop, and discussions about old

(Cont'd on page 7)



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Pre-Con News (Cont'd from page 6)
school gaming, the future of gaming, and
Tunnels and Trolls.

We really want your kids to have fun, too. We have a room, Casa de Ninos, just for potty-trained 3-year-olds up to 12-year-olds. They are encouraged to come in costume and will have game and craft activities all day. In addition, there will be other craft workshops for creative art, making flags and pennants, costuming, face painting, paper airplane construction, and they'll get to shoot off a rocket. And our local pirate club, the Corsairs, will host a pirate treasure hunt.

What to say about our Literature track...well...it's huge. We have seven of the authors who write in Eric Flint's 1632 universe...including Eric Flint. Starting with Alan Dean Foster (our GoH), the only sibling-collaborative authors, Dani & Eytan Kollin, Sheila Finch, Diana Gabaldon, Dennis McKiernan, Jacqueline Lichtenberg, James Owen, Jennifer Roberson, Michael Stackpole, and from the Wild Cards universe we have John J. Miller and Kevin Andrew Murphy. Topics include discussion about religion, alien languages (from Stan Schmidt, our Editor GoH), how to interest an editor (from our Toastmasters, Patrick and Teresa Nielsen Hayden), steampunk lit, the nature of horror, and writers workshops (sign up online). We'll have book discussions of a few classics.

Our Media track is going to be a lot of fun. You'll have a chance to see clips of Australian TV shows, hear what's coming up from the new SyFy channel, talk about Discworld and Battlestar Galactica and Star Trek, and maybe, Firefly. We'll hear about Dr. Who, Babylon 5 and Steampunk movies. You'll hear from a couple of indie film makers, we'll screen a couple of full-length movies and some shorts. We're very excited to screen a new movie titled "Starwatch" starring Carlos Gallardo ("El Mariachi") who will be on hand for a Q&A after the screening. We also do a movie trailer presentation with lots of free giveaways – not to be missed.

We've got a couple of experts to discuss Magic, reincarnation and help you develop your own Vision Board. You'll also have a chance to learn how to dowse for spirits and hear more about the famous Phoenix Lights and other Arizonan phenomena.

The Science track will feature several scientists/researchers from our local state university who will discuss the Lunar Recon Orbiter mission, the latest info on NASA projects, and dazzle us with images from the Cassini mission to Titan. There will also be a presentation on solar sails, solar system weather, telescopes, and a discussion of whether you'd want to travel into space as a tourist.

In a lighter vein, we'll have representatives of Noodletarianism (look it up), how to flirt, and a pun-fight. And all of the usual features: Art Show (we always put on a great art show), Masquerade, Modern Dance, Regency Dance (with John Hertz), and two – count 'em – two Charity Auctions. There will also be a dancing and drumming session one night. We're doing our utmost to make sure everyone who comes will have a reason to say: *This is the best Westercon since....*

Catherine Book, Program Director

The **North American Discworld Convention** (www.nadwcon.org) will be held over Labor Day weekend (Sept 4-7) at the Tempe Mission Palms. We're excited to be able to bring Terry Pratchett over for the convention and give fans a chance to see him in person and immerse themselves in Discworld lore for a weekend. We've had a great response and are nearing 650 memberships and have already filled up the convention hotel (with overflow at the Tempe Courtyard Marriott). We're planning several major events including a Seamstress party, a gala Banquet, and a Maskerade in addition to panels with Terry and our other guests. Our charity auction will benefit the Alzheimer's Research Trust as well as The Orangutan Foundation and we're expecting to have some really nice rarities for fans to fight over. Our membership is from all over North America and we've got a significant number of members coming from overseas. Since his announcement of having been diagnosed with early onset Alzheimer's, Terry Pratchett has become the poster boy for Alzheimer's research including being the subject of a two hour documentary for the BBC. Terry has been doing well with the treatment he has been receiving and he is looking forward to joining us for the convention and meeting fans. He's been busy finishing up the latest Discworld novel, Unseen Academicals, and we expect him to preview the book, currently scheduled for release in October, at the convention. He was also recently Knighted by The Queen and has been working on making his own sword.

Our Toastmaster will be Esther Friesner, who is known for her wit and has edited several humorous anthologies including the Chicks in Chain Mail series. Diane Duane and Peter Morwood will also be joining us as well as Bernard Pearson, the cunning articifer and long time friend of Terry Pratchett. We have some other guests in the works with connections to Discworld for which we hope to have confirmation soon.

Lee Whiteside, Chair

An American in New Zealand Part Five: Napier- Art Deco, and Almost Getting Run Over, and Ice Cream

by Jeffrey Lu

In this town, Napier, Art Deco rules. The place had old classic cars from 1930's Ford pickups to 1950's Bel Airs. The reason for this reverse place in time was an earthquake. The townspeople decided then to build Napier as a major Art Deco center. The architectural sights along the main strip took my breath away- bright, shiny and classic from a time passed away.

As I was walking into the many outside splendor glass shops, something zoomed by. I was inches away from a speeding 60MPH red sports car. Shaking, I almost fell and thought it strange to be run over on foreign soil. Looking around,

there were no signs for cars or pedestrians. Only roads. No lines. No stop lights. I then decided to look at both sides of the road for now on.

I went across a trading post near the sea. I sat down at a shack shop. Looking around, I noticed a variety of ice cream bars. I wondered if they were any good.

Curious, I bought a triple chocolate bar. I took the first bite.

Heaven. Perfect.

I looked at the wrapper and found that there were no preservatives or artificial flavors.

I then decided to find an ice cream parlor. If the bars were this good, I wonder what the ice cream was like.

I went on my quest for ice cream. I looked around carefully for cars. I had gathered two friends who I just met and told them about New Zealand ice cream. We found one place near a post office.

I ordered a triple scoop banana

sundae. Both lady friends ordered their own sundaes.

The ice cream in New Zealand is 24/7 with their cows. The cream is fresh from that day. Nothing was preserved, had any artificial flavors, or had any unnatural things added. Each ice cream was made with fresh milk into a wonderful cream. Each had sugar and unique flavors added. Something I have heard other people in the U.S. telling me about the old fashion way of making ice cream. This was it. No. Better. Way better with fresh milk.

To say the least, I ate the whole thing within minutes. To say the most, this was the best banana sundae I ever had.

After dessert, I looked both ways. I was serenaded back to the ship with a jazz band. An Art Deco paradise served with ice cream. I smiled and walk on board.

Next in American in New Zealand
Part Six- Bay of Plenty

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Come do some face-to-face interaction with your fellow readers and SF/Fantasy fans! Haven't read the book? Don't worry, there's no quiz or anything. You can use the rest of us as your personal book reviewers to see if it's something you'd like. We start out with the book discussion, but the conversation can go anywhere. The get-together is held in the coffee shop of Bent Cover Books near 28th Drive and Cactus Road in Phoenix. We welcome potential new friends.
June 16, 2009 - Wyrd Sisters by Terry Pratchett
July 21, 2009 - The Legion of Space by Jack Williamson

APOLLO MOON PARTY CELEBRATING 40 YEARS SINCE HUMANS FIRST WALKED ON THE MOON

This is a worldwide party to celebrate 40 years since humans first walked on the Moon, to be held both online and in cities around Earth. THE BIGGEST SPACE PARTY OF THE DECADE! Lasting a full 24 hours as it travels from east to west through each time zone of Earth. Times given here are in UTC (convert times here: <http://timeanddate.com/worldclock/converter.html>)

Arizona's local Apollo Moon Party is still being planned so you really need to keep track because we have some awesome events in store for all space enthusiasts and kids of all ages.

Keep track of the planning stages at: <http://www.msphx.org/> OR <http://www.freetheword.info>

Or you can email the VP of Promotions to get email updates for this event at: patti@weaversofdreams.com



Facebook Page for Apollo Moon Party:
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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.
4th Saturday of the month at 6pm
Borders, Phoenix Camelback

Manga Bookclub
1st Tuesdays, 7pm
Borders, Chandler

AUTHOR SIGNINGS

Joe R. Lansdale
(of Bubba Ho-Tep fame)
July 14, 7pm at Poisoned Pen Bookstore

David Morrell
July 15, 7pm at Poisoned Pen Bookstore

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
"A Special Place: The Heart of a Dark Matter" by Peter Straub

Cemetery Dance Publications
"Elsewhere" by William Peter Blatty
"Lilja's Library: The World of Stephen King" by Hans-Ake Lilja

PS Publishing
"Powers: Secret Histories" biography of Tim Powers
"Everland and Other Stories" by Paul Witcover

PYR Publishing
"Desolation Road" by Ian McDonald
"Killswitch" by Joel Shepherd

Subterranean Press
"Locke & Key" by Joe Hill
"The Shop of the Mechanical Insects" chapbook by Ray Bradbury
"The Women of Nell Gwynne's" by Kage Baker
"Ebb Tide" by James P. Blaylock
"The God Engines" by John Scalzi
And too many more to mention....

Wildside Press
"Wings in the Night" by Robert E. Howard
"Moon of Skulls" by Robert E. Howard
"The Maker of Gargoyles and Other Stories" by Clark Ashton Smith
"The Book of Dreams" by Catherynne Valente

GAMING EVENTS

DEVASTATION
3-day gaming and expo event.
Phoenix Convention Center, June 9-21.
\$10.00 entry. Tournaments.
<http://www.devastationevent.com/>

DRAWN TO COMICS
Heroclix. Tuesdays 4pm-7pm. Saturdays, 3pm-6pm
Star Wars Miniatures. Fridays 7:30pm-11pm, Sundays, 1 - 4pm
Sit-and-Sketch with local artists. 3rd Saturday, 6pm-8pm
Canned Food Drive to St. Marys Food Bank. Every can gets up credit of 50cents up to \$10.00.

GAME DEPOT
HeroClix & MechWarrior - Wednesdays, 530pm
Magic, The Gathering - Thursdays, 6pm-9pm
Monsterpocalypse. Wednesdays, 5pm
Flames of War Fridays, 10am-8pm

IMPERIAL OUTPOST GAMES
BattleTech. Mondays 5pm
Boardgames & Demo Nite - Thursdays, 6pm
Blood Bowl. Friday, 3pm

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

SAMURAI COMICS
(check website for correct store location)
Heroclix Tournament, Fridays, 6pm (Phx), Saturdays, 3pm (west valley)
Yugioh Tournament, Sundays, noon (Phx), Sat, noon (west valley)
Anime Club, Sundays, noon
Pokemon, Saturdays, 2pm (Phx), Sundays, 2pm (west valley)

SPAZDOG COMICS
Star Wars Miniatures. Thursdays, 5pm
Heroclix Tournaments, Fridays, 7pm
Pokemon League, Saturdays, 3pm

SCIENCE EVENTS

ASU

Science lectures and news: <http://asunews.asu.edu/news/science>

ARIZONA SCIENCE CENTER

Meet Peter H. Diamandis, Chairman & CEO of X-Prize Foundation, and Chairman of Singularity University. Ticketed event, June 4, 5p-8p.

