

ConNotations

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FREE

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

A Conversation with Terry Pratchett

by Lee Whiteside

Terry Pratchett's new Discworld novel, *Unseen Academicals*, hits the shelves in early October. During the North American Discworld Convention, I had a chance to chat with him about the new book, the next live action miniseries (Going Postal), and how the Alzheimer's has affected his ability to write.



Lee Whiteside (left) and Terry Pratchett

Warning: This interview does contain spoilers for the new book!

About the new book Unseen Academicals, football, and crab bucket culture.

People keep coming up to me with what they think are ideas for novels. Occasionally they do say "why don't you do a book about football?", but they don't have an idea of what a book about football should actually be about when it comes to writing more than 100,000 words. In England, at least, and in many ways here, football is a very powerful concept, and

there's much more to it than a bunch of guys kicking a ball around. It's your side against their side, it's rivalry between cities, and even within parts of cities. That's kind of interesting, and then I thought, that would be enough to go on, but there was another thing that had been itching for years. There was something about Lord of the Rings, which I loved, but what worried me was that men could fall, but orcs could not rise. Saying that they were tools of Sauron, you can't get away with that kind of stuff, that axis of evil stuff. That we have defined them as evil, so therefore we can kill them because they're evil. A very important

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SF Tube Talk

TV News & Previews

By Lee Whiteside

First of all, this edition of SF Tube Talk is somewhat abridged due to my having been tied up chairing the North American Discworld Convention, so I'm going to lead off with TV news related to Discworld.

The next Discworld miniseries being produced by The Mob Film Company for Sky One in the UK is *Going Postal*, one of the more recent Discworld novels published in 2004. There also some changes in production for this one compared to the first two (*Hogfather*, *Colour of Magic*). *Going Postal* will be directed by **Jon Jones** with **Bev Doyle** and **Richard Kurti** (who have worked together on *Primeval* and *Robin Hood*) writing the screenplay based on the **Terry Pratchett** novel. The production has taken place in Budapest, where costs are lower and they can have more detail in the sets as well as more extras to make it seem more like a crowded city than previously. The story is about con man Moist Von Lipwig (**Richard Coyle**) who is saved from hanging by Lord Vetinari (**Charles Dance**) in order to revamp the Ankh-Morpork Postal Service. Also starring are **David Suchet** as Reacher Gilt, **Claire Foy** as Adora Belle Dearheart, and **Andrew Sachs** as Junior Postman Groat. Moist finds that resurrecting the Postal Service isn't a simple task and must deal with his Golem parole officer, Mr. Pump, as well as attempts (including sabotage and assassination) by the head of the rival Clacks line, Reacher Gilt, to stop him from succeeding. It is planned to air in the UK on Sky One over Easter. They have not yet have lined up a venue for airing in the US, but are hoping for something higher profile than ION TV. At the convention, fans were treated to a preview trailer of the miniseries provided by the producers. From what we saw, it appears that **Richard Coyle** will work well as Moist. Most people only know him from his role as Jeff on *Coupling* so seeing him in a more dramatic role will be a surprise.

The new fall season is underway and as of press time, the only new series that has debuted is *The Vampire Diaries* on The CW, which drew very strong and record setting ratings for the channel. Of course, that was also airing against repeats for the most parts on the other channels so the viewership will likely drop some, but it is likely enough of the audience will stick with it to make The CW happy.

Elsewhere on the networks, there's not much advance information on the other new genre shows besides the information already released. One change is that ABC has moved up the remake of *V* from mid-season and will begin airing it on Tuesday,

November 3rd starting with the pilot episode that sets everything up and introduces the large cast of characters. Already airing on ABC by the time you read this is *Fast Forward* and *Eastwick*, provided they've done well enough in the ratings to keep the shows on the air.

Over on NBC, there's not much in the way of details on what's coming up on *Heroes*, although there is some word on some of the upcoming guest stars. Returning to the show for an episode will be **Jayma Mays**, the ill-fated Charlie for whom Hiro makes a return visit to try to save her once again. Other guest stars include **Ray Park**, **Dawn Oliveri** as the Tattoo Girl., **Robert Knepper** in a recurring role as the charismatic but evil Carnival Barker, **Ernie Hudson** as a Baltimore detective, **Tessa Thompson** as an upperclassman to Claire, and **Elizabeth Rohm** in an episode or two. We will also see an 11 year old Nathan in a flashback revealing a previously unknown Petrelli family secret, Sylar holding baby Matt Parkman hostage, and Ando kissing Hiro's sister.

CBS now has *Ghost Whisperer* and *Medium* paired up on Friday nights, hoping for a better lead out than other series they have tried. On *Ghost Whisperer*, Melinda has given birth to her baby boy, Aiden, and the series jumps five years into the future we find out he has powers stronger than his mother. Episodes coming up include *See No Evil* where Melinda investigates a chain email that appears to be cursed. In *Til Death Do Us Part*, the focus is on Eli and we meet his father (**Barry Newman**) and his mother (**Christine Estabrook**) and we learn about a tragic event in Eli's past related to the death of one of his parents. *Do Over* deals with a disastrous surgery performed in the 1950's and a surgeon who has been haunting the hospital since then. *Head over Heels* is a Halloween episode dealing with the ghost of a young farm hand who comes to Melinda for help in solving his death. In *Cause For Alarm*, a ghost tries to get help from Melinda to keep her 20 year old son from doing something desperate and harmful.

Smallville has moved to Friday nights and is continuing to bring in more of the Superman mythos into the pre-Superman Clark's life. Kicking off the season we'll see **Brian Austin Green** as John Corben/Metallo, the foe with a Kryptonite heart. We'll also see Major Zod (**Callum Blue**) and more of Oliver Queen (**Justin Hartley**) as he goes down a darker path. First up in October is *Metallo*, which introduces **John Corben's** Metallo alter-ego and his obsession with the Red-Blue-Blur vigilante. After that is *Rabid*, where a zombie-like virus infects Metropolis.

Cameron Bancroft guest stars as a virologist working on a cure to the plague. In *Echo*, an as-yet-unannounced villain from the past turns up and Clark and Lois

visit the Ace of Clubs looking for answers. *Roulette* guest stars **Steph Song** as a trickster in a tight red dress who takes advantage of Oliver Queen when he is down on his luck. *Crossfire* sees Clark and Lois ending up as hosts of Good Morning, Metropolis on WGBS and some undercover dating. Meanwhile, we are introduced to **Mia Dearden**, who will take on the role of Oliver's sidekick Speedy. After that is *Kandor*, which features **Julian Sands** as Jor-El and may be a flashback episode for Zod. Next up is *Idol* which will bring the Wonder Twins into the Smallville mythos. **David Gallagher** will be Zan and **Allison Scagliotti** will be Jayna and they will get a tour of the Watchtower with Chloe. Also in the episode, Lois' dreams and visions of the future come to the forefront as well as her relationship with the Red-Blue-Blur. Rounding out the fall episodes is *Pandora* which will reveal what's been behind Lois' problems and give Clark some idea of what he will need to defeat Zod.

SyFy is starting up the new *Stargate* series, *Stargate Universe* on Friday nights starting the first weekend in October along with the second season of *Sanctuary*. *Stargate Universe* kicks off with *Air*, a three hour opener airing over two weeks in which "a research team is forced to evacuate their secret base, finding themselves on board an Ancient vessel


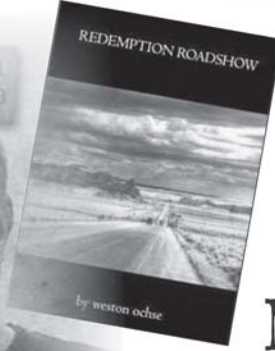
that is millions of years old -- with failing life support and no way to gate home." Based on early press reports on the opener, this new series is much darker than the previous two with the Destiny crew being put into a dire situation right off for which most of them are not prepared for. Much has been made of the younger cast and in a review of the pilot by Io9, they liken the young cast to *Dawson's Creek*, which is a step up from *90210* which has been the more common reference. We do get cameos by *Stargate* veterans like **Richard Dean Anderson**, **Michael Shanks**, and **Amanda Tapping** in early episodes. Leading the cast is **Robert Carlyle** as Doctor Nicholas Rush, a scientist who works to unlock the secrets of the Ancients but may not always have the best interests of the crew in mind. **Louis Ferreira** is Colonel Everett Young, who is in charge of the secret base that is the initial setting for the series before he finds himself trapped with the others in a completely different galaxy. **Lou Diamond Philips** is Colonel Telford, a lifelong military man. **Brian J. Smith** is Lt. Matthew Scott and **Alaina Huffman** is First Lt. Tamara Johansen, both inexperienced military people who must quickly adapt to their new situation. **Jamil Walker Smith** is Master Sargent Ronald Greer, a Marine with an explosive temper and a mysterious past. Also on

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board are a number of civilians who were at the wrong place at the wrong time.

David Blue is Eli Wallace, a total slacker who is also a genius when he puts his mind to it. **Elyse Levesque** is Chloe Armstrong, the spoiled but savvy daughter of a U.S. Senator, and **Ming Na** is Camille Wray, a human resources executive who is not at all prepared for dangerous space travel.

Next up after the opener is the two part episode *Darkness and Light* (originally called *Fire* when it was a single episode, but it had enough going on that they expanded it into a two parter). Written by producer **Brad Wright, Joe Mallozzi** described it as “action, humor, and enough angst to trigger an anxiety attack in even the most composed of viewers.” Of course, they didn’t let on anything of what the episode is actually about, which seems to be a trend. Next up is *Water*, where the Destiny crew visit an ice planet, presumably to replenish their water supply, which is followed by *Earth* where the Destiny crew makes use of Ancient body-trading technology to return home to Earth virtually, and report on their status. Continuing on are episodes *Time, Life* and *Justice*, for which the producers are being pretty mum about the episodes aside from their single word titles.

Sanctuary kicks off its second season on October 9th and reports are that the second season will be set in the future with events having taken place between the end of season one and the start of season two.

Back to the UK, the third series of the *Sarah Jane Adventures* will start airing on the BBC in October. The main cast returns from series two and one episode, *The Wedding of Sarah Jane Smith*, **David Tennant** guest stars as The Doctor. Expect to see the Judoon, more Slitheen, the Trickster, and a new reptilian race called The Veil. It is likely the series will turn up in the US on BBC America at some point, although no official announcements have been made. For the next *Doctor Who* special, the *Waters of Mars*, it is expected to air on the BBC sometime in November and likely shortly thereafter on BBC America. In it The Doctor journeys to Mars where he meets Adelaide (**Lindsay Duncan**), who is the head of the Mars base. The menace is an alien that infects its victims with a water compound it has created.

A Conversation (Cont'd from page 1)

character in the book, Mr. Nutt, is of a race that everyone detests. But he is bought out of captivity and becomes the ward of Lady Margolotta, a vampire social reformer of sorts. Those who know the Discworld knows that she founded the Uberwald League of Temperance, to encourage the vampires that there are other things than blood. It makes them very neurotic, but they throw themselves into different things. Perhaps its a social experiment, she and Lord Ventinari, who have a curious thing going on between them, they ask Chancellor Ridcully to give him a job at Unseen University, a menial job to see what happens. There’s a phrase used in the book, “can the leopard change his shorts?” Is an orc always an orc? Is it in the blood? Unseen University is a big walled, safe place. Let’s put him to the test and put him into a society and see what he does.