New Rock Wall opened Feb 16th, climbers aged 8 and above
The new **Dorrance Planetarium** is now open. New events: "Stars of the Pharaohs" and "Grand Tour of the Planets"
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.
Simplifying Complexities: Understanding Autism, Jun 5
Archeo-Astronomy, June 13, Planetarium
Moon Mission Apollo, Jul 18, Planetarium
UAT Digital Daze. University of Advancing Technology showcase of

innovative projects & demos. June 19, 10am-4pm.
Human Computer Interface lecture. Aug 7, Planetarium.
Mars, What's New (part II), Aug 15, Planetarium

CHALLENGER SPACE CENTER, PEORIA

Adventures in Space Summer Camp, Jun 8-Jul 31, ages 5-14
Stargazing. Starlab Planetarium. Check website for dates and times
Columbia Shuttle Memorial Display
Iridium Satellite Model
Lowell Observatory Display
Journey Thru the Space Program
Atlantis Space Shuttle Model

MOON SOCIETY MEETING

3 PM at orders Book Store, 1361 S. Alma School Rd. (Alma School and Southern) Mesa. For more info contact Craig Porter at portercd@msn.com

PIMA AIR & SPACE MUSEUM, TUCSON

New Volunteer Orientation. Jun 13, July 11, 930am
Night Wings. One Saturday a month, the center is open in the evening. July 25, Aug 29, 5pm-9pm
Space Sundays: how to build and fly rockets, Jun 28, Jul 26, Aug 30, 11am-3pm
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. Top to Bottom Tours: June 9, 20, 27. More dates avail on website. -8pm

SETI Institute's Weekly

Science Radio Program
Mondays, avail as podcast
<http://radio.seti.org>
<http://podcast.seti.org>

OTHER GENRE-RELATED EVENTS

ARIZONA SCIENCE CENTER
New exhibit: *Castle Adventure* building adventure with Legos. May 24-Sep 7, 2009

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, 6pm

BOOKMANS, GRANT RD, TUCSON
Free Tarot Readings with Pandora, Wednesdays, 6pm

BORDERS AVONDALE
Metaphysical Mondays Discussion
Mondays, 7pm

(Cont'd on page 9)

Metaphysical Wednesdays Discussion
Wednesdays, 7pm

LOFT THEATRE, TUCSON
Screenings of movies, many SF genre.
Check website for times and listings.

ROCKY HORROR PICTURE SHOW
Showing each Saturday at Midnight.
Chandler Cinemas,
www.midnitemoviemamacita.com

**TEENAGE MUTANT NINJA
TURTLES 25TH BIRTHDAY CROSS-
COUNTRY TOUR**
June 27, 10am-2pm Heritage Square
{[http://phoenix.gov/PARKS/
herievt.html](http://phoenix.gov/PARKS/herievt.html)}

Check the web sites for confirmation,
location and more information.
Game Depot, 480-966-4727
<http://www.azchallenger.org>
<http://azscience.org>
<http://www.barnesandnoble.com>
<http://beyond.asu.edu>
<http://www.bookmans.com>
<http://www.borderlandspress.com/>
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<http://www.loftcinema.com/showtimes>
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<http://store.pspublishing.co.uk/>
<http://www.subterraneanpress.com/>
<http://www.titanmissilemuseum.org/>
<http://tucsonfestivalofbooks.org/>
<http://www.wildsidepress.com/>

Letters to the Editor

Hi, team.

I got a real giggle out of a couple lines in Chris' review of BUSTED FLUSH: "...no one is producing ethanol from hemp. If only Arizona could send Leslie Fish to the Senate." Heheheheh. It's nice to know that mention of my favorite hobby-horse is getting around. In evidence of which, I'm attaching here my latest song, which toucheth upon the subject. *Snicker* Enjoy!
...Hmmm, send me to the Senate? Hey, don't give me dangerous ideas!

—Leslie <))><
www.lesriefish.com

BOOZE AND BIODIESEL

© Leslie Fish 4/11/09
(TTTO "Teddy Bears' Picnic")

If you go up on the Internet, a couple of words in mind,

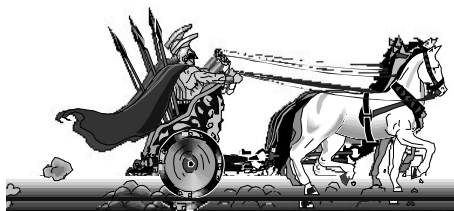
If you go search on the Internet, it's wonderful what you'll find.

There's three new companies overall
That churn out cellulose-ethanol,
And three more are making
Algae-based biodiesel.

The Big Three car companies don't say,
while making their bailout bawl,
They've each got models of flex-fuel cars
that run on fuel-ethanol.
Why don't they tell that big selling-point?
Who's put their noses all out of joint?
And who's buying all those
Job-lots of biodiesel?

Not one Mainstream Medium
In all its tedium
Will mention what's going on at all.
Who gets that green-diesel fuel,
And all that cellulosic ethanol?
Can't you guess who's got the power
To do a censoring job as massive as that
right now?
Well, where's the war and what is our
enemy's
Last ace in the hole?
And we will counter that tactic... how?
Think!

So let the oil-sheiks cut the pipes and
think that will slow us down.
They'll think again when booze-burning
tanks come thundering into town.
Civilian markets just have to wait;
G.I. Joe has got a big date.
He's running on ethanol
And biodiesel!



ConClusion

Con Report- AniZona 2009: Last
One Thousand
by Jeffrey Lu

I didn't know this would be the last AniZona. I came there to be with my friends who love Japanese anime (animation) and manga (graphic novels). I was there when this first began. Now, I see this gone in a good way.

Believe it or not, I was there on Thursday. I was not aware that there was a costumed ball. To enter, one must have a mask. I didn't. I pass this event to see other costumers.

I saw people dressed up from "Naruto", "Dragonball Z", and "Bleach." I was rather surprised that some thought I was a character from some manga. Nope. I'm just a reporter, thank-you very much.

I then thanked others for their wonderful costumes. Some of them were surprised that I knew their obscure references. For example, I thought one lady's costume as Anna from "The Shaman King" was cool. I loved her beaded necklace. She almost cried and told me that I was the only one who knew what she was. Another, I thought a "Berserker" was very well done in detail. Others called him, "Pyramid Head." Oops. I guess not all read the manga.

Walking though Friday and Saturday, I went to a few seminars, chat with old and new friends, and observe coming trends.

Overall, I had a good time. I snacked and chatted with the anime and manga fans.

Due to real world work, I regret I could not perform in the Gong Show (talent show).

Yet, I am sad to see this go.

NonGenre by Genre - Philip Wylie

By Gary Swaty

This time I am looking at a small selection from the massive output of *Philip Wylie*. Scrutinizing his bibliography, I was fascinated by a group of short stories. They were about Crunch Adams and Desperate Smith popularly known as *Crunch* and *Des*. Their first appearance was *Widow Voyage* the June 10, 1939 issue of *The Saturday Evening Post*. The stories continued at least until the July 1966 *Argosy* when the story titled *Sailfish, HO* appeared. There were 69 of them. They are collected in *Crunch & Des; Classic Stories Of Saltwater Fishing*, Lyons Press 1990 and also issued by Globe Pequot Press in 2002.

Captain Crunch Adams was master of the fishing charter boat *Poseidon*. The stories concerned the various adventures occurring during their charters. They are thought to have influenced John D. McDonald when he created Travis McGee. There was a short lived TV series starring Forrest Tucker as *Crunch* and Sandy Kenyon as *Des*. [37 thirty-minute episodes]

On a slightly different note the movie *Charlie Chan In Reno* in 1939 was based on the Philip Wylie story *Death Makes a Decree*. The movie was a 1939 Twentieth Century Fox production.

Also of interest is *The Smiling Corpse* listed as by Anonymous but actually written by Philip Wylie and Bernard A. Bergman published by Farrar & Rinehart, 1935. Its lengthly subtitle describes the action. "A bibliomystery; subtitled "Wherein G. K. Chesterton, S. S. Van Dine, Sax Rohmer and Dashiell Hammett are surprised to find themselves at a murder as are the anonymous authors". That one would have to be fun.

If you want more fun with the works of Wylie, GOOGLE him.



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Screening Room

Up!
Star Trek
X-Men Origins - Wolverine
Battle For Terra

UP!
Voices by: Ed Asner, Jordan Nagai,
Christopher Plummer
Directors: Pete Doctor, Bob Peterson
Running Time: 96 minutes
Rated: PG-13
Produced by Disney/Pixar
Distributed by: Buena Vista Pictures
Release Date: May 29th, 2009

First let me state - I saw this in April, before they finished the 3D version. So I can't talk as to how this will look in the finished product. I can say that the story was terrific and the 2D version knocked my socks off.

The story begins with a newsreel showing a famed explorer being stripped of all his credentials. Young Carl is in the audience, he cannot believe his eyes. Leaving the theater he still believes in his hero and is playing with a balloon titled "Spirit of Adventure". As he passes an abandoned house he hears similar sounds from within. Entering he encounters Ellie, a young girl about his age, and when his balloon escapes she shows him where it went. In recovering the balloon he falls and breaks a leg, when she visits they begin a lifelong friendship that includes marriage and buying the house where they first met. The sequence runs Carl up through his wife's death. I have no problem saying that this sequence had me close to tears.

Enter Junior Wilderness Explorer Russell, he is one badge short of becoming Senior Wilderness Explorer Russell, he needs to help Carl to receive his Helping the Elderly badge. Carl sends him to capture the elusive Snipe. Meanwhile the area around Carl's house is undergoing intensive construction. When there is a minor accident knocking his mailbox over Carl's response is extremely over the top. The judge forces him to move to a senior home. The night before he is to leave he begins his plan to carry out his wife's and his greatest desire. The next morning when they come for him he pulls a lever and thousands of balloons rise from the chimney and the house lifts off.

He discovers that Russell has followed the Snipe to his porch and he was on it when the house took off. Thus begins Carl and Russell's adventures, where they encounter a very large flightless bird, a dog with a collar that allows him to speak, and the man who invented the collar. This was the greatest buddy movie I've ever seen and while it is not on my top ten animated movie lists, it is on my top ten movie lists.

Five stars out of five ~ **Bob LaPierre**

Star Trek (2009)
Starring: Chris Pine, Zachary Quinto,
Leonard Nimoy, Eric Bana, Karl
Urban, Zoe Saldana, Simon Pegg,
Bruce Greenwood
Director: J. J. Abrams
Runtime: 126 minutes
Rated: PG-13
Release Date: May 8th, 2009
Reviewed by: Len Berger
(ConNotations Film Editor)

Star Trek (2009) takes us back in time to before the first *Star Trek* TV series. As the film opens the USS Kelvin is under attack by a powerful space ship that had not been seen before. Captain Nero shows no mercy and after crippling the USS Kelvin orders its Captain to shuttle over to his ship for negotiations. Just before entering the shuttle the Captain appoints George Kirk to be the acting Captain of the USS Kelvin. Realizing that the destruction of the USS Kelvin is imminent Captain Kirk orders the crew to abandon ship (probably the shortest reign for a Captain in Federation history). His pregnant wife who had just entered labor abandons ship with the rest of the crew.

Back on the attacking ship we find out that Captain Nero is trying to determine where Spock or his spaceship is. He probably wants to have tea with Spock.

Fast forward and we learn a bit about the young James T. Kirk. A wild child who is not so adept at picking up the ladies yet, but he does try hard. Spock's early days on Vulcan are shown but he is the recipient of much hatred. As advanced as the Vulcan's race is, racism still exists on the planet.

As the film progresses we see younger versions of our favorite characters join the cast and of course they eventually form the crew of the Starship Enterprise. A distress call from Vulcan forces the academy to place the Enterprise into service before its christening.