He becomes part of a rectangle of relationships and the overall theme of the book is self-discovery. But it is also about crab bucket culture. Human communities can be considered a crab bucket. You know how you don’t have to keep crabs in a crab bucket because they keep themselves in the crab bucket because every time a crab tries to climb out of the bucket, all the other crabs milling around pull it down again. Your comfortable society, your comfortable neighborhood that you’ve grown up in as a kid is nurturing you, but maybe it will turn against you if you go away. Your parents, your family, everything will pull you back if you’re not careful. Sometimes to achieve things, you have to leave the crab bucket. The crab bucket itself may even be a pattern of thought, your mistakes are being reinforced by those you come in contact with. In a curious sense, it seems to be an obligatory reference to the PCA I’ve got. Baby boomers don’t want to die. So they keep lying to one another. You know forgetting the name of the person you’re talking to, “everybody does that”. Going upstairs to get something then standing on the landing because you can’t remember what it was “everybody does that”. What they’re saying is “I’m so scared of dying, I want to deny that this is really happening” and all your friends do exactly the same thing, it’s a crab bucket! If only you actually faced the fact of your own mortality you’d be keeping yourself much happier. During the course of the book, three, as it were, crabs leave their buckets. Each of their buckets being different. There are two romances side by side, both of them rather strange.

Against this background, the wizards of Unseen University have to play a game of football. Its pushed on them by the terms of a bequest from an ancient wizard, and without it, their food rations will go down severely. Wizards won’t fight for many things, but the thought of having a

cheese board with only three types of cheese on them will really get them angry. They have to learn how to play the game of football, which is the old fashioned football. It’s rather like American football but without its finesse and kindness to others. No padding, kicking at shins, biting and punching, not going around like you’ve been wrapped in gauze. It’s vicious stuff and it took hours and hours and was played in the streets. They have to play football, but there’s nothing to say they can’t change the way its played. So you’ve got all the fun stuff you seem to get with the wizards learning how to play football, they aren’t the most athletic of people. The Librarian emerging as a superb goalkeeper because he can stand in the middle of the goal and reach to either side of it. It ends with a very very big, long, and vicious football match, between the bad guys and the good guys.

Lots and lots of other things are in it, all of them kind of reinforcing the central theme. I’m most proud of Shatta, a very posh store of Dwarf clothing. Because as you know, the female dwarves wish to accentuate their femininity. Now you can get dwarf weaponry, but a bit more customized for females. I just enjoyed writing it and having fun. I had a lot of fun doing research, talking to women and say “how many pairs of shoes do you own?” You get strange answers back, like

“65” or “3”, those were the tough ones. Just trying to get a feel for the whole fashionista culture thing, I did a reasonable amount of research for it. It all kinds of comes together, that’s the best I can say. Its the longest Discworld book I’ve ever written, it has a large number of characters with lots to say and do. There’s lots of football jokes and sports jokes. There’s little jokes like Bango Macaroona, a young wizard who has many, many degrees and citations, he’s upset when the footballers start to chant and it’s like the English football chants where you go “One Macaroona, there’s only one Macaroona, one Mac a rooona!” But he insists that his full title and degrees be used ending up with “One Macaroona ZHB, CHSCK, BD, and so on” Then there’s the master of music trying to write football chants, despite the fact that you can’t write football chants, they emerge from what in the book is called The Shove. The Shove is the game, the crowd, the cheering, it’s a beast, it’s the psyche of all those people in the game. The game is fun and one of the things it does, is it celebrates the time we all have, whether we like football or not. Usually, it’s your dad that takes you to a sporting game and you’re a little kid lost among the legs and your dad puts you on his shoulder, and the food you eat, the smell of the crowd, and

(Cont'd on page 5)

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Check our web site at www.randomcon.org for updates.

A Conversation (Cont'd from page 4)

it's always raining and everyone can kind of think back somewhere in everyone's life something like that. In the book, Ponder Stibbons is almost in tears because he never met his father but he still has this feeling of loss.

The book was written in the midst of your diagnosis of Alzheimer's and all that followed.

It was not specifically the Alzheimer's but all the other things like the publicity stuff I was doing, the campaign work I was doing, plus I had lots of other things I had taken on before that happened. Now, I can really get to grips with the next book, which is *I Shall Wear Midnight*, I've done quite a lot of work on that. The only real problems I have is that if I'm tired, at the end of a long day, I lose some grips of topology, I have to look hard at a belt if I put it on again. Things that used to happen automatically don't happen. Apart from that, the main problem has been the keyboard topology, it takes me a long time to hit the keys, and now, a mix of technology is allowing me to actually create at dictation speed. As I was finishing it, I wondered if Unseen Academicals would be the last book I write. It won't, and now it's "will *I Shall Wear Midnight* be the last book I write?." But I have got an autobiography on the rack as well.

You said you've been using Dragon Dictate for the dictation software.

Dragon Dictate with overlays and additions. The guys have been coming up with making it more user friendly. The technology is pretty good. It works best with a known vocabulary. It works very well with doctors, who need a specific vocabulary. An author has to have everybody's vocabulary. We actually put all the Discworld books, including the childrens books, into its files. It spent all night chewing it over, and it can hazard a pretty good guess at a word if it knows what a certain word's construction sounds like. The problem, of course, is that *I Shall Wear Midnight* has the Mac Nac Feegles in it. I taught it Mac Nac Feegle, but I'm going to have to work my way through "Crivens" and all the other things that they say.

On the live action films, the first of which, Hogfather, had the script attribution "with mucking about by Terry Pratchett"

I really didn't muck about at all, I trust them that much. I do get input. I actually bang my hand down on the glass top desk occasionally. "No, I don't have to put up with this crap!" Sometimes you have to make a point. Mostly we get on extremely well. What is interesting is that they're picking up little parts, because some of my spies, among the extras, tell me that if you walk down the alleyways, there's troll

advertisements and such. Because they are doing the new one in Hungary where things are cheaper, its easier to build out Ankh-Morpork and they had more money to pay for extras. That means the street scenes really are street scenes with something going on at the far end as well at the forefront.

There's a scene where Moist is careening around Ankh-Morpork on Boris, an untrainable horse. They're galloping down an alleyway and Adora Belle steps out, and she's wearing her very very severest dress. Now, as every man and woman knows, sometimes the most severe clothes can be most effective. And she's holding a large whip in her hand, and she says "you've been a naughty boy, haven't you Boris?", and the horse makes this whinney and she flexes the whip and says "we know what happens to naughty boys, don't we Boris?" Every man in the room is watching that and she just has the kind of persona of some woman who hangs around with Sam Spade. And I said, "well, it's not in the book, but I'd quite like you to leave it in!"

Its great, because I turn up and I have no responsibilities, I can more or less go there as long as I keep my mouth shut. I can actually intervene occasionally and say "what he said is actually wrong." Lord Vetinari's office is one to my specifications. Its the office of a civil servant who's taken over effectively from someone who thinks of himself as a monarch. You have a Spartan room and in the middle of it you have a conference table and there is a not very cluttered desk of someone who just sits there and deals with things. Charles Dance is actually very good, and Jeremy Irons was very good. A dream of mine would be to have it like The Prisoner where every movie there's a new Vetinari.

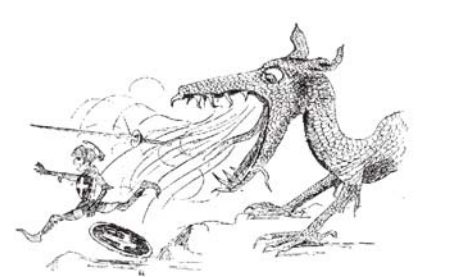
On keeping track of the whole world and making use of fan resources

Mainly I look at Wikipedia. Most of the time I know, but occasionally I have checked with Wikipedia but also Stephen Briggs keeps track for me. So far there isn't really a problem. Invariably, the book is read by enough fans before it gets out there and even the line editor has pointed out "hang on - his name wasn't spelled like that in so and so".

Near the end of *Unseen Academicals*, there was a little pause, because we had to find out how many newtons of force it took to twist a human head all the way off. The magic of fandom is that there is always going to be someone who not only knows, but will go away and do some experimental work. Although I believe it was to look up figures to do with chickens and extrapolate. Let me make this clear, I don't actually think any human heads were torn off in the making of this book.

Of all the books you've written, which ones are you most proud of?

Nation. I think that my childrens books are intrinsically better than my adult books, although I must confess when it comes to *Night Watch* and *Thud!*, I waver a bit. I know *Nation* is extremely good and I don't normally say that about my books. I knew *Nation* was good because I channeled it, I really did. If ever there was a book that hammered itself out, it was *Nation*. Lots of weird stuff that I know, weird stuff in the back of your brain, became incredibly useful. The first thing I did was write aother verse to "For those Who Sail Upon the Sea", and I kept signing it to myself all the time that I was writing it. It's a lovely hymn. I'm a humanist, but militant christianity has produced some of the best music.



An American in New Zealand Part 7: The Third Blunder in LOTR: Hobbit Town- Climbing Bilbo Baggins' Birthday Tree
by Jeffrey Lu

It was a big tree. Imagine a seven-story building. This was a little bit bigger. Behind it was a pond and a quite a few New Zealand sheep (Say give or take a few hundred). There were sheep mines (poop), everywhere. (Glad to bring those old worn and torn sneakers! Afterwards, discard!)

If it was not for this tree, Hobbit Town (Or the Shire) would never have been built for Lord of the Ring movies.

According to my tour guide, he said this tree was supposed to be cut down by the owner's family. The father asked his three sons to cut it down because it was too big. All three of them looked at the potential headache task of cutting down a very large tree. It would take at least a year to chop and move all that wood from their dad's property. One son had a plan and talked it over with his brothers. They agreed. One of them told their dad that the tree provided shade for the flock. Another mentioned the tree had at least two scores of life left. The last son pointed out that the tree was a visible landmark if there were any trouble at the ranch. Dad listened to all this and agreed to let this tree be. Smart move.

Less than a year later, Peter Jackson's scouting group found that tree for the first Lord of the Rings Movie: Fellowship of the Ring. The rest is history.

Well, almost. There is a story about Peter Jackson meeting the family of shepherds. But that will be in the next column. Back to the tree.

I first posed with a couple of friends from England. Then, I had others join me. Afterwards, I attempted to climb the tree, alone. I had no rope. I had no ladder. There were no handheld marks for me to climb. No luck. The nearest limb was over twenty feet. Rats! I wonder what the tree view of the Hobbit Town would be like? Oh, well. How do those hobbits do it?

Next Time- An American in New Zealand Part 8: The Third Blunder Continues- Hobbit Homes.



Pro Notes

Hi, Everyone! Thanks for reading ConNotations and my column. No new faces but old friends to welcome back.