Great space fight scenes, great casting of the Enterprise crew and J.J. Abrams directing all combine to make *Star Trek* an extremely enjoyable and exciting film.

There's a good amount of humor in the film. Dr. McCoy muses about his divorce "My ex-wife took the whole damn planet". After Kirk beats the Kobayashi Maru test Captain Pike asks Spock "How the hell did that kid beat your test?" And when Lt. Sulu is unable to get the Enterprise into warp the Captain asks "Is the parking brake on?" The film is loaded with one-liners including some variations of our favorites from the various Star Trek films.

Finally: "Space: the final frontier. These are the voyages of the starship *Enterprise*. Its five-year mission: to explore strange new worlds, to seek out new life and new civilizations; to boldly go where no man has gone before. Oops, 'where no ONE has gone before'. Yes, political correctness has gone back in

time at warp speed.
The film is rated PG-13 for some sci-fi violence and some brief sexual content.
Star Trek (2009) is rated "A" and is highly recommended. See it twice.

X-Men Origins: Wolverine
Starring: Hugh Jackman, Liev
Schreiber, Danny Huston, Lynn
Collins, Taylor Kitsch, David North,
Ryan Reynolds
Director: Gavin Hood
Runtime: 107 minutes
Rated: PG-13
Release Date: May 1st, 2009
Reviewed by: Len Berger
(ConNotations Film Editor)

X-Men Origins: Wolverine begins in Canada in the year 1845. James Logan is a sick child living at an estate. His brother Victor Creed is by his side. James is cared for by an adoptive father and is not aware of his biological father. In a drunken confrontation, his biological father kills his adoptive father and when James sees his 'father' dead on the floor his mutant power is triggered and in a fit of rage James kills his biological father.

James (Wolverine played by Hugh Jackman) and Victor (Sabertooth played by Liev Schreiber) flee the estate and through a series of flashbacks are shown fighting in many wars. Their fighting skills do not go unnoticed as Colonel William Stryker (played by Danny Huston) recruits the pair into a rogue group of mutants. The team is especially savage and willing to kill innocents for information which does not sit well with James who abandons the team and heads to Canada to become a logger. James just wishes to leave his past behind him and start a new life which includes a love interest Kayla (played by Lynn Collins).

Stryker has other plans in mind and seeks out to find James and bring him back. Shortly after Stryker finds James and asks him to return, Kayla is killed by Victor. James partners with Stryker who indicates he can help find Victor so James can seek his revenge. As one of his ongoing experiments with the mutants, Stryker convinces James to be injected with adamantium which will make him 'indestructible'. Thus Wolverine is born.

The film is not without its humorous lines but the fight and chase scenes are the highlights of the film. The story of the intense hate and sometimes love relationship between James and Victor is inspiring. They are brothers but have opposite views on how they should manage their lives. The film is highly recommended.

Please note that you should stay through the credits as there is a scene at the end of the film.

The film is rated PG-13 for some violence and a lot of it – just like you like it.

X-Men: Origins Wolverine is rated "B+".

Battle for Terra
Starring: Luke Wilson, Evan Rachel
Wood, Brian Cox, James Garner,
Chris Evans, David Cross, Justin
Long, Dennis Quaid
Director: Aristomenis Tsirbas
Runtime: 85 minutes
Rated: PG
Release Date: May 1st, 2009
Reviewed by: Len Berger
(ConNotations Film Editor)

Battle for Terra is a film about the peaceful planet Terra and their fight for survival. The inhabitants can float in the air and enjoy their beautiful scenery. Children go to school, race their flying contraptions and in general enjoy their lives. Peace is about to be disrupted when a ship arrives with an off-world race whose goal is to take control of the planet.

One day Mala (voiced by Evan Rachel Wood) and Senn (voiced by Justin Long) are playing hooky from school racing their flying contraptions when a gigantic space ship arrives and blocks out the sun. The residents of Terra believe that this is a sign of a new god and ask their elders for guidance.

Then the attack begins – ships with weapons blazing and ships capturing some floating Terra residents including Mala's father Roven (voiced by Dennis Quaid). The peaceful residents are at a loss of what to do. But Mala is in no mood to wait for advice from the elders and takes her flying contraption into the air to be captured with the intent to rescue her father (doesn't seem like the best plan in the world but emotions sometimes get the better of us). Instead of being captured Mala ends up capturing Lt. Jim Stanton (voiced by Luke Wilson) of Earth!

Mala takes Jim back to her hut and with the help of Jim's little robot Giddy (voiced by David Cross) creates a tent with oxygen to keep Jim alive. Giddy is a combination of Spock and #5 which makes it somewhat difficult for Giddy to make decisions. Jim declares Mala a "monster" but in this case who is the real monster?

The film will answer that question and more.

From press materials we find out that "The film was originally created in 2D, but was shot in such a way that a second camera with editable stereo properties could be added to give a true 3D effect at any point in time. 'After our success on the festival circuit and interest in distribution, we got the go ahead to bring in a small team and render the entire film once more from a second perspective' Tsirbas says". The result helped the film immensely as some of the 3D fight scenes are quite exciting. Voice actors were well-selected for their characters and did a great job.

(Cont'd on page 11)

Screening (Cont'd from page 10)

The film is rated PG for some sci-fi violence (hey, they're fighting to protect their planet so what do we expect?). The film's fight scenes might be a bit intense for very young viewers.

Battle for Terra is rated "B-".

Hokey Smoke!
It's the very nearly 50th
Anniversary of Rocky the
Flying Squirrel and
Bullwinkle J. Moose
By Shane Shellenbarger

Last September, my wife, Laurie, and I found ourselves in Culver City waiting to get into the Bonnie Hunt Show when

one of the shows producers approached us. She asked if we had any hidden talents. What that producer didn't know was two days earlier I had been in a voice characterization workshop taught by Bob Bergen (the current voice of Porky Pig among other Looney Tunes characters) and to break the ice Bob asked the class to come up with a voice for a moose which didn't sound like Bullwinkle. So what do you suppose came to my mind when the producer asked us about hidden talents? I told her we did a routine from

the most loyal and the most intelligent audience, but it was never number one. It's a special show for special people and it's long-lived and always funny, but never the number one [ratings] grabber."

Following his service in World War II, Jay Ward completed his business management studies at Harvard before opening the J.T. Ward Realty and Insurance Company in February 1947. Ward had stepped out to get his mail and while chatting with the mailman, both men were struck by a runaway lumber truck. The truck crashed through the front window of Ward's office, pinning him beneath the wreckage and throwing the postman forty feet. It was a long and painful convalescence for Ward. Temporarily blinded, in a cast for six months and later leg braces, Ward was arguably at the lowest point in his life when he received a visit from his childhood friend, Alexander Hume Anderson, Jr. Anderson, was the nephew of two cartoonists, including Paul Terry who was head of the New York Terrytoons studio. While visiting Ward, Anderson talked about an idea he had for producing limited animation for television. Anderson said, ". . . I didn't even think he'd be interested. But he came out of the water like a trout!" After much reflection and discussion, the two formed Television Arts Productions, Inc. On July 26, 1948 in Berkeley, California, Ward and Anderson officially began work on three cartoon ideas, "Hamhock Jones," "Dudly Dorigth of the Mounties," and "Crusader Rabbit." They soon became overwhelmed with the work and increased their staff: Formed Disney animator, Gerry Ray and Kodak Cinecamera operator, Tom Stanford. Lucille Bliss and Vern Loudon were tapped as the voice talent for Crusader Rabbit and Rags the tiger, respectively.

Of the three cartoons, NBC was most impressed by *Crusader Rabbit*. Eventually a deal was struck and a contract for 130- five minute cartoons was signed. Television Arts Productions made five episodes per week and by November 1949 seventy episodes (four of which were adventure-serial stories) were complete and on August 1, 1950, at 6:00 P.M. on station KNBH, *Crusader Rabbit* premiered. *Crusader Rabbit* shared a quality with the concurrent puppet show, *Time for Beany*: Well-written, humorous, satirical scripts attracted an adult audience. As early as the forth episode, Crusader breaks the "fourth wall" and talks back to the narrator.

During the period following the production of the first 130 episodes, T.A.P. was waiting for NBC to decide on renewal. From July 1950 to January 1951, Ward secured work for his staff on early television commercials including Carnation's Friskies, Kraft cottage cheese, and Italian Swiss Colony wine. Ward and Anderson also worked on cartoon ideas including "Duffy Dobbs, Private Eye," "Wormwood Scrubs," and "The Frostbite Falls Review" which includes a variety of creatures who ran a television station, among them Rocky the Flying Squirrel and a French-Canadian Moose named Bullwinkle." Our heroic moose got his name (after a slight respelling) from a Berkeley car dealer, Clarence Bullwinkel. Originally, Rocky

(Cont'd on page 12)

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FiestaCon Contact Information

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Hokey Smoke! (Cont'd from page 11)

was going to be a regular squirrel with artificial wings. A number of scripts were written, but the Frostbite Falls proposal didn't sell.

In the meantime, NBC renewed the *Crusader Rabbit* option and in January 1951 another set of sixty-five episodes were started. The pressure of the work and the dwindling talent pool forced the move of the animation arm of T.A.P. to Hollywood in February 1951, while the voice acting and writing remained in Berkeley. By July of 1951, the sixty-five episodes were completed and the T.A.P. crew waited in vain for renewal. By the end of summer, Ward began laying people off and by early 1952 he was resigned to the idea that no more work was at hand and so he moved the remaining crew back to Berkeley where the artwork was placed into storage.

This marked the beginning of numerous lawsuits concerning distribution, ownership and profits derived from *Crusader Rabbit*. On October 19, 1953 Television Arts Productions went to trial against NBC and others associated with the films and over three years later T.A.P., Anderson, and Ward lost the lawsuit. During that period, Anderson took a job at an ad agency and Ward returned to selling real estate, as well as a gourmet coffee named Ward-Walker. In late 1956, Ward was approached by Leonard Key. A high school and college chum of Ward and Anderson. Key wanted to do a new series of *Crusader Rabbit* cartoons and eventually became the manager of the project. Ward approached William Hanna, who was then working as a director of *Tom and Jerry* for MGM. Key packaged 195 weekday episodes and garnered enough interest that he had \$4,500,000 in potential contracts. The whole deal fell apart when Shull Bonsall, the current owner of the negatives of the original *Crusader Rabbit* episodes threatened lawsuits. Bonsall had deeper pockets and in June 1957 he bought Television Arts Productions for \$50,000. Alex Anderson concentrated his energies on his advertising career and Jay Ward spent the next two years building Jay Ward Productions.

While one creative force in the persona of Alex Anderson had departed, a new one arrived in the body and soul of Bill Scott. Head writer, co-producer, creative tsunami, Scott also voiced the characters of Bullwinkle, Dudley Do-Right, George of the Jungle, Mr. Peabody, Super Chicken, and Tom Slick. Scott first became fascinated by animation at age four when he saw a Felix the Cat cartoon. From 1938 to 1942 he was a freelance radio actor. At age eighteen, he joined the Denver Children's Theater where he met Dorothy Williams, who he would marry four years later. In 1941, he graduated from the University of Denver with a B.A., as a theater and dramatic arts major with a minor in English. He became a high school English and drama teacher for one semester and in spring of 1942 Scott enlisted in the army where he qualified as a lab technician in photography school. He was transferred from Denver to Hollywood where his personnel officer was Ronald Regan and his commanding officer was Rudy Ising, who in civilian life worked for the animation units at Warner and MGM. Ising trans-

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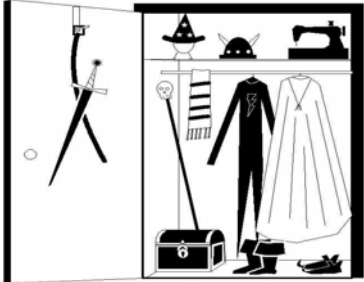
ferred Scott out of the film-loading bay into the cartoon unit where Scott did his first voice acting in a film called *Camouflage*. Scott eventually worked on story and storyboard for Frank Thomas, one of Disney's "Nine Old Men." After his discharge as a second lieutenant, Scott got a recommendation from Phil Monroe and Chuck Jones hired him for Warner Brothers, where he became an apprentice writer for a year. In 1947, Scott worked at Paramount doing *Speaking of Animals*, a live-action series in which animals mouths were animated to tell jokes. Early in 1948, Scott felt the calling to Broadway, so he packed up Dorothy and their nine-month-old son, John, and they all headed to the Great White Way. Scott directed a couple of plays, but after six months the family returned to the West Coast.

In 1957 he landed as a writer on a proposed show entitled *Phineas T. Phox, Adventurer*. This is when Bill Scott met Jay Ward, who was producing and developing *Phox*. Ward soon left *Phineas T. Phox* over creative differences. Ward contacted Scott and proposed resurrecting "The Frostbite Falls Review." The original idea of a TV station was dropped and an adventure script focusing on the squirrel and moose characters was written and became the pilot. While working on the pilot script, Bill Scott would perform the dialogue for Jay Ward so when it came time to cast the voice actors Ward suggested Scott play the role of Bullwinkle. It's been said, in addition to sharing Bill Scott's voice the characters Dudley Do-Right, George of the Jungle, and Bullwinkle were big of heart and small of brain. Paul Frees, June Foray, and narrator, William Conrad, fleshed out the early cast. Of Paul Frees, the immortal Daws Butler once said, "His speaking voice was magnificent, he could sing, he did narration, he was a fast study with an impish sense of humor, and his rhythm and timing were just natural." June Foray began as a child actor on radio and theater, later graduating to motion-picture dubbing and on-camera television work. Her early animation voice work is heard in Walter Lantz's *Eggcracker Suite* and in the Disney films *Cinderella* and *Peter Pan*. Foray worked with Stan Freberg and Daws Butler on Capitol's comedy records *St. George and the Dragonet* and *Little Blue Riding Hood*. Prior to appearing on *Rocky*, William Conrad originated the role of Marshal Matt Dillon on the Western radio program *Gunsmoke* from 1952-61 and once estimated he had over 7,500 roles on radio. When *Rocky* became a regular series, new voice actors were introduced. "Aesop and Son" were Charles Ruggles and Daws Butler. "Dudley Do-Right of the Mounties" starred the regular cast along with Hans Conried as Snidely Whiplash. Walter Tetley played Sherman opposite Bill Scott's Peabody in "Peabody's Improbable History" and Edward Everett Horton narrated "Fractured Fairy Tales."

This is the end of Part 1. Part 2 will continue in the next ConNotations.

As for Laurie and me, we weren't selected to appear on *The Bonnie Hunt Show*. I guess the producer wasn't an animal lover.

The Costume Closet



Cone Heads

by Randall Whitlock
(With thanks to fashion models Jean and Gary)

A cone is a very simple shape, circular at the base and pointy at the top. It's the basis for a great many historical and fantasy hats.

The Simple Cone

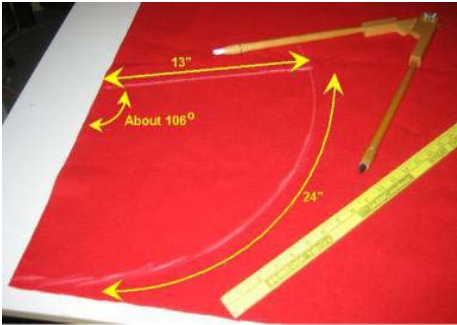
You can make a suitable cone hat pattern by drawing a sector of a circle, something like a broad pie wedge. First, measure the circumference of your forehead with a tape measure, right above the eyebrows. Call this number "L," for no obvious reason. On my own melon, L comes out to 23 inches. Add an inch to L for seam allowance and wearing ease I'll call that L Prime. My L Prime is 24 inches.



Let's call the height of your hat "R" because it is the radius of your circle. The larger the value of R, the taller your hat will be. For myself and most adults, 13 inches makes a good value of R for hats meant to stand up vertical.

You can use much larger values of R for hats meant to droop down your back, like those worn by Link from the "Legend of Zelda" games, a Zoave soldier, or a Canadian Voyageur.

Scribe an arc of radius R and arc length L Prime on your fabric or pattern paper. A blackboard compass is great for this sort of thing, but you can make do with string or a yardstick. You can do math to calculate the apex angle (about 106 degrees) or the chord length, but I find it



easier just to run a tape measure along the arc to measure its length.

You now have a pattern for a tall cone. There are all manner of things you can do with it.

Cut two of these cone patterns out of a stiff fabric like craft felt. Sew them together along the arc. Turn the seam right side out and reinforce it with top stitching. Close the hat by folding it over and sewing it closed along the straight line from brim to apex.



You now have what I call the "Simple Cone" hat. It is good for dunces, lawn gnomes, Pagliacci, or Hogwarts firsties. You can make your hat plain, or decorate it with trims, appliques, rhinestones, etc.

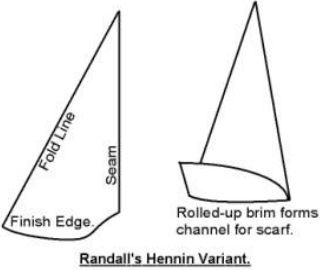
Make a simple cone out of

flesh-colored material to be Beldar, Prymatt, or perhaps Conehead the Barbarian.

If you wish to make your cone out of thin material, but still have it stand up, you can make a stiff cone out of leather or buckram and slip it inside the hat. You could also hand-baste a bit of corset boning to the inside seam to hold the hat upright.

The Hennin

Hennins are cone-shaped hats which were popular in 15th Century Europe. There are many variations on the theme, with double cones to form horns, truncated (flat-topped) cones favored by gentlemen,



etc. A simple cone hennin with a veil or scarf is the image that comes to mind when you think of the princess in a fairy tale, fractured or otherwise.

Unless your hat is made quite stiff (see suggestion)
(Cont'd on page 13)

Costume Closet (Cont'd from page 12)

gestions above), it will have trouble supporting the weight of a scarf or veil from the top point. For this reason I worked up my own version of the pattern. It has a rolled up brim with a gap in the back so that a scarf or decorative cord can wrap around the hat at forehead level, then drape down your back. We make these sometimes for Southwest Costumers Guild fundraisers.

Brim

I don't know where we get the notion that magic users wear pointy hats, but it goes way back, maybe as far as Sumerian astrologers. Your basic "witch" or "wizard" hat is often portrayed with a brim.

You can make a simple brim pattern by drawing two concentric circles. The inner circle has a circumference of L (not L prime). Find its radius by dividing L by 2 Pi. For me this is 23 inches / 3.14 / 2 = 3.65 inches. Set your compass accordingly and draw the circle.

The outer circle has a radius chosen according to how wide and floppy you want the hat to be. Draw the outer circle, then cut it out. Cut out the inner circle to form a torus; I call the "Basic Hat Donut."

A basic hat donut with a six-inch radius (12-inch diameter) will make a brim that's distinctive, but not too floppy to be manageable. It's also great for berets and flatcaps, as I described in 2006 as "The Science of the Round Hat." (See ConNotations 16.3 or Cactus Needles 13.6.)

Lay out the hat donut pattern on two layers of fabric, right sides together, and mark the inner and outer circles with chalk. Sew through the outer circle, then trim away the excess fabric about one quarter inch outboard from the seam. Cut out the inner circle and turn the brim right side out through the middle of the donut. Run your fingers around the inside of the donut to stretch out and smooth the outer edge of the brim. You may wish to topstitch to set the shape of the brim.

Sew the inside edge of the donut to the base of your cone to form the brimmed hat. It may take some creative pinning to get the two curves to match up.

If you'd like a wider brim, like the Wicked Witch of the West, you may need to apply wire to its outside edge for support. Milliner's wire is best for this. It's a mild



steel wire wrapped in thread and can be purchased from online sewing supplies stores or hatmaking specialists. I like to start out with a single-thickness hat donut, zig-zag stitch the wire to the outer edge of the brim, then cover it with trim.

Basic black is great for fairy tale witches. Embroidered or appliquéd stars, moons and other cereal marshmallow shapes are good for wizards and astrologers.

I like to add a leather headband with buckle to brimmed cone hats. You don't have to sew this in place, just lower it onto the cone.

Variations

There are many other conical variations in the world of fantasy hatmaking. Cones with hooks on the top are good for Punch and Judy or Christmas elves. Cone-shaped hoods or hoods with "liripipes" were popular in the 14th Century. Short, floppy cones are good for early medieval Phrygian Caps, 18th Century Liberty Caps, Night Caps or Smurfs. Some floppy cones from the high middle ages were so long they could be wrapped around the head once or twice for a turban-like effect. There are Viking and Mongolian winter hats formed of several convergent leather triangles and a fur headband.

In Our Book

Some Girls Bite
by Chloe Neill
Penguin, \$14, 322 pp

Ms. Neill creates her own story about modern day Chicago during a time when the existence of Vampires has been announced. Similar to Kim Harrison's books, it turns out that there are all kinds of supernatural beings wandering around, we just don't know it! However, unlike Ms. Harrison's books where you are expected to pick up and figure out the lingo, Ms. Neill's story explains things. (No, for all the Harrison fans, I am not bashing her!). Ms. Neill has created a believable heroine you can't help rooting for and surrounds her with various strong and quirky characters. The plot takes an interesting turn, romantically speaking, that keeps you guessing. I do admit to a fondness for a book I am unable to completely predict! Despite the rather cheesy title, I recommend this book for all Vampire fans out there. ~ Nyki Robertson

Santa Olivia
by Jacqueline Carey
Grand Central Publishing, \$13.99,
341pp

A new standalone book from one of my favorite authors! It's like finding an wrapped candy bar on the sidewalk. You examine it with trepidation - the wrapping looks tight and clean, the inside should be the candy you've come to expect. And you are, of course, relieved that you don't have to throw it away once you've opened it. So I felt.

The world experienced a devastating wave of sickness and the survivors put up walls to protect themselves. Loup's

mother got caught behind one of those walls in what once was the state of Texas and now exists as a no-man's land. An impossible man passing thru (which was an impossible occurrence) gave her love and a baby - Loup. Some thirteen years later, Loup has survived her childhood with her secret mostly intact. Loup is not like everyone else, she is like her long-gone father - a subject of a secret government experiment, fled south of the border to find sanctuary with others of his kind. Loup has an older, half-brother whom she idolizes and when a horrible accident happens, she finds herself truly alone. And since the accident was caused by another of her kind, it gives her a mission in life - fight back.