We'll start with **Robert Sawyer**, from Canada, was kind enough to take a few moments for us. *FlashForward*, the TV series based on his 1999 novel of the same name, debuted on ABC on Thursday, September 24. Rob's next novel, "www: Watch," (sequel to "www: Wake") will be published in April 2010, and he's just sold reprint rights to his Nebula Award-winning "The Terminal Experiment" and his Seiun Award-winning "Illegal Alien" to Ace. CBC Sirius Satellite Radio's BETWEEN THE COVERS is broadcasting — and podcasting! — Rob's Hugo Award-nominated novel "Rollback" in twenty-five 15-minute installments weekdays from Monday, September 7, to Friday, October 9. Narrator is Alessandro Jiliani, who played *Felix Gaeta* on BATTLESTAR GALACTICA. Sirius Satellite Radio: channel 137 at 1:30 p.m. Eastern time. Podcasts will be here: <http://www.cbc.ca/wordsatlarge/> RSS: <http://www.cbc.ca/podcasting/includes/betweenthecovers.xml>

Also hailing from Canada is **Ed Greenwood**. Ed is hard at work on his next Wizards of the Coast novel, "Elminster Must Die," the first of a six-book contract. It's due out in hardcover in August 2010, and will be preceded by a thematically linked short story appearing on the Wizards of the Coast website, which has just hosted Ed's annual "Spin A Yarn" short story, written from often hilarious story ideas provided each year by Ed's seminar audiences at the long-running GenCon game fair convention in Indianapolis. There's a short story, "The Many Murders of Manshoon," in the forthcoming (January 2010) Wizards of the Coast anthology "Realms of the Dead," and has contributed to the forthcoming "Family Games: The 100 Best" (edited by James Lowder and published by Green Ronin Publishing). A short story "A Good Night To Watch Detroit Burn" was just published in the post-apocalyptic SF anthology "Grants Pass" from Morrigan Books, and Ed contributed an eulogy for Gary Gygax (creator of the Dungeons & Dragons® roleplaying game) and a short story, "Saving The Elf Princess Again," to the recent DAW anthology "Gamer Fantastic," edited by Martin H. Greenberg and Kerrie Hughes. Since last reporting in, Ed also contributed stories to Lilit Unbound (Popcorn Press), Worlds of Their Own (Planet Stories/Paizo, Inc.), and several other anthologies. Ed's novel "Falconfar" (the third and concluding book in the FALCONFAR trilogy) from Solaris [just purchased from Black Library by Rebellion, and published in the United States by

Simon & Shuster] should appear in 2010, though the sale of the imprint may affect its planned February release date. "Dark Vengeance" (Ed's second NIFLHEIM book from Tor Books) has just been released in mass market paperback format. Ed is just finishing editorial work on ED GREENWOOD PRESENTS WATERDEEP, a series of mass market paperback original novels by other authors (some of them novices), set in the city of Waterdeep in the fantasy world setting Ed created, The Forgotten Realms®. Ed is also contributing creatively to a new SF combat card game, Herobits, the "Pathfinder" game rules and associated Golarion fantasy world setting, from Paizo, Inc., and the Free City of Zobeck from Open Design. Ed's game design and writing recently earned him a share of several 2009 ENNIE Awards, and he co-wrote the bestselling 4th Edition "Forgotten Realms® Campaign Guide" hardcover from Wizards of the Coast. Ed will soon be embarking on a new series of rules-neutral roleplaying game supplements from Goodman Games, ED GREENWOOD'S FANTASTIC WORLDS. Ed will co-write these with other veteran game designers; the first volume, covering castles, keeps, and fortifications, is scheduled for release in spring 2010. Future books are planned on such topics as world-building, city design, and mythology. *Whew!*

I'm always happy to hear from **Brian Aldiss** in the UK who manages to keep himself insanely busy. On the digital channel, BBC 7, they are reading "Hothouse", which has been published in a swanky design and on good paper as a Penguin Modern Classic. Next week, the same channel will begin to read some short SF stories Brian selected and will introduce. What really delights Brian is that, at long last, his novel "Walcot" is published by Goldmark. In all his long

and checkered writing career, he says, never have publishers published such a beautiful object as this. "Walcot" is strictly limited, has no ISBN and will appear in no bookshops. You can check it out and relish its appearance on his website: www.brianaldiss.co.uk. It is the story of the 20th Century from beginning to end, focusing on one family,

the Fieldings. Yes, there is an SF element. Brian is now writing a novel, working title "Finches of Mars". As the title hints, it's darwinian (Creationists beware). Most novels set on Mars are adventure stories. The novel contains only mental adventure. It's a great year for apples. He says he has several apple trees in his garden and practically lives off stewed apple right now.

Doranna Durgin who recently took up new residence in New Mexico and is planning yet another move (within NM) late this year. Her new SENTINELS series (Nocturne paranormals) recently debuted, she has an audio release for "Hidden Steel," and large print and paperback releases for Flagstaff-based mystery, "Scent of Danger." Just barely yet to come is the third SENTINELS book, followed close on by a new series with Tor—"The Reckoners" (Chris McGrath cover—how cool is THAT?) Along with the moving and the deadlines (never have that many books come out in that time frame—just *don't do it,* and don't let your friends do it either!), she and her dogs have been working in some agility competition. Belle Cardigan (a Cheysuli dog bred by Jennifer Roberson) earned the highest title available to her competition class, and younger packmate Connery Beagle (who has his own LiveJournal and Twitter) is mere moments away from the same. Doranna reports that she is not bored.

From **Raymond Feist** out in Calif: he turned in galley proofs of "At the Gates of Darkness," which will be an April release next year, book two of THE DEMON WAR SAGA; and is working on "A Kingdom Besieged," book one of THE CHAOSWARS SAGA. **Larry Niven**, also living in Calif, was very brief: "Destroyer of Worlds" with Edward M. Lerner is due out in June from Tor. "The Moon Maze Game" with Steven Barnes is

near completion, also from Tor. And a Dream Haven chapbook of three short stories, "Strange Light," is waiting for Lisa Snellings-Clark's illustrations and will make its public appearance at World Fantasy in San Jose.

Jane Yolen checked in with me from Massachusetts. "Dragon's Heart" came out, and she has gotten some nice notes from fans, both young and old. Meanwhile, she and Midori Snyder handed in their novel "Except the Queen" (based on their novella published in the World Fantasy award-winning anthology THE FAIR FOLK, edited by Marvin Kaye). It will be coming out from Ace in February 2010. It is about two fairy sisters who—because of a blunder involving the Queen—are sent out of faerie into the gray world of humanity, stripped of magic and glamour and are therefore suddenly middle-aged and succumbing to the ravages of mortality and gravity. There's a brutal Red Cap tracking them through his son who is a Dog Boy. A nasty tattoo artist named Long Lankin who is targeting vulnerable young women, an amoral but fascinating Baba Yaga who lends one of the sister's her house. Love, loss, changelings, a nursemaid to the fairies a Jack, black crones who can fly, and always, always the Queen. And if that isn't enough, Jane is also writing a novel with her son, Adam Stemple, called "B.U.G.," about a Jewish boy who is badly bullied in high school, so he makes a golem, starts a klezmer fusion band (the golem is the drummer of course) and... well golems do run amok. And Adam and Jane have a novella, "The Tsar's Dragons" in the new DRAGON! anthology edited by Dozois and Dann. Bet you didn't know the Red Menace was really red dragons. And that Rasputin was killed by one of them. Yep. You heard it here first.

Also on the east coast – New York – is

(Cont'd on page 7)



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Pro Notes (Cont'd from page 6)

Anne Bishop. “The Shadow Queen,” a Black Jewels novel, was released in the U.S. and Australia this past spring, and translations in German and Portuguese are scheduled to come out later this year. “Shalador’s Lady,” the sequel, (*Yay!!!*) is scheduled for a spring 2010 release in the US and Australia. (Check her web site — www.annebishop.com — around the end of November to read an excerpt.) Five of her books are now available as audio books: “Sebastian,” “Belladonna,” “The Invisible Ring,” “Tangled Webs,” and “The Shadow Queen.” More of the books, including the BLACK JEWELS TRILLOGY are scheduled to be released next year. What’s next? This year Anne is writing four connected stories set in the BLACK JEWELS world. It doesn’t have a title yet, but it does have a March 2011 publication date.

Haven’t heard from **Douglas Clegg** in a long time - his new book, “Isis,” comes out in hardcover from Vanguard Press on September 29, 2009. There’s a game for it that’s already reached more than 800,000 players online: <http://www.isisthebook.com/game.php> And a book trailer: <http://www.isisthebook.com/trailer.php>

Locally (Arizona...), **Adam Niswander** is pleased to report that the third SHAMAN novel, “The Hound Hunters,” was officially published by Hippocampus Press in February, only fifteen years late (since it was intended to be released by Integra Press back in 1994, but came out only as an Uncorrected Proof). And the fourth SHAMAN novel, “The War of the Whisperers,” was released by Hippocampus Press on September 1st—so remember, if you hear voices in your head, you may not be crazy after all. Adam will have a short story, “Eldritch Matters,” in a new anthology titled “Black Wings: New Tales of Lovecraftian Horror” edited by S. T. Joshi, published by PS Publishing in December, and will have the lead story, “2012,” in an anthology titled “Cthulhu 2012” to be published soon by Mythos Books. Miskatonic River Press has reissued the rare MYTHOS anthology titled “Dead But Dreaming” with Adam’s short story “Bayers Tale.” And, last but not least, Adam and Mark Boniece will be hosting MYTHOSCON here in Phoenix in January of 2011, a new international convention devoted to H.P. Lovecraft and those who followed him. Watch as details become available at <http://www.mythoscon.org>

And, one of my personal favorite writers – **Diana Gabaldon** – took a few moments to update us on her life. The seventh (but NOT the last!) of the OUTLANDER novels, “An Echo in the Bone,” was out on September 22nd, at which point All Hell broke loose: Diana is doing back-to-back tours in the US,

Canada, New Zealand and Australia, and will basically be gone for two months solid, getting home just in time for Thanksgiving. There will be some tour stuff in the UK in January, when the UK hardcover of ECHO is released—though UK readers needn’t wait; the UK publisher (Orion) has kindly suggested that if UK readers will buy a hardcover through Amazon and send them (Orion) the receipt, they’ll send said readers a FREE Australian paperback in September, so they can read along with the rest of the English-speaking world, and still get their hardcover in January. And she’ll be in Germany, March 16-18, to promote the German edition (Die Echo der Hoffnung—there’s an umlaut over the “u”—it means “An Echo of Hope,” because evidently “in the bone” doesn’t translate well into German). Then back to the UK in early August, to be a guest at the Strathpeffer Highland Games, as part of the International Clan MacKenzie Gathering. In terms of publications: Aside from ECHO, there will be a new Lord John Grey novella (“The Custom of the Army”) coming out March 2010, in an anthology titled WARRIORS (edited by George R.R. Martin and Gardner Dozois). And she’ll have a short story (no title yet) in their upcoming anthology, STAR-CROSSED LOVERS; that one will be about Roger MacKenzie’s parents (no, not Jamie’s parents—they get their own book, later on). And, in the fullness of time, another Lord John short piece for an anthology titled DOWN THESE STRANGE STREETS—this one is titled

“Lord John and the Plague of Zombies.” (*omigod*) And then there’s the graphic novel... This is a novel set within the world of OUTLANDER (but not a straight adaptation of OUTLANDER); working title is “The Exile.” The artist is Hoang Nguyen (www.liquidbrush.com, if you’d like to see some of his beautiful work!), and he’s done a wonderful job with the artwork (Diana wrote the script, natch). There’s not a specific pub date yet, but it will be out sometime in 2010. Check www.dianagabaldon.com for graphic novel samples, tour dates and events, and anything else your little heart might desire. Oh—movie news. The producer who has an option on OUTLANDER has had a script written (Randall Wallace) and is looking for a director. If and when more happens, it will be on her website and/or her blog (www.voyagesoftheartemis.blogspot.com). P.S. Forgot to add that she now has a YouTube Channel (<http://www.youtube.com/user/voyagesoftheartemis>), for folks

who’d like to watch Diana speak/read/be interviewed, and/or want to see her vast collection of OUTLANDER casting videos.