Ms Carey has done a very good job coloring the locale and giving us back history in a very few pages. The rest of the story is really about characterizing Loup (pronounced Lou). All the other characters are only supporting actors although it would be admittedly difficult to expand on another character in only 341 pages without sacrificing the story. And the story is fun and engrossing but not particularly profound. It's not a new theme - it's Zorro and Robin Hood. It appears to me that the sole purpose of this story was to explore the idea of the effect on emotions when the person never experiences fear. As I said, a fun and engrossing story. ~ Catherine Book

The Revolution Business
By Charles Stross
Tor, 2009, \$24.95, 320pp

The Revolution Business is book five of *The Merchant Princes*.

Locked in a vicious clan war, the kingdom of Nijwein is under siege in two parallel universes at one time, and the plotters are just warming up.

Miriam finds the hopes of the progressives focused on her but finds herself thrown in the midst of a power struggle while carrying the Kingdom's heir. Researchers from the US government have broken through with a plan to wipe out everybody in the other dimension. The war on terror goes trans-dimensional with nuclear bombs, but the clans have them too.

We have lots of action in both dimensions, and a great heroine in Miriam who uses her wits in a sword and time travel fantasy that makes fun entertainment. Enjoy ~ Pam Allan

The Revolution Business
By Charles Stross
Tor, 2009, \$24.95, 320pp

This is an excellently written, but thoroughly annoying book. It continues the adventures of Miriam, princess of an interdimensional smuggling family, but again it is not a complete novel. It leaves you hanging at the last with nuclear bombs exploding in Washington D.C. and Washington about to carry the war to the other dimensions. (Not to mention the third scenario of revolution in a separate universe, the new dimensions and the mysterious gates of the ancients some of which lead to vacuum where a planet used to be.) Nothing is settled. A proper novel provides a beginning, middle and a resolution of some sort. It is a sad thing to

see the SF writers adopting the endless scenarios so loved by the writers of Fantasy.

Aside from that it is a wonderful action packed story with Miriam reluctantly assuming the rule of Family as surrogate for her unborn child. The plot is too complex to relate here. Fans of the series will revel in it. Critics will gnash their teeth. As for me, I will gnash my teeth and keep reading. Recommended. —Gary L. Swaty

Tesseract Twelve
edited by Claude Lalumiere
Edge, 2008, \$19.95, 285 pp

Seven novellas from Canadian authors, in a series that goes back 20+ years now. Foreword by Brett Alexander Savory (and back cover quotes of unknown source:), novellas by Derryl Murphy ("Cavemen and wooly mammoths invade Yukon!"), Michael Skeet and Jill Snider Lum ("Mythological creatures cause havoc in ancient feudal Japan!"), Grace Seybold ("Women with power over love and death stalk the streets of Montreal!"), E.L.Chen ("A modern Scheherazade seeks to understand love in a Toronto suffused with magic and fable!"), Randy McCharles ("A small town in rural Alberta is rife with pagan rituals!"), Gord Sellar ("Superheroes tackle Korean politics, maniacal supervillains, and corporate downsizing!" - yes, like comic book characters, and a delight), and David Nickle ("As the world faces environmental collapse, reality-TV adventurers battle giant beasts from the ocean depths!"). Wow, those Canadians have some wacky imaginations! (So you would be excellently entertained if you got this book!) ~ Mike Griffin (Not the NASA Guy)

Turn Coat
Jim Butcher
Roc, \$27.50; 432 pp

Harry Dresden returns in his eleventh novel. Harry returns home to discover Morgan, the warden who haunted his life for years, who had been just waiting for him to mess up and give him an excuse to execute him, semi-conscious on his doorstep. Morgan is running from the council because he supposedly killed a member of the senior council.

Harry cannot believe that Morgan could ever betray the council so he hides Morgan and sets about finding the real traitor. The book is fraught with terrors and Harry learns a thing or two in the process. Including that sometimes it is how you die not how you lived.

This book continues the destruction of Harry's circle of friends and costs him another piece of his life. I understand that loss is a part of life but sometimes there can be too much cost for what you gain. I like the island, I love the training scenes, and I think Harry should take Joe's offer seriously. Most of the regulars make an appearance, the white council, the white court, Harry's brother Thomas, Molly, Anastasia, Toot-Toot, and Murphy, but they are mostly there to witness Harry's growth as a human and especially as a wizard.

The book is fun, the story keeps your
(Cont'd on page 14)

In Our Book (Cont'd from page 13)
interest, but the storyline is very dark and somewhat depressing. Thomas deserves better. **3.5 out of 5 stars ~ Bob LaPierre**

Enemies & Allies
by Kevin J. Anderson
William Morrow, \$26.99, 326 pp

This new novel by Kevin J. Anderson is a story about the first adventure between Superman and Batman if it happened during the cold war.

It is the latest in a series of books telling tales with DC Universe characters that are not quite in regular continuity. For this one, it is set in the 1950's with Sputnik orbiting the Earth and the US in the height of the cold war with Russia. It features Clark Kent and Bruce Wayne, early in their careers as Superman and Batman, respectively. Bruce's Wayne Enterprises is in a battle with Lex Luthor's LutherCorp to get the government contracts for new weapons. Lex is not playing fair and stealing some of Wayne Enterprises secrets, much to Bruce's surprise once he learns of it. As Batman begins to investigate Lex Luthor, he has a run-in with Superman outside of Lex's mansion and they begin to work together to stop Lex's plans for world domination. The book is written very much in the style of a 1950's pulp story, with lots of action and threats to both Batman and Superman (and the rest of the world, especially Metropolis). The story takes us to the back of beyond (Mercy Draw, Arizona) and to the Ariguska Gulag in Siberia (where Superman is captured and exposed to green Kyyptonite). Jimmy Olsen and Lois Lane are heavily involved in the story as well, with Lois especially putting herself in danger as she uncovers Luthor's insidious plot. It is a fun read, is fast paced and gives the reader an alternate take on Batman and Superman's first adventure together. - **Lee Whiteside**

Wanderlust:
By Ann Aguirre
Ace Books, \$7.99, 312 pp

Wanderlust is the sequel to *Grimspace* again featuring the Anti-Heroine Sirantha Jax. Sirantha with her medical issues and complex emotional problems makes a fascinating character. She rises up and copes in spite of what seem unsurmountable difficulties.

Sirantha's significant other, March, is in his own way as tormented as she is. They almost reach a parting of the ways.

Sirantha is appointed as ambassador to the alien planet of Ithiss-Tor by the newly re-constituted Human government of the Conglomerate. They want her to go try to persuade the aliens that all would benefit by re-establishing order and peaceful trade on the spaceways. She sets out only to be sidetracked into a slow trip in normal space because of a pregnant crew member. She sets out for an emergency base which, as it turns out, has its own emergency with an invasion of spider-like Aliens. She deals with it and is off to her next stop and well-behind schedule. There she walks right into a war.

The action is non-stop and the obstacles continue. Will she ever reach Ithiss-Tor? Will she be re-united with March? Can she escape the Mafia trap? (They want her mission to fail so they flourish and profit from the chaos.) Will her associate and advisor, Vel of Ithiss-Tor, be on her side when she reaches his home? Read on and enjoy! Recommended. ~ **Gary L. Swaty**

The Warded Man
by Peter V. Brett
Del Ray, \$25.00, 416 pp

Darkness falls, the Corelings rise, demons with supernatural powers burning with the desire to wipe out humanity. The only protections are the wards - painted symbols of power whose origins are lost in antiquity.

Once, the fight was equal. Led by the Deliverer, and armed with the fighting wards, the demonic advance had been stopped. Those days are gone. The fighting wards are lost. Humanity huddles behind the remaining ward as their numbers dwindle.

Three survivors of demon attacks must step beyond the crumbling wards and seek the secrets of the past.

Brilliantly written, and filled with character, action, and suspense, *The Warded Man* is a collectible. I am already looking for volume 2. ~ **Pam Allan**

Fortune and Fate
A Novel of the Twelve Houses
by Sharon Shinn
Ace Books, \$24.95, 403 pp

Another fine journey through Shinn's world of Gillengaria, this time focusing on a King's Rider named Wen. The Riders are an elite troop of soldiers whose sole duty is to protect the King (or Queen).

Wen (a nickname for Willawendiss) is on the run from her heart. She was part of a small cadre of soldiers defending the previous monarch, King Baryn, when he was killed. Wen, overwhelmed by survivor's guilt, is certain she could have done something to save the king and taken the blow that killed him. Once peace was restored, she left the Riders in self-inflicted shame to travel the roads, hiring herself out as a mercenary.

One morning at a tavern, she breaks up an altercation between a young noble couple. She offers to help the young woman leave her abusive "husband."

What she finds herself involved in is a kidnapping of a "serramarra" (noble-born lady) of the House of Fortunalt—one of the Houses involved in the insurrection in which King Baryn died. She rescues the young woman, Lady Karryn Fortunalt, and takes her home to a relieved mother and her uncle.

Seeing the serramarra needs protection, the uncle, Jaspar Paladar, who is regent for the Fortunalt holdings, hires Wen to train the soldiers who protect the family and grounds.

Shinn balances the story nicely between Wen's rediscovery of her skills and worth and the tension that slowly builds around the continuing attacks on Karryn Fortunalt. Who wants the serramarra dead? What purpose does her death serve?

While Wen hires and trains the house soldiers, she reports her progress daily to Jaspar Palandar. He is an older, distinguished man (Without really telling us specific ages—he's in his forties and Wen must be in her twenties)—a scholar with a low-key sense of humor, patience and intelligence. The two play a boardgame called *cruxanno* most nights and over the pieces a deep friendship slowly grows and builds.

The attacks on Karryn Fortunalt escalate and in the midst of this, Wen finds out the King Consort, who is on a lengthy royal progress around the country, is due to visit the Fortunalt holdings—along with a full contingent of Riders.

This is one of the more leisurely-paced of Shinn's novels on the Twelve Houses. There is action but it is small and contained. All in all, it's a rather lazy, warm afternoon of a book. The action does step up in the last ten chapters or so. And the solution to the attacks on Karryn, as well to Wen's emotional peace, are all revealed nicely. ~ **Sue Martin**

Flinx Transcendent
Alan Dean Foster
Del Rey, \$26.00, 398 pp

Thirty-five years of Flinx comes to an end with a huge climactic... sigh. The story was delivered with typical verve but the final climax seemed very uhmm...tame. I enjoyed the book but it seemed too broad in scope and not focused enough. The beginning eleven chapters could have been expanded easily and been its own book. The AAnn are a great subject and Flinx's time among them should have had a more prominent place.

The overall pacing was okay but a lot of it felt contrived. I was surprised to see an appearance by the natives of the first Alan Dean Foster novel I ever read, *Cachelot*. The way Foster brought many of Flinx's friends out of the various novels back into his orbit. The revelation of the driving force behind the Order of Null's attacks on him was expected, as was the last minute problems before he saves the universe. No, that wasn't a spoiler - Foster wouldn't kill off his favorite protagonist (except by boredom) whether this was the last novel or not.

Clarity seems too clingy and needy, Flinx too self-centered, and the rest too whiny. I think Foster ended this series more because he didn't know what to do with him anymore than because the story needed to end. Definitely not my favorite of his books. Halfway through I anticipated Flinx's final words because they were mine. **3 out of 5 stars ~ Bob LaPierre**

A Magic of Twilight
by S.L. Farrell
Daw, \$7.99, 610 pp

A Magic Of Twilight begins the Nessantico Cycle.