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/>

Musical Notes

Mark Horning – Space and Freedom Independent Release

First of all, Mark Horning deserves congratulations for recently receiving his Masters degree in physics. (I think this means he’s mastered cold fusion or knows how to travel through time or something. You smart people have all the fun.) Second of all, he deserves congratulations for being quite the original songwriter.

Horning is a true filker and he comes at the genre like you might imagine a physicist would – with 20 songs about a world that could, given enough time, actually exist someday.

Songs about space travel, rockets and the people brave enough, imaginative enough and crazy enough to travel

through space abound here. Horning has a real knack for writing entertaining songs that tell a story and make you think.

Now, given that, Horning would probably be the first to tell you that he also *sings* like a physicist. But that’s not really the point. This album is one of the most excellent examples of pure filk writing that I’ve heard in quite some time and I was quite entertained by Mark’s songs. I think you will be, too.

Leslie Fish – Lock and Load
www.randomfactors.com

If I live a thousand years, I am certain that other than right here, I will never see this phrase in print: “Shy, demure Leslie Fish” is right up there with “Party animal Emily Dickinson” and “Center fielder for the White Sox, Pope Benedict”

Those of you who know Leslie know that she speaks her mind. You don’t have to be around her more than ten seconds to figure out that this woman didn’t just live through the 60s and remember it; she helped *shape* it just by being there. Leslie has long been a loud supporter of the Second Amendment, and as you might imagine with a CD title like “Lock and Load” she has a lot to say about the subject.

Fortunately, this album never gets preachy (well, okay, hardly ever), and never ceases to be entertaining. “They Were Having a Sale at the Gun Store” is

(Cont'd on page 8)

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Musical

(Cont'd from page 7)

one of my favorites here, sung barber-shop quartet style while teaching you why it might be a good idea to have a "hand cannon" handy. Her "Vigilante" is so catchy I've caught myself humming it to myself over the past few days. "Me and my 30.06" borrowed from her friend Joe Bethancourt, has always been one of my favorite songs about why the average Joe (sorry) owns a gun in the first place.

Given the fact that most concept albums usually tailspin in their own self-importance, I can happily say that "Lock and Load" does not. In fact, I think this just may be the best CD Leslie Fish has ever released. The production values are excellent; Fish is in fine, crystal clear voice and the backing musicians here are to die for. Definitely pick this up.

FYI

CASFS Book Discussion

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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.

October 20, 2009 - *The Graveyard Book*
by Neil Gaiman

November 17, 2009 - *The Lightning Thief*

December 15, 2009 - *Quarter Share* by Nathan Lowell

SHORT STORY CONTEST

In cooperation with the **TusCon** science fiction and fantasy convention (Nov 13-15), Pima County Public Library will be running another adult writing contest and a teen art contest in association with this program.

Short Story Contest Rules

Entry is limited to writers with no professionally published work (as of the closing deadline the contest), and also 13 years old and older (also as of the closing deadline the contest).

Stories must be 5000 words or less, all content original to the author, and it must have some speculative content: Fantasy, Science Fiction, Horror, Paranormal, Magical Realism, etc. No excerpts, please.

Multiple submissions are allowed but we encourage you to submit only your best work.

Submissions must be in formal hardcopy manuscript format. No electronic submissions please.

Submit a clear printout or typed copy, double-spaced, with text on only one side of standard letter-size white paper.

Include a separate cover sheet with your name and address, along with the title of the story.

Please note the word count of your story. Put a header on every sheet of the manuscript, with your last name, story title, and page number.

There is no entry fee, and you do not need to be a member of TusCon to enter. Entries should be mailed to: Shawn Flecken, Pima County Public Library, 101 N. Stone Ave., Tucson, AZ, 85701.

Or, entries can be delivered to the Main Library, 101 N. Stone Ave., 4th Floor Administration reception desk, Attention: Shawn Flecken.

Entries are due, in-hand, by 5 pm Monday, October 12, 2008.

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

Sci-Fi Book Group

2nd Tuesdays, 730pm
Barnes & Noble, Eastside, Tucson

AUTHOR SIGNINGS

Poisoned Pen Bookstore, Scottsdale

Ghoulie Gals: **Sarah Langan, Alex Sokoloff, Sarah Pinborough & Rhodi Hawk**, Oct 9, 7pm

James Sallis & Brent Ghelfi discuss *Fahrenheit 451*, Oct 18, 2pm

Ridley Pearson & Dave Barry, Nov 4, 7pm

Brandon Sanderson, Nov 16, 7pm

Changing Hands bookstore

Diana Gabaldon, Oct 2, 7pm

Barnes & Noble, Eastside, Tucson

Diana Gabaldon, Oct 10, 2pm

Barnes & Noble, Pima & Shea, Scottsdale

Diana Gabaldon, Oct 10, 730pm

Barnes & Noble, Desert Ridge, Phoenix

Sam Weller for "The Bradbury Chronicles, The Life of Ray Bradbury", Oct 22, 7pm

SPECIAL BOOK RELEASES

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

Cemetery Dance Publications

"Last Exit for the Lost" by Tim Lebbon
"Futile Efforts" by Tom Piccirilli

Dragon Moon Press

"Crescent" by Phil Rossi
"Operation: Face the Fear" by Tony Ruggiero
"Tapestry of Enchantment" by Karen Anne Webb

PS Publishing

"Passing for Human" ed. Michael Bishop & Steven Utley
"Grazing the Long Acre" by Gwyneth Jones

PYR Publishing

"Diving into the Wreck" by Kristine Kathryn Rusch
"Nightchild: Chronicles of the Raven" by James Barclay

Subterranean Press

"The Evil in Pemberley House" by Philip Jose Farmer & Win Scott Eckert
"The Terror" by Dan Simmons
"Where Everything Ends" by Ray Bradbury
"Unchained & Unhinged" by Joe R. Lansdale
And too many more to mention....

Wildside Press

"Gothic Grotesques" by Brian Stableford

GAMING EVENTS

DRAWN TO COMICS

Star Wars Miniatures. Fridays 7:30pm-11pm, Sundays, 1 - 4pm
Sit-and-Sketch with local artists. 3rd Saturday, 6pm-8pm
Marvel vs. Capcom game tournament, Oct 31st

GAME DEPOT

HeroClix & MechWarrior - Wednesdays, 530pm
Monsterpocalypse. Wednesdays, 5pm
Magic, The Gathering - Thursdays, 6pm-9pm



GAME DEPOT
"Voted AZ's Best Game Store"
Complete Selection of Games Workshop®,
Huge Selection of Role Playing Games
Collectible Card Games • Miniatures
Wargames • Board Games • Mahjong • Dice
Dominoes • Cribbage • Chess • Go

GAMES WORKSHOP
MAGIC The Gathering™

(480) 966-4727
3136 S. McClintock Dr. Ste. 11, Tempe, AZ
NW Corner Southern & McClintock

Zendicar Launch Party (Magic).

Oct 3, noon

Legends of the Five Rings CCG.

Oct 17, noon

Battletech. Oct 17, noon

Warhammer 40K. (Ork)tober League,
during October

GAMER'S INN

Gamers Sin, Halloween convention,
Oct 29-31

IMPERIAL OUTPOST GAMES

Boardgames & Demo Nite -

Thursdays, 6pm

Magic Booster Drafts. Fridays, 7pm

Federation Commander -

2nd Saturdays, noon

RPG - 1st & 3rd Sundays

SAMURAI COMICS

(check website for correct store location)

Yugioh Tournament, Sundays, noon

(Phx), Sat, noon (west valley)

Anime Club, Sundays, noon

Magic, The Gathering, Friday, 6p at both
locations, & Tues, 6pm (west valley)

Pokemon, Saturday, 2pm (Phx), Sundays,
2pm (west valley)

SPAZDOG COMICS

Star Wars Miniatures. Thursdays, 5pm

Heroclix Tournaments. Fridays, 7pm

Pokemon League. Saturdays, 3pm

Magic, The Gathering. Saturdays, 4pm

24-Hour Comics Day. Oct 3, noon to Oct
4, noon-10pm

SCIENCE EVENTS

ASU

Science lectures and news: [http://
asunews.asu.edu/news/science](http://asunews.asu.edu/news/science)

ARIZONA SCIENCE CENTER

Robots, The Interactive Exhibition.

Sep 27-Feb 14, 2010.

Ongoing Exhibits:

Dorrance Planetarium

Evans Family Skycycle

My Digital Worlds

Forces of Nature

New Rock Wall for climbers aged 8 and
above

Saturday Science Classes for ages 6-10.

Check website for dates and topics.

CHALLENGER SPACE CENTER, PEORIA

Stargazing. Starlab Planetarium.

Check website for dates and times

The Space Place is a 2-hour interactive
program for little ones with big imagina-
tions! Designed for children ages 3
through 6, the program features age-
appropriate activities designed to teach
preschoolers about our planet and solar
system. Call for reservations. *Venus:* Oct
12 & 13, 930am-1130am. *Earth:* Nov 9 &
10, 930am-1130am.

Halloween Family Fun Day, Oct 31,
10am-4pm

2nd Annual Holiday Street Faire
(holiday shopping), Nov 14, 8am-4pm

ASU Meteorite Exhibit

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

Porterat portercd@msn.com

PIMA AIR & SPACE MUSEUM, TUCSON

New Volunteer Orientation. Oct 10,
Nov 14, Dec 12, 930am

Volunteer Presentation Series. Oct 17,
Nov 21, Dec 19, 10a-11am

Tucson Symphony Orchestra. Oct 24,
530pm-10pm

Special Lecture: John Nowicki, Vice
President of Aerospace Engineering at
Packer Engineering and President of the
EAA Chapter in Chicago. He will be
discussion Packer Engineering's involve-
ment in the Wright Redox project that
happened in 2002 and 2003. Oct 30,
1230pm-130pm

Tucson Radio Control Club Model

Airplane Event. Nov 14 & 15, 9am-
430pm

Santa Claus breakfast. Dec 5, 9am-
noon

Space Gallery exhibit. See an Apollo
space capsule, moon rock, Phoenix Mars
Misson.

Titan Missile Museum Tours. Reserva-
tions 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.

SETI Institute's Weekly

Science Radio Program

Mondays, avail as podcast

<http://radio.seti.org>

<http://podcast.seti.org>

OTHER GENRE-RELATED EVENTS

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

Metaphysical Group. Oct 10, Oct 227pm

BOOKMANS, GRANT RD, TUCSON

Free Tarot Readings with Pandora,

Wednesdays, 6pm

BORDERS AVONDALE

Metaphysical Wednesdays Discussion

Wednesdays, 7pm

BORDERS, PARADISE VALLEY

Metaphysical Fridays, 7pm

CONLAN PRESS

Offers Peter S. Beagle's 52/50 Project.
52 songs & poems delivered weekly.

LOFT THEATRE, TUCSON

Screenings of movies, many SF genre.

Check website for times and listings.

MADCAP THEATRES, TEMPE

International Horror & SciFi Film

Festival, Oct 15-18

PIMA COUNTY PUBLIC LIBRARY, TUCSON

Fantastic Creations – author panel
discussion with Lisa McMann, A.S. King
and Janni Lee Simner. Oct 3, 2p-4p

TUCSON COMIC CON.

Nov 7. Free Event. Loads of artists and
comicbook publishers on hand.

<http://tucsoncomic-con.com/>

TUCSON FESTIVAL OF BOOKS

March 12-14, 2010

Genre authors: Jennifer Ashley, Frank
Beddor, Terry Brooks, Emma Bull,
Charles deLint, Karen Joy Fowler, Alice
Hoffman, Nina Kiriki Hoffman, Jane
Lindskold, Jeff Mariotte, Cheyenne
McCray, Dennis McKiernan, David
Morrell, Yvonne Navarro, Weston Ochse,
James A. Owen, John Scieszka, Will
Shetterly, Janni Lee Simner, Vicki Lewis-
Thompson, Aimee & David Thurlo, John
Vornholt, Catherine Wells, Timothy Zahn

Check web sites or contact stores for
more info

Game Depot, 480-966-4727

Websites:

<http://www.azchallenger.org>

<http://www.azscience.org>

[\[locator.barnesandnoble.com/\]\(http://locator.barnesandnoble.com/\)](http://store-</p>
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storelocator

<http://beyond.asu.edu>

<http://www.bookmans.com>

[http://www.borders.com/online/store/
LocatorResults](http://www.borders.com/online/store/LocatorResults)

<http://www.cemeterydance.com>

<http://www.changinghands.com>

<http://www.conlanpress.com>

<http://www.dragoonmoonpress.com>

<http://www.drawntocomics.com>

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

<http://www.imperialoutpost.com>

<http://www.library.pima.gov>

<http://www.loftcinema.com/showtimes>

<http://madcaptheaters.com/>

<http://www.pimaair.org>

<http://www.poisonedpen.com>

<http://store.pspublishing.co.uk/>

<http://www.pyrsf.com/catalog.html>

<http://www.samuraicomics.com>

<http://www.seti.org>

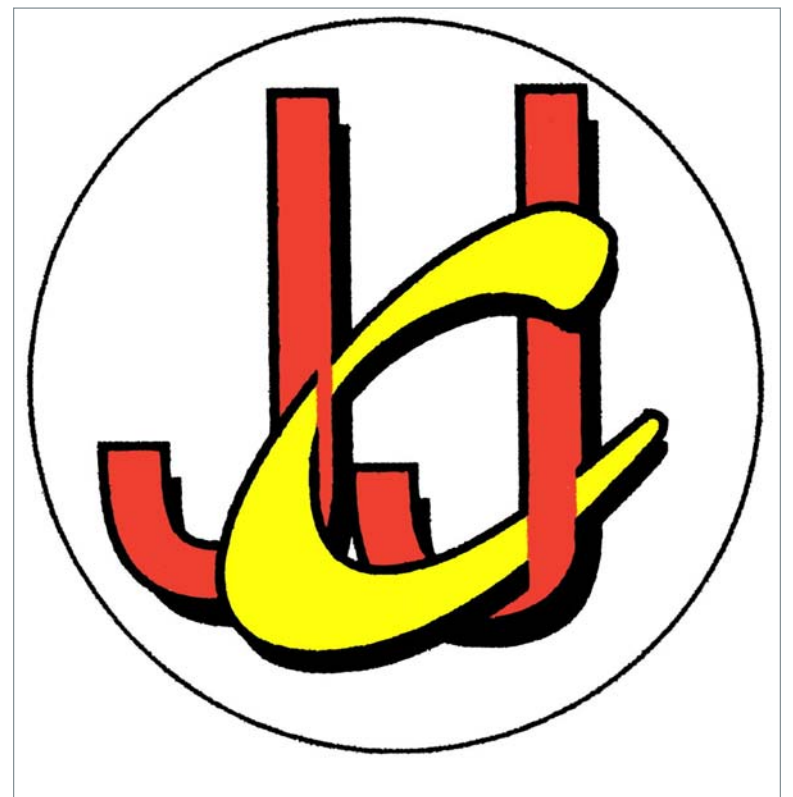
<http://www.spazdogcomics.com/>

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

<http://www.titanmissilemuseum.org/>

<http://tucsonfestivalofbooks.org/>

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



Screening Room

Zombieland
Starring: Woody Harrelson, Jesse Eisenberg, Emma Stone, Abigail Breslin
Director: Ruben Fleischer
Runtime: approx 90 minutes
Rated: R
Release Date: October 2nd, 2009
Reviewed by: Len Berger
(ConNotations Film Editor)

The United States has been overrun by plague stricken zombies. As with all zombies they are hungry and their favorite food is unaffected humans. Zombieland is a story about a small band of survivors crossing the country to reach their home cities or a safe haven. They are known by their home cities and first up is Columbus (played by Jesse Eisenberg). Columbus has developed a set of rules which he deems necessary to survive. One rule is the “double tap” which assures that your target zombie is properly dispatched. Shoot him twice; smash her on the head twice and so on. Another rule is “faster your seat belt” so when your car crashes with a zombie in your back seat the zombie flies through the front window and you do not, allowing you to escape. Early on one learns to be very careful around bathrooms, hence the rule “beware of bathrooms”. Zombies have learned that humans have certain needs and hide out waiting to pounce. These and many other rules pop up throughout the film and give the audience more reasons to laugh.

Tallahassee (played by Woody Harrelson) is just having so much fun targeting the zombies and obsessing about eating that last Twinkie, before the expiration date is reached. Tallahassee picks up Columbus and off they go in search of their home towns and a Twinkie. Tallahassee does not exactly buy into Columbus’s “rules” but does add some of his own including “enjoy the little things” and as time goes on he sure does. Tallahassee and Columbus find sisters Wichita (played by Emma Stone) and Little Rock (played by Abigail Breslin) and the interaction and dependencies between the players develops for the rest of the film. The film is about the four having some fun, getting to know each other and perhaps trust each other, in a world of chaos.

Woody has a blast playing Tallahassee and is one of the highlights of the film. This is a crazy film that will keep the funny bone a humming. Bill Murray’s cameo appearance in his mansion is great. Bill offers some advice on how you can walk the streets with the zombies without becoming dinner. His advise leads to some unanticipated consequences.

Zombieland is rated R for horror, violence, gore and language. If you

enjoy “Human Happy Meals”, seeing zombies get killed or developing human relationships within the context of a hopeless situation you will enjoy the film. There is a scene after the credits. Zombieland is rated “A-”.

Surrogates
Starring: Bruce Willis, Radha Mitchell, James Cromwell
Director: Jonathon Mostow
Rated: PG-13
88 minutes
Touchstone Pictures, Mandeville Films, Road Rebel
Distributed by: Walt Disney Studios Motion Pictures
Release Date: September 25th, 2009

I have to admit, I had decided that this was going to be “Die Hard Like a Robot” before I went to see it. I was wrong.

Dr. Canter (Cromwell) created “surrogates” originally to allow people, like himself, to walk and interact among us even if they had physical problems doing so. Eventually other reasons emerged to use them, police to avoid being hurt or killed on the job, firemen for much the same reasons, people with (real or imagined) physical deformities that affected their appearances, people who just didn’t look as good as they wanted, excuse, excuse, excuse. Soon seventy percent of the world’s population was using them.

Of course there are those who refuse to use them and eventually they are allowed to create “surry-free-zones”. These zones are treated as tribal lands and they do not answer to the local governments. The leader of these zones is a man (Ving Rhames) who calls himself “The Prophet”.

One young man looking for fun goes to a club and as he is hooking up, he is interrupted by a man on a motorcycle who does something to him and the “lady” that fries their surrogates and somehow manages to fry their brains despite the safety interlocks. Greer (Willis) and Peters (Mitchell) are called in and they have the first murder in years to investigate.

The story is enhanced by the fact that Greer is having issues with the lack of basic contact with his wife and after his surrogate is destroyed while in pursuit of the person who committed the murder he has trouble dealing with actual contact with people in the street. He has had so little actual contact that he actually freaks out in the street.

The movie glosses over his “cure” and allows him to cope after a short time. The film asks more questions than it answers and the ending is somewhat lacking. It is enjoyable but it doesn’t really stay with you.

Three and a half stars out of five ~~
Bob LaPierre

ConClusion

Post-Con Report on the 2009 North American Discworld Convention (NADWCon)
By Catherine Book and Lee Whiteside

Leprecon, Inc. along with other dedicated fans from all over North America brought to Arizona the *First* North American Discworld Convention September 4-7 at the Tempe Mission Palms in Tempe, Arizona. Terry Pratchett was an enthusiastic supporter and delighted all the fans who traveled from as far away as Alaska in the US and Switzerland to meet him. It was startling to discover that about two-thirds of the attendees had NEVER BEEN TO A CON BEFORE!! Registration reported we had an estimated 898 warm bodies onsite – not counting kids under five. Chaired by Lee Whiteside, the convention was declared the “best Discworld convention ever!” by Discworld creator Terry Pratchett as the convention was winding down.

The Thursday night pre-con mixer and pub quiz had over 200 enthusiastic folks ready to start the convention that night and the Seamstress’ Party on Friday boasted over 500. The banquet hosted 300 hungry people and some of the most gorgeous room decorations and displays ever seen at a fan-run convention. In fact, part of the real appeal of this convention was the attention to detail with the ambiance.

Programming provided nearly 100 different events/presentations/fun things to do. Terry hosted three separate general signings with approx 300 patient people waiting for each one. The signing tickets became highly collectible items since each member only received one of the three different tickets. Other highlights with Terry included opening ceremonies on Friday where he had an honor guard of seamstresses with a giant turtle to bring him to the stage and his Q & A on Saturday with Jennifer Brehl, his U.S. adult fiction editor. Many of the guests took part in a presentation of Holy Wood squares on Friday night featuring many Discworld characters. A group of fans who have taken part in the recent live action Discworld films gave a talk on the experiences as extras including some news on the recently completed *Going Postal* (for which fans were treated to an exclusive preview trailer during the convention). Diane Duane and Peter Morwood hosted a writer’s workshop, and Diane, Esther Friesner, and Anne Hoppe hosted a popular panel on YA fiction.

The Maskerade was a great success with 40 costumed persons on stage as part of 31 costume units. Adding in the volunteer crew members, more than one person in twenty at the convention was directly involved in producing the

Maskerade. This is a tremendous degree of participation! Notable award-winning costumes include JoAnn and Scott Abbott’s “The Appointment,” as Duke and Lady Vimes in an on-stage costume transformation; and Vance Whitaker as “Igor of Uberwald,” with amazing prosthetic makeup applications and a non-standard number of thumbs. Check the “Maskerade” page of www.nadwcon.org for a participants list with pictures.