Nessantico is a city state rich in culture and intrigue. It is the capitol of an empire and seat of the Concenzia faith. Now, the state and the faith are at a turning point. The fiftieth anniversary of Kraljica Marguerite may well be the perfect catalyst for conflict.

The head of the Concenzia order is surrounded by religious extremists bent on seizing control. Soon, the army supposed to protect the nation is poised to attack, and those within the capitol are determined to take control.

Can a true believer who has lost the faith survive the battles and save the city, empire, and the faith?

A complex world full of intrigue and interesting characters, action, sorcery and faith. The echoes of Renaissance Venice resound. A good read with politics and fantasy combined. Makes you wish we had some sorcery to use at the capitol. ~ **Pam Allan**

Coyote Horizon
by Allen Steele
Ace, \$25.95, 352 pp

Coyote Horizon resumes the saga of Coyote, the planet, its people, and political change.

The year is 2350. The children and grandchildren are among the hundred thousand residents. Every day, refugees from earth arrive fleeing the environmental meltdown on Earth.

But just as Coyote has become the last best hope for Earth, it is also the principal point of contact with the Hjadd, who have an embassy near the original colony. They remain a mystery except to Hawk Thompson, escaped convict, who possesses more knowledge of the Hjadd than anyone has had before. It will change human history and redefine the role of Coyote's future.

Did you enjoy *The Coyote Trilogy*? You'll love the new developments in the saga. Called a novel of interstellar discovery, it is also one interpersonal discovery. I am anxious to follow the journey. You will be drawn in as well. It is an action saga. It is hard S F. And it is a darn good read. It's time to head to the bookstore. ~ **Pam Allan**

From The Ashes: The official Movie Prequel Novel for Terminator Salvation
By Timothy Zahn.
Titan Books, \$7.99, 318 pp

This novel is the lead-in for *The Terminator Salvation* movie. The action in the story establishes John Connor as an official member of the main resistance group. It introduces 16-year-old Kyle Reese and nine year-old Star as characters. Kyle does not come to John Connor's attention in the book.

The action centers around a Los Angeles residence complex known to the world as Moldavia Los Angeles and to its inhabitants as Moldering Lost Ashes, home to Kyle and Star and an assortment of odd characters who survive there in hiding from Skynet.

That is about to change. Skynet is gathering forces for a sweep to wipe out all humans in the area. John Connor noticing their new strong point in a warehouse in the area decides to block them if he can. But for Skynet this is a more important effort than John realizes. Can he save any of the people at Moldering Lost Ashes? Will his forces manage to capture the warehouse during sweep?

To find out - read the book.

The characters are well-drawn. At
(Cont'd on page 15)

In Our Book (Cont'd from page 14)

Moldering Lost Ashes, the conflict between the ex-marine Orozco and the bureaucratic Grimaldi is central. Orozco defends and Grimaldi organizes. They don't get along, but both are necessary to the continued survival of Moldering Lost Ashes as are the passing Traders, sentries, women and children in the complex. Kyle Reese comes across as a strong, clever and savvy teenager foreshadowing the warrior he will become. The silent Star is his fellow sentry and sidekick. John and Kate Connor stand out as strong leaders. The book reads well as do most things coming from the pen of Timothy Zahn. Recommended. ~ **Gary L. Swaty**

Rides a Dread Legion by **Raymond E. Feist** **Harper Collins, \$26.99, 384 pp**

Rides a Dread Legion is the beginning of a new saga set in Feist's world of Midkemia. It is set ten years after the last series which covered the *Darkwar*. Things have been relatively quiet since then, but when a long lost branch of the Elves return to Midkemia, escaping from demons in their realm, they bring a new threat to the world that could lead to complete devastation if it isn't stopped. The book starts out featuring several new characters that bring you into the story from their perspective. Amirantha is a magician who has expertise in demon summoning and is also brother to another magician who is possibly aiding the Demon King in his attempt to invade Midkemia. Sandreena is a warrior for the Order of the Shield for Those Who are Weak who also has a past history with Amirantha. Laromendis and Gulamendis are brothers from the lost elves (the Taredhel) who also have experience in demon lore and unite with Pug and the Conclave of Shadows to help in the fight against the demons. Familiar characters such as Tomas, Pug, Magnus, Miranda, Kaspar are all involved; as well as some of the younger characters brought into the Conclave in the last series.

Being the first book in a new series, it does spend a good amount of time introducing the new characters and the threat to Midkemia and you learn more and more about the threat as they learn. As you get to the end of the book, the true nature of the threat becomes known and Feist really brings home how dangerous the threat is in the final chapters, setting things up for the next book in the series where our heroes must regroup and find a way to defeat their foes before all is lost. - **Lee Whiteside**

The Laurentine Spy by **Emily Gee** **Solaris, \$7.99, 410 pp**

The Laurentine Spy is the sequel to *The Thief with No Shadow*. The Corhonase citadel is a place of virtue, debauchery and deadly secrets. Nothing is as it seems.

Saliel has many secrets - spying, her past as a pickpocket in Laurent's slums, or her foundling birth. But her most dangerous secret is her magic that would have her burned as a witch.

With the Spycatcher closing in, she

and her fellow spies are tested to their limits. To stay alive, magic may be their only chance

Well-plotted, good characters and interesting world building brings you into a romantic fantasy you won't want to put down. Enjoy, fantasy fans. You may want to pick up *The Thief with No Shadow*. They stand alone well. ~ **Pam Allan**

Blue Diablo by **Ann Aguirre** **Roc, \$6.99, 316 pp**

Blue Diablo is a Corine Soloman novel by the author of the *Grimspace* series.

Eighteen months ago, Corine slipped over the border and fled to Mexico City saying adios to her past, her "gift", her Lover, and avoiding people wanting to use her. She has the rare gift called handling [psychometry] where touching an item makes known its past, and sometimes its future. Using her ability, she can find missing persons, which is why people never stop trying to find her; including her ex, Chance.

Corine's gift led her right to a doorstep needing her help - to find someone near and dear kidnapped in Laredo, Texas. Their only hope is Corine's gift, but it leads into the dark world of sorcerers, demons, witchcraft, zombies, as well as human smugglers, drug cartels, and gun runners all mixed with Black magic. It is definitely interesting times. If they survive.

This is, *deep breath*, a supernatural romantic thriller with southwestern/Hispanic flavor from both sides of the border. Good characters, fast plotting and action will keep the pages turning for an enjoyable afternoon. Welcome to what might become another guilty pleasure to collect. ~ **Pam Allan**

Arch Wizard by **Ed Greenwood** **Solaris, \$24.99, 358 pp**

Arch Wizard is book two of the *Falconfar* series.

Rod Everlar has been drawn into a fantasy world of his own creation. Rod must now continue his quest to destroy the corruption he has discovered. He sets off pursuing the dark wizard Malraun only to find the wizard has raised an army of monsters and mercenaries to conquer the world. They do not take kindly to interference in their plans.

Greenwood writes good worlds but, [perhaps his gaming background] he leaves the ending with no real closure. Not only does Rod fail to win this battle [book] but is left running for his life with the admonishment to read the next volume to find out what happens next. For this reviewer, it assures that I won't. ~ **Pam Allan**

Lamentation by **Ken Scholes** **Tor, \$24.95, 361 pp**

Lamentation is a debut novel.

The Androfrancine city of Windwir is only a column of smoke, destroyed by an ancient weapon. Rudolfo, Lord of the Ninefold Forest Houses knows that war is

coming to the named lands.

Petronus, the hidden pope of the Androfrancine Order must return to his order.

Sethbert, overseer of the Entrolusian City States gloats over the believed triumph of his plan to dominate the Named Lands.

Soon, all the kingdoms of the Named Lands will be at war as alliances collapse and plots within plots are revealed.

The Golden Age of Fantasy may have just been surpassed by a new novel, may there be many more. It is somehow fitting that this review is written on Easter Sunday as a new age may have revealed itself to us all. Read it, better yet - buy it, and share your views. ~ **Pam Allan**

Black Blood by **John Meaney** **Bantam Spectra, \$24.00, 374 pp**

Black Blood is by the author of *Bone Song*.

Police lieutenant Donal Riordon isn't alive as we know it. In one second his

love was killed taking a bullet meant for him, and now her heart beats in his chest.

As a zombie cop, he is the target of Trisopoli's Unity Party, and the Black Circle. At the center of this ring of evil is the man responsible for his lover's death - a man he has had to kill before.

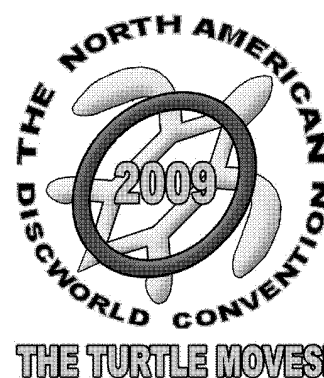
Black Blood is an enthralling combination of futuristic and gothic fantasy that sends a cop across the barrier between life and death. Stopping just before creating a new sub-genre, *Black Blood* draws you in to its world where the dead are more alive than the living. Enjoy this one horror lovers. A new star has appeared in the dark firmament. ~ **Pam Allan**

Magic in the Blood by **Devon Monk** **Roc, \$6.99, 358 pp**

Magic in the Blood is the sequel to *Magic to the Bone*.

Allison Beckstrom knows better than

(Cont'd on page 16)



www.nadwcon.org

The first North American Discworld™ Convention will be a celebration of Terry Pratchett's Discworld series.

We are planning for panels and presentations with Terry Pratchett and our guests. Events and activities will include a maskerade, exhibit room, hospitality suite, a charity auction to benefit the Orangutan Foundation and Alzheimer's Research, workshops, discussion panels and more. There will also be a banquet for an additional cost (to be announced). Join us for a fun weekend!

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Contact Information

Write: North American Discworld Convention, c/o Leprecon, Inc.
PO Box 26665, Tempe, AZ 85285
Phone: (480) 945-6890

Email: info@nadwcon.org

Discworld is a trademark of Terry Pratchett

In Our Book (Cont'd from page 15)

most what the price of using magic entails. Daughter of a wealthy user of blood magic, she rejected him, his money, and his influence to be a tracer of illegal spells. Her father is supposed to be dead, buried while she was in a coma, but now she sees him and other ghosts who want to suck her dry.

The police's magic enforcement division hires her for a missing person case. What begins as a way to pay the bills draws her into a criminal world of criminals, ghosts and blood magic that leads her face-to-face with her father and the man who pulls his strings. It will take more than Magic to survive.

This is a tightly-written supernatural mystery with a leavening of romance hard to put down. Although it sets up for the next volume, the author provides closure for this adventure making a thoroughly satisfying read. I look forward to reading more and more. ~ **Pam Allan**

Blood and Ice
by Robert Masello
Bantam, \$24.00, 495 pp

Blood and Ice is a new novel by the author of *Vigil* and *Bestiary*.

Journalist and photographer Michael Wilde, fleeing his recent tragedy, takes an assignment at the South Pole seeking solace in the barren wastes. Instead he finds a young man and woman bound in chains and sealed in a block of ice. To unravel the mystery of the doomed couple he must search from the battle-fields of the Crimean War and the charge of the Light Brigade to a curse that survives to the present.....and there is nowhere to run.....for the living.