We collected a whopping \$24,531 from the live Charity Auction on Sunday over about 3 hours with loads of commentary from our Auctioneer, Pat Harkin, assisted by Bernard Pearson and a staff of many. This amount broke all records for the auctions at the UK DW cons. We further collected over \$2000 during Closing Ceremonies when we auctioned off some of the decorations including the guild banners that hung in the ballroom during the convention as well as some unique items such as Diane Duane’s hair. As Diane related to the fans, she ran into Terry in the elevator when she was heading out to get her hair cut and he suggested she save it and auction it off for charity. 100% of these proceeds will be split between The Alzheimer’s Research Trust and the Orangutan Foundation of the UK. In addition, several hundred dollars were freely donated in the collection jar in the dealers room for The Alzheimer’s Research Trust from all our members. Other charity fundraising included Esther Friesner raising over \$1000 for the Susan G. Komen Race for the Cure by doing Cheeblemancy as well as auctioning off several items, including her Nanny Ogg hat, during closing ceremonies. Finally, after reading from a UK advanced reading copy of the new Discworld novel, *Unseen Academicals*, Terry Pratchett and Rob Wilkins auctioned it off for \$1250 with those funds going towards the R.I.C.E. center (Research Institute for the Care of Older People) in the U.K. that Terry supports. Some additional fundraising took place with some of the related merchandise that is still being tallied that will add even more to the totals.

The dealers room was packed with books, jewelry, costuming and other items and all of them did well, some even said they did better than recent worldcons! The small art show featured art by Sarah Clemens, who gained new fans for her Magnus and Loki art.

The fans were so thrilled at the opportunity to go to a Discworld convention on this side of the Atlantic and after Terry Pratchett indicated he’s doing well enough with his Alzheimer’s that he’d be up for another US convention, there was already talk in the halls on Monday on who might host the next one. We might have started a new tradition! Visit the

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ConClusion (Cont'd from page 10)

convention website at www.nadwcon.org to see links to many pictures taken at the convention.

Turtle Tea Time- September 4-7, 2009 The North American Discworld Convention in Tempe, AZ by Jeffrey Lu

Originally, I was supposed to be with a lady friend at this convention. She was an expert about Terry Prachett and Discworld novels. Instead, I found out I was stranded into a very different universe with people wearing witch hats and at times, stuff ducks. My guide was nowhere to be seen except maybe in Yuma. Me? I was in Tempe. I was alone without tea.

I did not panic. I knew that Sir Terry Prachett had written with Neil Gaiman, “Good Omens.” Mr. Prachett was known as an intellectual Piers Anthony or by others, a Fantasy Douglas Adams. In other words, he was a well-received author.

I had three days to discover what was going on. I need some tea at the ConSuite.

First day, I saw a few local friends. Some I have not seen in ages. I asked them politely what generally was going on. They helped me get my badge, autograph ticket, and whereabouts at the hotel.

Second, I found someone in the ConSuite (bless her) who took me by the hand to Prachett’s universe. I later made friends who filled me in about DiscWorld.

Last, I listened to Sir Terry Prachett’s conversation on how he wrote his stories. He was amazing in telling how he uses ancient books (gifts from friends and family) in some of his fantasy.

Occasionally, I drank tea with new and old friends. I began to relax as we talked about science fiction and fantasy in England and in America.

I later found out the convention’s charity auction made \$23,000 overall. The proceeds will go to Alzheimer’s Research Trust in U.K. and the Orangutan Foundation.

Some fans were from all over the United States. They were happy to see Sir Terry Prachett in his first appearance in the U.S. Some even mocking their friends back home by sending recent phone photos of Prachett himself.

Believe it or not, some English visitors wanted to know where in Arizona was the London Bridge. After the convention, they went on their bridge quest before going back home.

After this convention, I became a fan. The people were rather nice to this beginner. I look forward to reading Sir Terry Prachett’s books. Maybe with some cookies and some tea.

Back To The Present: August 6-9, 2009 Star Trek Convention in Las Vegas by Jeffrey Lu

Doc was going to be there.

Not Doctor McCoy. Not the other Star Trek doctors. But Doc...from *BACK TO THE FUTURE*.

I had to be there.

So, I had to be creative. I searched the web for the best hotel deals. I purchased general admission. I even brought can foods for the convention. I did not have much money but I made do with what I had.

With this in mind, I was able to have two photo-ops and a concert ticket. I was ready.

To summarize the convention: did what I wanted to do. I had a photo with Christopher “Doc” Lloyd and a photo with Kevin “Hercules” Sorbo. I watched and listened to almost every Star Trek actor/actress. I even saw the three Spocks on stage- Jacob “Young Spock” Kogan, Zachary “Mr. Spock” Quinto, and Leonard “Spock Prime” Nimoy. The most amazing in my humble opinion was the concert. I saw Bret Spiner sing Broadway standards. I was awed by Jacqueline “Sulu’s daughter” Kim’s voice. Awesome convention.

Hope to see the three Kirks, next year. Maybe.



“I Don’t Know My Own Strength!” It’s the very nearly 50th Anniversary of Rocky the Flying Squirrel and Bullwinkle J. Moose, Pt. 3 By Shane Shellenbarger

As you’ll recall from last time, our intrepid band of voice actors had been formed and were gelling as a group. In addition to his writing duties, Bill Scott proved to be as versatile a voice actor as June Foray or Paul Frees. In addition to doing the voices of Bullwinkle, Fearless Leader, Dudley Doright, Mr. Peabody, George of the Jungle, Super Chicken, and Gidney, the Moon Man, Bill Scott provided the voices for many of the transitory characters who passed through the show like commuters passing through the turnstile at a train station. He even did a few imitations: Edward G. Robinson, Chico Marx, and Bob Newhart. Once asked about how he had developed such a breadth of voice characterizations, Scott responded, “In my college days, I was a radio actor in Denver. I didn’t make much money at it but I was always available, and I did a couple of national broadcasts from Denver playing various cowboys. I did a whole series of air force programs out of Lowery Field, doing the standard bottom-of-the-rung stuff, but always

doing more than one voice; in those dear dead, rotten days you only got paid for the session, and if you could hire an actor who could play four characters, well that was great because you only had to pay him once! So, of course, the people who could do multiple voices were much in demand.” Scott gave the following example based on a show called *The Tweetles*, “...for a period of six months or so, a girl named Lenore Geller and I did a comic soap opera together, doing all the characters. We had like twenty-one characters that we were playing. So I had that kind of background. Great training—lousy pay!”

A test taping of *Rocky and His Friends* was made at Capital Records and the recording session for the pilot was held at Universal Recorders on February 11th, 1958. William Conrad, June Foray, Paul Frees, and Bill Scott spoke the words for the narrator, Rocky, Boris, Natasha, and Bullwinkle. After four takes they were done. Jay Ward and the cast were ecstatic and in March of that year, Ward Productions was legally incorporated. By the end of March, *Rocky the Flying Squirrel* (as the pilot was officially named) was ready. The pilot was being shopped around to sponsors (Canada Dry Ginger Ale was interested early on) and there was wide interest in the show. After a screening of the pilot, one distributor offered \$3,500 per episode for an outright sale of sixty-five episodes. The reaction pleased Ward, but he preferred percentage ownership. By July 1958, Canada Dry was nearly ready to firm the deal: \$5,000 per episode for 195 episodes. The ad account executive for Cocoa Marsh, a chocolate marshmallow drink also loved the film and sponsorship negotiations began.

In the meantime, Ward Productions had been busy readying a second pilot: *Jam Session*. Ward was an enthusiastic jazz buff and this program promised to showcase the great jazz artists of day. The host was controversial stand-up comic, Mort Saul and starred Dave Brubeck. The first sequence was filmed at the Red Onion nightclub in the San Francisco Bay Area. Another project in the works was “Carrots and the King,” a marionette show in the vein of *Time for Beany*. The main characters were Carrots, a red-haired eight-year-old boy and Mr. Waldo Wadsworth, an unemployed Shakespearian actor who proclaims himself king after he finds a deed to a lost mine. Bill Scott wrote the script and when nothing became of the series characters from the pilot were recycled and used in “Rocky and Bullwinkle” stories: General Broadbeam and Baby Face Braunschweiler, for instance.

In July, Ward’s old college chum, Leonard Key, had been working diligently to sell the projects to sponsors, when Ward flew from California to New York with a finished print of *Jam Session*.

Key remembers that trip, “...he stayed less than a week. He was very nervous; he said he wasn’t feeling well, and could I finish selling the films without him.” While flying back from this meeting Ward became seriously ill and had a chronic nervous attack. Further, the plane encountered terrible weather and Ward began hyperventilating. Someone gave Ward oxygen and his condition worsened. The plane made an emergency landing in Salt Lake City and Ward’s wife, Ramona, drove from Berkeley to bring him home. Following the attack, his health was never the same, it took many years for him to recuperate, and he had numerous relapses to the end of his life.

During his initial recuperation, the bedridden Ward began devising a second cartoon series. Tentatively entitled “The B Boys,” the series was set in the Old West and starred a beaver, a burro, and a buffalo. Unfortunately, the series never progressed past the early planning stages. In addition things didn’t look to good for Rocky and His Friends.

By late August, Canada Dry was playing coy while they considered changing ad agencies, which meant they were shy to invest in a new TV show. Feeling the deal slip through his fingers, Len Key began romancing the people at Cocoa Marsh. During this time, Canada Dry came back to the bargaining table and Key found interested parties in Maypo and Carnation. Even Bosco’s ad agency showed some mild interest. In the meantime, Key was sure that the Tojo team in Japan could handle all below-the-line work on *Rocky*, although the Edwards animation studio in Montreal was under consideration. Edwards employed the Norman McLaren team which had an excellent reputation in the animation field. If produced in Canada, the series would have ties to the British Commonwealth, would qualify as quota, and it would mean a guaranteed sale in Canada, England, and Australia.

All of this indecision inflamed Ward’s already serious nervous condition. He was often confused and disorientated, unsettling circumstances for a man who had a reputation for planning and order. By October 1958, Key had a financing deal in place with Peter Piech, a cracker-jack seller who was interested in the distribution and merchandising of television properties. Along with Roger Carlin (former MCA employee), Key and Piech formed Producer’s Associates of Television [P.A.T.]. Carlin would run the company, his lawyer, Charles Hayden, would do the contracts, Piech would handle the distribution for 5%, and Key would handle sales and sales promotion. Piech and Key would finance the *Rocky* series. As Executive Producer, Ward would line up the people to do the work. Bill Scott was temporarily appointed as producer (he was already assigned the

(Cont’d on page 12)

writer/director position) with Jay Ward reclaiming the reins when he felt better (by this time it had been confirmed that he had suffered a total nervous breakdown).

While all of the financial issues were being hammered out on *Rocky*, Bill Scott was earning a living in the animation studios around Hollywood. He had been the dialogue director on the Mr. Magoo feature film *1001 Arabian Nights*, he had freelanced on Shamus Culhane's series *Phineas Phox*, and he worked for Quartet Films who provided him with multiple commercial assignments. While he was going from job-to-job, Scott noticed the number new TV cartoons were entering the scene and this only served to wet his appetite to see *Rocky* on the air. About that time, Ward was in contact with Charles Hotchkiss from the Dancer-Fitzgerald-Sample (D-F-S) advertising agency. Hotchkiss saw the *Rocky* pilot, liked it and showed it to their top client, General Mills. At the start of 1959, *Rocky the Flying Squirrel* had a sponsor. Unfortunately, the show might not have an animation studio.

Len Key and Roger Carlin had taken a pre-Christmas trip to the Tojo Studios in Tokyo and they came away dismayed. "We'd gone to Japan, where we found that there was no deal—it had blown up in our faces! The so-called animation studio didn't exist. There were just chalk marks on a vacant lot. They'd intended to finance the building with our show contract. It had been a total waste of time; they tried to ply us by getting us drunk and supplying geisha girls." Mexico City became the new nexus of their attention. Piech knew Gustavo Valdez, a rich general contractor who was anxious to get into the animation business. Key and Piech flew down to meet with Valdez and before they left a deal was struck: Valdez would join the project and build a brand-new animation studio from scratch. Val-Mar Productions was born.

Jay Ward's feelings on the subject of doing animation in Mexico seem to be in question. In a 1981 interview, Bill Scott said, "I assume they'd asked Jay if he thought it could be done in Mexico, and Jay had said, 'Why not? We've got the animators; there's no reason it can't work, animation's the same anywhere, etc.' But I don't think he was fully aware of how primitive the Mexican animation [staff] was at this time. But it wasn't Jay's decision to go down there. It was the decision of the people who were putting the show together for a price, and we very quickly learned that the enterprise was going to need a great deal of supervision up close." In the July 2000 book, "The Moose That Roared," Kevin Scott wrote, "In fact, Ward was strongly opposed to the Mexican farm-out from the start." Bill Scott elaborated, "Jay has

great respect for animators . . . particularly animators who 'animate.' In other words, he's really not terribly interested in people who just make things move. He loves actors and performance . . . really fine animators who truly understand that animation is much more than just movement. It's acting, it's observing, it's seeing and reporting, and character, and satire—in motion as well as word. Which is why our staff, even when limited, always had strong posing and 'acting.' Especially when the budget allowed it, like our Quaker spots and *George of the Jungle* . . ."

Come back next time for part 4 entitled, "Alley Oop" or "Oopsy Daisy."

For more info go to : <http://tinyurl.com/Shane-Info-Blog>

The Costume Closet



The Pause Restarted: A Brief Commentary on Fan Photography at Masquerades

by Randall Whitlock

This is an expansion of the piece I wrote after CopperCon 25 in 2005. Since then I've directed two more CopperCon masquerades, directed the North American Discworld Convention Maskerade, and attended masquerades in other parts of the country. I've had the opportunity to try some experiments and make some more observations. The original version of the article can be viewed at <http://members.cox.net/coppermask/pause.htm> and is included in my book, "Yardstick and Chalk: Randwulf's Ramblings on Costume Volume Two."

These days everybody and his dog has a digital camera. (I'm a bit behind the technological curve - my dog's camera is only 1.3 megapixels.) This creates a new set of opportunities and a new set of problems for the SF convention masquerade.

Anybody with a lick of sense knows that flashes are naughty. It's as rude to fire a flash from the masquerade audience as it is to talk on your cell phone at the theatre. At its worst, the flash can dazzle the person on stage and cause a nasty accident. The small flashes built into consumer-grade cameras are ineffective beyond about 15 feet and won't help your pictures anyway. Professional grade flashes will look like a supernova to your fellow audience members.

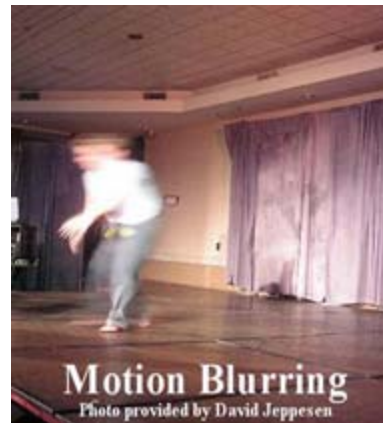
Even after the MC begs people not to take flash pictures, the flashes still pop. I

suppose some of these people don't understand their cameras well enough to disable the flash.

Rant ended. What follows is for the rest of us:

I've been looking over some CopperCon 25 Masquerade photos shared by David Jeppesen and Tee Morris, who kindly switched off their flashes. Both gentlemen had excellent working positions, with David at house right and Tee at house left.

The striking thing about both sets of pictures is the "subject motion" problem. There was not enough light for the cameras to use a short exposure time. David had a camera with a small lens mounted on a tripod. His backgrounds are rock-steady while the subjects often blur out into horizontal streaks. Tee's camera has a wider, faster lens, but he was holding the camera in his hands. His pictures have less subject blurring, but there was more camera motion, causing some of the backgrounds to go out of focus.



What can we do about it?

In my experienced but humble opinion, the audience should be allowed and encouraged to take pictures. It's part of the fun of a masquerade and most contestants really, really want good pictures of their performances.

Suggestions for the Masquerade Director:

—Put as much light on the stage as you can. Brighter light allows shorter camera exposure times. More light also improves visibility for persons in the back of the audience. Use professional lighting instruments if you can get them. The hotel house lights are not intended for stage work. Make sure your technical director knows the ratings of the ballroom's circuit breakers! Neutral-colored gels can help take the harshness out of the bright light.

—Offer a Photo Call. A "photo call" is an opportunity for the contestants to pose for pictures. Since it is not part of the masquerade performance, the no-flashes rule doesn't apply.

There are several practical ways to do this. Some conventions set up a photo area with backdrop and fixed lights

outside the ballroom. At the Future Fashion Show at Costume-Con 24, the entire show was run twice. The second run was specifically for the benefit of photographers and flashes were permitted.

My favorite photo call procedure is simply to leave the stage and lights set up for an hour after the masquerade for the use of contestants and fan photographers. We did this at the North American Discworld Convention. Since the stage background and lights are the same, these pictures will resemble pictures taken during the performance, but without so many technical problems. In all cases, make certain the when, where and how details of the photo call are properly announced to the photographers and contestants.

—Prompt for a Practice Shot. Many fan photographers have new cameras and don't yet know how to turn off the automatic flash. When the master of ceremonies makes the "Please, no flash photography" announcement at the beginning of the show, he should prompt the audience to take a practice picture of him. If your flash goes off, you know you need to change a setting. (Thank you to Seth, House Manager for the NADWCon Maskerade, for passing me this idea.)

Suggestion for the Fan Photographer

—Steady your camera. This will help reduce camera motion problems. As a random audience member, you may not have room for a tripod. I use a monopod, available from any camera store. A monopod looks like one telescoping leg from a tripod with a camera mounting bolt on top. It allows you to brace your camera against the floor and hold it much steadier. With a little decoration, your monopod can become part of your hall costume as a walking stick or a wizard's staff. In a pinch, the person in front of you may let you lean your camera on the back of his chair.

Suggestion for the Contestant

—Pause in the middle. If the dynamics of your presentation allow, please stand still for a couple of seconds in the lighting "hot spot" at center stage. Maybe count to five. If the stage is wide, you may wish to do additional pauses for the benefit of persons seated at stage left and stage right. Aim a pause straight at the videographer's station.

Group costumes should form themselves into a tableau at the end of the presentation.

The pauses will allow just enough time for the auto focus to set and the camera to expose.

Your reward may be a fine photo of your costume on stage!

Genre by NonGenre –
Dana Stabenow
By Gary Swaty

This time I am inverting the column and bringing you some SF Genre by a mystery writer. [If I have covered this one before I apologize]

Dana Stabenow is the Edgar Award winning author of the popular Kate Shugak mysteries set in Alaska. She is also the author of the equally interesting Star Svensdotter novels set in outer space in the near future. In her universe space flight was sparked by the receipt of the Bettlejuice message and later by the visit of the interstellar Librarians. By 2009 we were building the L5 habitat, developing the moon and mining the asteroids. (Bear in mind that these books were written in the nineties. Dana was really gung ho for space flight.

In **Second Star** Star is in charge of building the L-5 Habitat. She finishes it in spite sabotage betrayal and leads a revolution to make L-5 into the free nation of Terra Nova.

In **A Gathering of Stars**, she leads an expedition to the Asteroids to get the nuclear material and other ores that Terra Nova needs to grow and flourish. Once there not only does she send back the ores but she brings law and order to the new frontier. In this the author is guilty of ripping of a bit of history from the Northwest territories, the Mounties and the gold rush in Alaska and Canada. Her next effort is to turn carefully selected asteroids into space habits thus using far fewer resources than it took to build Terra Nova.

In **Red Planet Run** she proceeds to Mars at the request of Terra Nova to investigate the mysteries of Sidonia and the alien ruins there.

The author's obvious enthusiasm for space flight reminds me of G. Harry Stine.

Second Star, by Dana Stabenow, Ace Books, New York, 1991, Mass Market Paperback.

A Handful of Stars, by Dana Stabenow, Ace Books, New York 1991, Mass Market Paperback \$3.99, 215 Pages.

Red Planet Run, By Dana Stabenow, Ace Books, New York, 1995, Mass Market Paperback, 250 Pages. These books are little hard to find but worth the effort.

TRIVIA QUESTIONS
just for fun

1. Who was the original author of Fuzzies?
2. What was Harlan Ellison's first Hugo title?
3. How many times has Ursula K. Le Guin won a Nebula?
4. Who is William Ashbless?
5. What was Zenna Henderson's profession?
6. How many elephants originally held up Discworld?
7. What is "Cheeblemancy?"
8. Who is credited with coining the term "steampunk?"
9. What is the definition of a Nebula?

10. What year did Skylab launch?
11. What was James Tiptree, Jr.'s real name?
12. In what Constellation is the planet Gallifrey located?

(Answers on page 24)



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- Themed Parties

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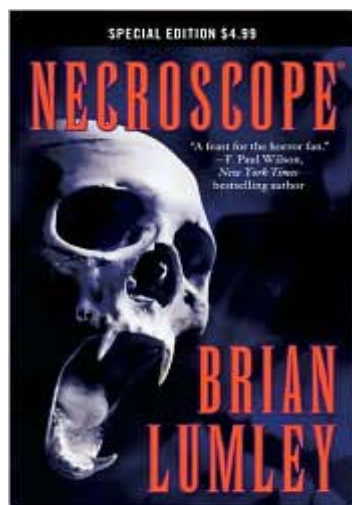
DarkCon.org



In Our Book

Necroscope: Harry and the Pirates and Other tales from the Lost Years
by **Brian Lumley**
Tor Books, \$23.99, 189 pp.

Harry Keogh has the unique and uncanny ability to speak with the souls of the dead who have not yet crossed over the mysterious threshold of the afterlife. What holds them back? Some linger for affection's sake – including Harry's own mother. Others are serving a sort of penance, perhaps self-imposed, before they are at liberty to cross. Some prefer



the known miseries of decomposition to the unknown of the Great Perhaps. And a few have agendas.... Most of the Great Majority, as Harry often calls them, are eager for conversation with the anomalous Harry. Some souls he is able to help; at times, the dead help him, with information, or even by lending him their personalities and abilities, as when he has to fight off thugs.

Harry, at the time of these three stories, is on a doomed quest to find the young wife and infant son he lost in the aftermath of a previous adventure, as the author explains in an Introduction.

In "For the Dead Travel Slowly," Harry encounters the sole survivor of an old race that has for millennia been the terror of Hazeldene woods. This entity – it's a horrific version of an Ent – needs to occasionally consume a human or two, especially now as it is on the verge of producing offspring. Its *modus operandi* is to put forth pheromones that lure, then arouse, and finally sedate young lovers. While they sleep, it flays then devours them. Once in a while it only gets to eat one, and the survivor occasionally makes a brief nuisance of itself. In such instances, the creature can resort to another chemical cocktail, one that induces suicidal depression.