Masello has written a supernatural thriller with cutting age science, and good plotting, and characters, Antarctica rings so true, you are not sure if your shivers are from the story or the cold spell that blew in. However, get your hand propped up and settle in. Putting it down may require another set of supernatural powers that weren't issued 'til page 496. ~ **Pam Allan**.

Dancing on the Head of a Pin
by Thomas E. Sniegowski
Roc, \$14.00, 290 pp

Dancing on the Head of a Pin is a Remy Chandler novel by the author of *A Kiss Before the Apocalypse*.

Remy Chandler used to be an angel, but generations ago, the Boston P.I. chose to become human. Now, having lost the love of his life, he is turning away from his human existence in favor of taking on a most dangerous supernatural job that will bring him in contact with his past.

His latest case involves the theft of a cache of ancient weaponry imbued with unimaginable powers. If they fall in the wrong hands, they could be used to destroy Heaven and Earth. Remy has to decide if he is willing to lose his humanity.

Familiar ground covered in an entertaining style combining classic noir detective fiction and urban fantasy. And you'll love his black lab, Marlowe. This series is classic fun. ~ **Pam Allan**

Curse the Dawn
by Karen Chance
Onyx, \$7.99, 386 pp

Curse the Dawn is a continuation of the Cassie Palmer series.

Cassie [Cassandra] Palmer is a Pythia, a time traveling clairvoyant, with spatial shift talents. Her predecessor was killed before she could learn about her new powers. However, she still has to stop the time travelling mages of the Guild who are trying to remake the world in their image while the Circle and the Vampire Senate alliance is uneasy at best. They seem to agree they don't trust Cassie. Add to this, some of the old gods, like Apollo, want to take the earth back. Oh, and Apollo wants Cassie dead. But don't worry, one of the seven most powerful vamps has laid claim to Cassie, but they haven't had time to sort those feelings out, I guess all you can do is try to survive.

This is a fast-paced supernatural thriller with vivid characters that won't allow boredom to creep in. Somehow it seems right that Las Vegas is her base of operations. Mayhap the odds are better there. Meanwhile, as the temperature rise, this is a cool way to enjoy the afternoon. ~ **Pam Allan**

Corambis
by Sarah Monette
Ace, \$24.95, 421 pp

Corambis is the conclusion to the series including *The Mirador*, and *Melusine*.

Exiled from Melusine for heresy, the Wizard Felix, and his half brother, Mildmay, the thief, and assassin, travel to Carambis to face judgment from a ruling body of wizards.

Carambis, however, is engaged in a insurrection that had awakened an ancient machine with terrible powers. Only a powerful wizard can stop its uncontrolled powers of destruction. Now Felix and Mildmay will face their greatest challenge and find their ultimate destiny.

This is, and was, epic fantasy reminiscent of Terry Goodkind. There is something for everyone. Told in entwined narrative and often knuckle-chewing adventure, it is the characters that hold you and enthrall you. Mildmay is my favorite with his dry humor worked into the narrative. Although *Corambis* stands alone, I recommend collecting the set. You will want to re-read them all. ~ **Pam Allan**

The Trouble with Demons
by Lisa Shearin
Ace, \$7.99, 370 pp

The Trouble with Demons is by the author of *Magic Lost*, *Trouble Found*, and *Armed and Magical*.

Raine Benares is a seeker. Her trade is finding what people [or mages, or whoever] want found. But when she finds the Saghred, a soul-stealing stone of unlimited power that everyone seems to want for themselves, it is the bane of her existence. So when a hellgate opens up and lets in an infestation of demons on the Isle of Mid, there couldn't be a worse time to get involved, She also finds

herself bonded with a dark mage, and a white knight on opposing sides with Raine in the middle. The demons want Raine to unlock the stone for their agenda, dead or alive. As the axis of dark and light power, she is a catastrophe waiting to happen. As a average semi-trained seeker, she is just trying to survive.

In this spring of urban fantasy, this one is downright fun, it is gritty, fast-paced, in a well-drawn fantasy landscape that has you waiting for the next boot to drop. Janet Ivanovich has been channeling to a new world. Warning; You can't read just one. You'll love 'em. ~ **Pam Allan**

The Patriot Witch
by C. C. Finlay
Del Ray, \$7.99, 341 pp

The Patriot Witch is the third volume in *The Traitor to the Crown* series.

In 1775, Proctor Brown seems an ordinary colonial farmer. He is also a minuteman, a member of the local militia, but his mother is a witch and has taught her son to hide his talents lest he swing from the end of a rope. A chance encounter with a magic-using British officer catapults him into the revolution and a war of magic vs. magic with not just the independence of the new nation but the future of mankind at stake.

Finley leaves us hanging, the evil doer swinging his tomahawk at the young revolutionary's head. No closure to be had. Although he writes well and his characters have life, I can't recommend

rushing out to buy it. If you are into the revolution, magic, and need something to read....enjoy. ~ **Pam Allan**

The Language of Bees
by Laurie R. King
Bantam, \$25.00, 432 pp

The Language of Bees is the ninth mystery in the series starring Mary Russell and Sherlock Holmes.

Sherlock Holmes has retired to keeping bees and his three-year-old marriage to his partner decades his junior. He also has an estranged son, Damian Adler, who wants no contact with his father [who did not know of his existence till he was being held for murder in France.] One day, he shows up at his father's home asking for help in finding his missing wife and child. Sherlock and Mary end up with parallel investigations along with Sherlock's brother, Mycroft.

The mystery becomes even more tangled as Damian's wife is found dead near Stonehenge. Inspector Lestrade Jr. is convinced that Damian is the murderer but the Holmes family must solve the mystery deep in the Victorian supernatural scene and save Sherlock's granddaughter before she becomes the next sacrifice.

This is a mystery hard to put down. Well-written with characters better developed than Arthur Conan Doyle and a Victorian England that rings true, you will not only want to read it, but collect it and the previous eight. They are classics in their own right. ~ **Pam Allan**

(Cont'd on page 17)

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LepreCon 35 & 36 Contact Information

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Phone: (480) 945-6890
Email: lep35@leprecon.org & lep36@leprecon.org

In Our Book (Cont'd from page 16)

Flood
by Stephen Baxter
Roc, \$24.95, 490 pp

Flood is a disaster thriller with a scientific base.

Four hostages are rescued from a group of religious extremists after five long years. They make a vow that they will look after each other. They never expected the world they returned to. Countries and continents are being submerged by the rising water with no end in sight.

In his element, NASA scientist, Gary Boyle dives into researching the extreme weather. Helen Gray searches for the baby she had in captivity. Piers Michealmas, British military officer, is in the forefront of his government's response, and former USAF captain finds herself in the employ of one very rich man.

Water continues to rise. In less than fifty years, there will be no place left to run. What can these four disparate people do to prevent a global extermination?

The book is well-written, great plotting, [action both physical and mental] and good characters you can believe. It is also scary in its inevitability. Well-worth the purchase. It might just change your world. ~ Pam Allan

The Curse of the Mistwraith
799 pp

The Ships of Merior
702 pp

Warhost of Vastmark, (Available July 1)
521 pp,

All by Janny Wurts
Harper Collins, \$8.95 each

These are the first three books of the *Wars of Light and Shadow*. The final two are *Fugitive Prince* and *Grand Conspiracy*. All published in Britain in the late 1980s through the 1990s.

Two half brothers are born to a Queen, each with different fathers. One carries the powers of Light, the other of Shadow. Both become princes and pawns of their obsessed fathers. Thus begins the wars that can destroy the world.

They are part of an EPIC that has warfare, magic, generational curses without variance from well-drawn characters, great character-driven plotting, and a beautifully drawn world.. This is pure epic fantasy where each volume can stand alone. These are collectors for fantasy loves well worth the reprint {and the author is a darn good artist as well}. Get the charge card out. ~ Pam Allan

Terra Insegura
by Edward Willett
Daw, \$7.99, 391 pp

Terra Insegura is the sequel to *Marseguero* and *Lost in Translation*.

Marseguero is a water world, home to a small colony of Selkies, a genetically altered water dwelling race created by geneticist Richard Hansen who live in peace with the unmodified humans. Unfortunately, Earth finds them, and the theocracy that rules the earth is out to eradicate anyone but "true humans".

Marseguero devises a plague to defeat the attackers once the earth's warriors are defeated. The selkies find they have to bring the vaccine to earth as a traitor has brought the plague to earth. When they get there they must fight the theocracy and another modified race controlled by a clone of their creator who is not only insane, but wants to destroy the Selkies as well as the unmodified humans and establish himself as sole ruler..

Some great world and race building, with great characters, and fast-paced plotting make this volume and series a winner. Good science fiction is worth exercising the plastic. Go for it. ~ Pam Allan

God of Clocks
by Alan Campbell
Ballantine, \$25.00,
365 pp

God of Clocks is volume three of *The Deepgate Codex*.

In the battle of the Gods, a portal of Hell has opened, turning the world into a killing field. Humanity is the verge of extinction. The only hope is a band of unlikely heroes. [No, not the X-Men]

Former assassin Rachel Hael has rejoined blood magician Mina Greene and her devious dog Basalis on a last ditch effort to save the world from Hell. They rush to the last stronghold of the god of time pursued by the iron and bone automatons of King Menoa, the Lord of the Maze. Meanwhile John Anchor descends into Hell to meet Menoa on his own ground. They find that Time itself is unraveling and to win this battle may require their ultimate sacrifice.

Between great cover art and the well-written dark fantasy with compelling antiheroes, this is a page turner for fantasy lovers to revel in. Enjoy. ~ Pam Allan

Ghost Ocean
by S.M. Peters
Roc, \$7.99, 479 pp

Ghost Ocean is by the author of *Whitechapel Gods*.

In the dark, ever-rainy town of St.

Ives, Te Evangeline works for paranormal investigator Babu Cherian. The work isn't dangerous so far and Te isn't sure about the paranormal, but her father was Babu's partner till he died mysteriously five years before.

But when Babu's friend is killed, Te finds he has been keeping an ancient evil at bay and the creature he had been guarding has escaped. Te and Babu must capture the creature before it can unleash an evil as old as time.

Digging into the darkest nooks and crannies, she finds signs that nothing is what it seems. In a place where old powers are awakening, Te herself is changing.... stronger and more powerful

than she ever dreamed. She will need it all to survive.

Interesting genre blurring the lines between Victorian feel, mystery, horror, fantasy and supernatural with panache. Eminently readable more than once; if this is your bag, I'd suggest adding it your collection. You might even want to blow up the cover for a picture. There is no acknowledgment of the artist. ~ Pam Allan



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The New **Cover to Cover** features hosts Michael R. Mennenga and fantasy author Michael A. Stackpole, and has expanded its coverage to include occasional forays into mysteries, thrillers and the writing process, while still highlighting the newest in science fiction and fantasy.

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

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

Sit back and take a listen to any of our shows. We think you'll enjoy what you hear.

www.farpointmedia.net

Club Listings

ACROSS PLUS - So you live in North Phoenix and are interested in anime? Well there is a club out there available for you people.

Across Plus is a social club that discusses anime, video games, manga, other animation, and the Japanese culture. We meet at Bookman's on 19th Ave and Northern on Sundays at 7:00pm until 9:00pm.

In general, we explore anime, manga, and other styles of animation, creative educative demonstrations, participate in interactive discussions, attend local Arizona conventions, and make cosplay.

We are willing to gain any new members out there who are interested. Our members are very friendly, respectful, and fun. We welcome any and all.

For more information, contact Tod Miles 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@gnernds.com>, 602-955-9446; or Ron Harvey <rnh1s@yahoo.com>, 480-775-4690 for more info or impromptu juggling sessions.

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

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

AZCorsairs "Founded in 1971, as a branch of the Society for Creative Anachronisms, or SCA, our primary focus is 16th – 18th century European culture and the pirate lifestyle of the time. The Corsairs will extend pirate portrayals as far back as Phoenician, Roman Era or to future Space, Science Fiction genre, and more publicly recognizable Hollywood styled pirate. Corsair membership is largely volunteer-oriented, gathered together for fun and while helping others out.

Members of the Arizona Corsairs are, much like their historical counterparts, masters of their own destiny. Creation of characters, complete with backstory with correlation to history, period costume, and emulation of pirate traditions and arts, rests on each performer, creating varied storylines and deep, interesting characters. For more information, please contact Captain Max - Ambassador, AZCorsairs cptmax@myway.com 602-799-6184"

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.E.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 sixth year. Join us for games and adventure set in the Dungeons and Dragons realm. We offer Living Forgotten Realms and Pathfinder Society. We welcome both new and experi-

enced players. Visit <http://www.warhorn.net/> gathering, to see what we have coming up. If you have any questions email us at agatheringofplayers@gmail.com

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

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

MVD GHOSTCHASERS—The MVD Ghostchasers are a paranormal team established in 1995. This band of ghost hunters conducts regular investigations of haunted, historical locations throughout Arizona. They also research and investigate "house call" hauntings for the public. The MVD Ghostchasers lead Spirit Photo Workshops/Tours to various haunted locations across Arizona. These workshops give ghost hunters, paranormal team members and folks wanting to learn the art of ghost hunting a chance to work and learn techniques together. The MVD Ghostchasers team are guest speakers at many venues and have appeared on TV news reports and the subject of several newspaper stories. For more information contact: MVD Ghostchasers—Debe Branning, Director—480-969-4049 Web page: www.mvdghostchasers.com 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.ocsf.org or email info@ocsfc.org

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

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

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.nyron.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

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

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

SUPERSTITION SPACEMODELING SOCIETY is Arizona's club for builders of model and high-power rockets and those who love to see them fly. Launches are held on the second Saturday morning of each month in Rainbow Valley. SSS hosts the annual G

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Club Listings
(Cont'd from page 18)

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

TUCSON FAN ALLIANCE E-Mail Address is Bkoehler@Juno.com or DMitchell1@Juno.com

UNITED FEDERATION OF PHOENIX A Phoenix area Star Trek and general SciFi fan club. We are a social club that meets every two weeks at various locations around the Phoenix area. The UFP has been meeting for over 30 years of continuous activity. Dues are \$15/per year prorated when you join; no restrictions. Membership includes membership roster and monthly newsletter. Come to any two meetings at no obligation. For information, write the UFP at PO Box 37224, Phoenix, AZ 85069, or call Jim Strait at (602) 242-9203. Web page: <http://www.U-F-P.org> or Email to Info@U-F-P.org

USS LEONIDAS The Leonidas is a member of Region IV of STARFLEET International. The chapter is an opportunity for those that share a love of Star Trek to have fun and help the community at the same time. The Leonidas stresses uniforms or other costumes to have the ability to participate actively in various events as they present themselves but they are not required.

In an effort to expand membership the USS Leonidas has assisted in the formation of a High School Star Trek club called the STARFLEET Science and Tactical Academy. Students participate in a wide range of activities with the hope that they will become interested in Star Trek and join STARFLEET as officers. The USS Leonidas has a crew of 30. Starfleet Science and Tactical Academy has 52 cadets. Members age from 14-65 years old. Average age is 20-25. Club meeting locations vary due to scheduled away missions and such, but usually meet in a classroom at Apache Junction High School. Membership with Starfleet International is required. www.sfi.org Upon joining STARFLEET a member is a Cadet. Upon passing the Officer's Training School Exam at the Online Academy, the member becomes a Commissioned Officer aboard the Leonidas. The chapter does not have dues as of yet. The dues to be a member of STARFLEET International are \$15 a year. No newsletter, but members do receive an activities E-mail update. No web site yet. Contact : Jonathan Krieger, 480-677-0269, LAHCommander@mchsi.com

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

WESTERN SCIENCE FICTION ASSOCIATION (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: craig@westernsfa.org Webpage: www.westernsfa.org

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

Convention Listings

FiestaCon (Westercon 62) (July 2-5, 2009) Tempe Mission Palms, **Tempe, AZ.** 60 East Fifth Street, Tempe, Arizona 85281 Artist GoH: Todd Lockwood, Author GoH: Alan Dean Foster, Editor GoH Stanley Schmidt, Fan GoHs: Jim and Doreen Webbert, Toastmasters: Partick and Teresa Nielsen Hayden. FiestaCon is also hosting the 1632 Minicon with Eric Flint. Memberships \$70 thru 12/31/08, \$75 thru 3/31/09, more later. Phone: 480-945-6890 Write: FiestaCon, c/o Leprecon, Inc., PO Box 26665 Tempe, AZ 85285, Email: fiestacon@leprecon.org web: www.fiestacon.org

Mythcon 40 (July 17-20, 2009) UCLA, **Los Angeles, CA.** Author GOH James A. Owen, Scholar GOH Diana Pavlac Glyer. Theme: "Sailing the Seas of Imagination". Talks, panels, Dealers Room, Banquet with Mythopoeic Awards, fun. Membership: Mythopoeic Society members \$65, non-members \$75; \$5 more after May 15. Website: <http://www.mythsoc.org/mythcon/40/>

Bubonicon 41 (August 28-30, 2009) **Albuquerque NM** at the Albuquerque Grand Airport Hotel (formerly the Wyndham), 2910 Yale Blvd SE, Albuquerque, NM 87106. Guests Michael Cassutt, Carrie Vaughn, Patti Peri Charlifu. 2009 Membership Rates: \$36 through August 8, 2009, and then \$41.00 At the Door for adults (do not mail any memberships after August 8, please). Youths 14-17 Years of Age \$18.00 for the Whole Weekend Address all mail & memberships to: NMSF Conference, PO Box 37257, Albuquerque, NM 87176 <http://bubonicon.com/>

North American Discworld Convention (Sept 4-7, 2009) Tempe Mission Palms, Tempe, AZ. 60 East Fifth Street, **Tempe, Arizona** 85281 Guests: Terry Pratchett, Diane Duane, Peter Morwood, Esther M. Friesner and Bernard Pearson. Memberships \$80 thru 3/31/09, more later. Phone: 480-945-6890 Write: NADWCon, c/o Leprecon, Inc., PO Box 26665 Tempe, AZ 85285, Email: info@nadwcon.org Web: www.nadwcon.org

FenCon VI (Sep 18-20 2009) Crowne Plaza **North Dallas, Addison TX.** Guests: Lois McMaster Bujold, Carla Ulbrich, Keith R.A. DeCandido, Kurt Miller; Toastmaster: Paul Cornell. Website: <http://www.fencon.org/>

World Fantasy Convention (Oct 29 - Nov 1 '09) The Fairmont Hotel, **San Jose, CA.** Guests to be announced. Website: <http://www.worldfantasy2009.org/>

Saboten-Con (Oct 30-Nov 1, 2009) Hilton Phoenix East/Mesa, 1011 West Holmes Avenue, **Mesa, AZ** 85210. The special Saboten-Con room rate is \$109 for a single/double or junior suite. Guests: Vic Mignogna with more to come. Tickets: \$35 **Membership capped at 1500.** For more info www.sabotencon.com

TusCon 36 (November 13-15, 2009) Hotel Tucson City Center, **Tucson, AZ.** GoH: Weston Ochse; Toastmaster Ed Bryant. Website: <http://home.earthlink.net/~basfa/> .

CASFS Business Report

CASFS Book Discussion & Social – Randall Whitlock led the discussion of *The Incomplete Enchanter* at the BentCover on St. Patrick's Day. On April 21, he led the discussion of Lark Light. The discussion and Social is 7 pm at the Bent Cover on the third Tuesday of each month in their coffee shop. The store is located at 12428 N. 28th Dr *Phoenix, AZ* 85029 Phone: 602-942-5932.

Copper 2010 – Chairman Mark Boniece has announced that CopperCon 2010 Committee meetings will commence soon. CopperCon 2010 will be a Media Convention with a rota of Sci-Fi, Fantasy/Horror. Guests are being actively sought.

Connotations – The June-July issue of *ConNotations* will be mailed June 1.

Financial Committee – The Financial Committee has been created to revise the language of the Financial Procedures so that all sections clear and internally consistent. Stephanie Bannon is chair.

Minutes – The minutes project still languishes as Susan Uttke has yet to provide the last year's minutes and Gary Swaty has not evaluated the year before that to see how much is missing. Last year's minutes will be in hand by June 1.



What is CASFS?

What is really behind putting on a convention? What are the funds raised by a convention used for? Why not attend a meeting and find out? We're the sponsor of ConNotations, CopperCons, HexaCons, SmerfCons and other conventions. We are a charitable, non-profit organization that exists to further science fiction, fantasy and science fields in Arizona. CASFS currently meets at the JB's Restaurant at 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 prorated for the amount of the year remaining. For more info: Webpage: www.casfs.org Email: info@casfs.org

Generic Convention Registration Form

Name: _____

Badge Name: _____

Address: _____

City/State/ZIP: _____

Phone: _____ Email: _____

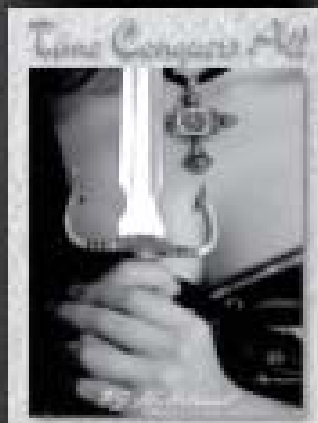
Enclosed is \$ _____ for _____ memberships for _____ convention.

(See individual convention listing for mailing address)

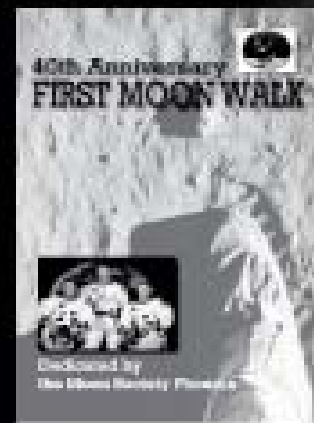
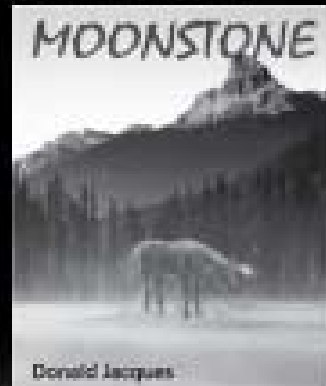
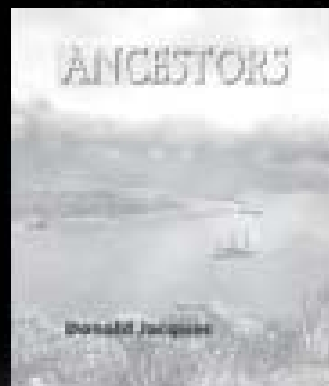
More info on __ Masquerade __ Art Show __ Volunteer __ Other

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