Harry is first made aware of something wrong when he hears the cries of the devoured souls, which are held captive by the monster and unable to go beyond. In his quest for information to unravel the mystery, Harry finds

references to disappearances dating back to Roman times. He also encounters the two men who fiercely refuse to forget the death of the girl they both loved 15 years ago.

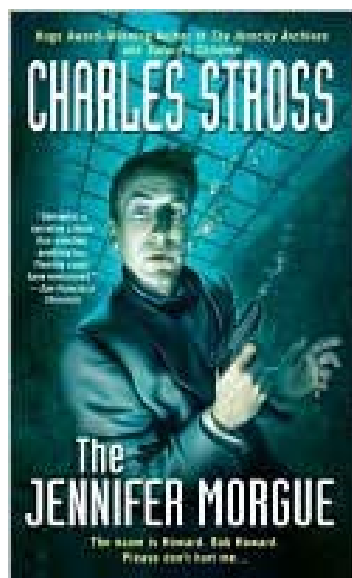
In the second, titular story a Viking and a pirate vie as storytellers for Harry's attention. Most of the time Harry is sitting in a graveyard or wandering by a lonely coast as he listens to the dead men telling tales of love and violence on the high seas. Slowly, Harry realizes that he is in terrible danger; and the little, little warnings that at first scarcely registered only make sense when it is too late for Harry to save himself. Fortunately, he has allies in low – and high – places, so Harry lives to continue his wanderings.

The last story, "Old Man with a Blade," is barely three pages long. It is an eerie view through the eyes and mind of Death as he roams the streets.

These narratives are written in the evocative, word-rich style that makes horror fantasy an art form to be savoured; Lumley is, after all, a Lovecraftian. The character Harry Keogh has a strong following and is probably in a good position to find new readers as well, for that most popular of themes, vampiric encounters, is at the heart of several of the 16 *Necroscope* volumes. – **Chris Paige**

The Jennifer Morgue
by **Charles Stross**
\$15.00, Ace Books, 397pp

Bob Howard is a computer nerd working for The Laundry – a supersecret agency that has the responsibility of looking out for alien incursions, monitoring any infiltration into the depths of the oceans which are treaty-bound to something unnameable, and the occasional gamer who happens upon the right combination to summon up otherworldly horrors. But Bob is in over



his head in this novel – a sequel to "The Atrocity Archives." He's under a compulsion to behave like James Bond and he has to play along to get close to the villains. And, then, just to put a cherry on

it – he's been bound to a demon who can get inside his head. And the flip side, of course, he can get inside hers - which is not a nice place to be when she's 'feeding.' And his own people are the ones who bound them together so that they could have a totally secure communication channel. But that doesn't seem to go quite as planned.

The arch villain is determined to salvage an alien war machine on the bottom of the ocean. Two problems with that.... One is that the salvage operation breaks the treaty we have with the horrors who claim the depths of the ocean as theirs – and they aren't the type you want to piss off. Two is that the arch villain plans to rule the world. That is, of course, what arch villains do.

There is typical English deadpan humor throughout the book. No out-loud chuckles for me but there were a few smirks and grimaces – not the least of which was the evil PowerPoint presentations that the bad guys use to infiltrate and kill the mid-level managers in The Laundry. That was actually a hoot.

The James Bond compulsion/geas that drives our hero was cleverly done. The plot was convoluted and a bit confusing – but isn't that typical of a James Bond plot? There are tantalizing hints about the kind of work engaged in by The Laundry and our hero, Bob, that might make a decent series. In fact, there is a short story at the end of the book that shows what a more typical day is like for Bob.

Despite the glowing reviews, I was not that entertained. It was mildly amusing and I enjoyed the clever use of James Bond. Certainly, James Bond aficionados should not miss this. – **Catherine Book**

A Flash of Hex
by **Jes Battis**
Penguin, \$7.99, 384 pp

As usual, it took me a few chapters to "settle in" to the story, but once I did, it really gripped me. Her dialogue flows nicely and she has a refreshing way of telling a story. I found myself not wanting to put the book down because I wanted to know what was going to happen next. Her characters are down-to-earth and engaging to the point where I am going to

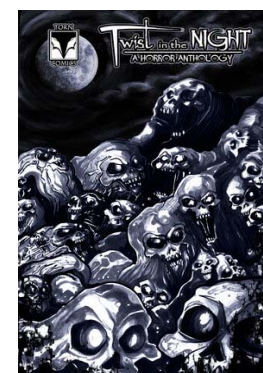


go out and get the first book of what I sincerely hope will become a series. The

first book is entitled "Night Child". I want to know where these "people" started and I am most definitely interested in where the author intends to take them. This book definitely gets a high recommendation from me. (Oh yeah, and for a bonus, it even has my requisite vampires in it!). ~~
Nyki Robertson

Twist in the Night, A Horror Anthology
editing by **Jeff Aden**
Torn Comics, \$15.00, 92 pp

Clever title for this collection of eight stories in graphic novel format. If the

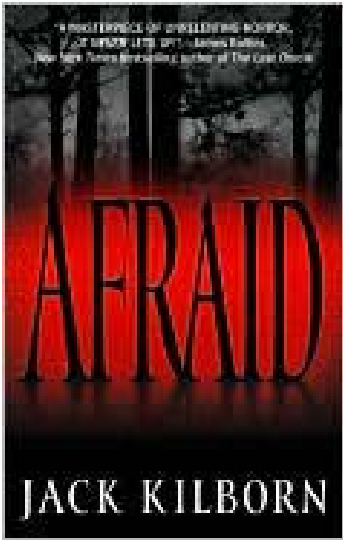


night is the horror, then the twist is the ending of each story. Most of those endings made me chuckle – am I sick or what? No, I guess you could call many of these tales taking surprise endings into dark humor. There's some that don't, with quite enough blood and guts to match any old EC comic and then some. Serial killers, zombies, mermaids, soldiers, cannibals, mad scientists, gut-eating monsters, and an evil spin on Peter Pan – there's got to be something for everyone in this collection. The format is black and white, and the styles differ so much. All of the eight artists can be found on deviantART.com, and are worth watching, besides the five other writers. A good collection of all-original stories by relative (for now) unknowns. ~~
Mike Griffin

Afraid
by **Jack Kilborn**
Grand Central, \$6.99, 384 pp

Mr. Kilborn takes a promising story premise filled with interesting characters and proceeds to completely slaughter it with too much senseless violence and gore. His antagonists are set up to be unbeatable from the beginning. He is constantly putting his characters into no-win scenarios, then having them "miraculously" survive just to be put into the next no-win scene. They are physically beaten to the point where in reality they would be in a hospital in serious condition, yet he has them getting up (with broken bones) and continuing to engage the enemy! It is violence and gore, topped with violence and gore, with a side of violence and gore and some violence and gore sprinkled on top. To

(Cont'd on page 15)



state the obvious: I did not care for this book. If you are into military ops and don't mind senseless violence and gore, then this is the book for you. ~~ Nyki Robertson

Trick of Light
by Rob Thurman
Roc, \$7.99, 339 pp

Trick of Light is by the author of *Deathwish*..
Los Vegas bar owner Trixa Ikomi deals in information as well as liquid spirits. In a city where evil creatures roam



the shadows, information can mean life or death. In memory of her deceased brother, Trixa seeks his killer, and if she knocks off a few soul eating chaos loving demons along the way, o well.
When an artifact known as the Light of Life vanishes, she knows she has to find it. As angels and demons prepare for apocalypse, she knows her loyalties may cost more than her life.
Stand back Charlaine Harris, Sookie has company in Vegas with a sardonic element that rivals Jim Butcher. Thurman has written a roller coaster ride of an adventure that is downright fun with twists you don't expect, humor and great characters. My book budget is seriously threatened. I gotta collect this author., and read them all. ~~ Pam Allan

The Solaris Book of New Science Fiction, Volume Two
edited by George Mann
Solaris Books, 416 pp., \$7.99

15 short stories by 14 authors. Think of this as a scifi magazine only longer. This is NOT a themed anthology but a wide spread of tales on topics from hard to soft scifi. It starts with 'iCity,' a new twist on nanobot-virtual-real-reality for instant urban design, with an old theme of the battle of the sexes. It ends with 'Point of Contact,' a truly negative story of modern Earth's first visitation by aliens.



The whole world knows, but nothing much happens, which leaves the author a very long list of science fiction clichés to refute. 'Mathralon' has a bleak sense of wonder to it, an objective description of a far-future mining colony isolated by contact with automated shipping-delivery. The narrator wonders if anyone else is alive out there, and I wonder how much has changed in that industrial relationship.
Well, make that a dozen short stories: there's a 40- and 50-pager, plus Michael Moorcock turns in a 72-pager, 'Modern Times,' 35 separate bits which make a coherent New Wave novelette. Here's a clue: it's in three parts: The Golden Age, Katrina Katrina! and The Wheels of Chance. It's about time that we got to see antihero Jerry Cornelius in 2007 as he winds his way back home to the 1960s.
Variety and talent, you betcha. Well worth it.~~ Mike Griffin

The Dark Reaches
by Kristin Landon
Ace, \$7.99, 292 pp

The Dark Reaches continues a series begun with *The Hidden Worlds*.
After the Earth was destroyed by the machine intelligences known as the cold minds, the remains of humanity sought refuge in the Hidden Worlds. Six hundred years later, word comes that humans may have survived in the most dangerous hiding place of all, Earth's solar system.
The Cold Minds have returned and humanity's existence is threatened. Humanity is losing. But renegade pilot, Linnea Kiaho, embarks on a dangerous journey to learn how humans survived there. What she finds is a secret so

shocking that it may save the Hidden Worlds or shatter them forever.
What we have is a Sci-Fi thriller, well written, fast paced with a leading



character who you care about, leading you through a complex plot with panache, courage, and honor.. If you like Honor Harrington, you'll love this. ~~ Pam Allan

Wings
by Aprilynne Pike
HarperTEEN, \$16.99, p. 294

Aprilynne Pike was one of the pros at FiestaCon and served on several panels.

Although *Wings* is presented as “a remarkable debut” recommended by none other than *Twilight*'s Stephanie Meyer, the queen of Teen – and it is indeed her first published novel – it was actually Pike's 5th or 6th manuscript. She talked about her writing process, and more significantly, her editing process, in which she deleted reams of explication and internal monologues to streamline the



storytelling. According to Pike, it took the drastic editing to cut her manuscripts down to a size publishers would consider. (Once you are a guaranteed best-seller, you can maunder on as much as you please.) But I like these characters so
(Cont'd on page 16)



Oct 7	F. Paul Wilson signs Ground Zero – 7 pm
Oct 9	Ghoulie Gals - Sarah Langan, Alex Sokoloff, Sarah Pinborough, and Rhodi Hawk at Scottsdale Public Library 6 pm
Oct 23	Kris Neri signs High Crimes on the Magical Plane at 7 pm
Nov 16	Brandon Sanderson signs <i>The Gathering Storm</i> , Book 12 in <i>The Wheel of Time</i> , at Scottsdale Public Library 7 pm
Nov 30	Karl Alexander signs Jaclyn the Ripper 7 pm

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In Our Book (Cont'd from page 15)

much that I rather want access to that earlier, pre-edit draft; not only do I want to spend more time with them, I am intrigued and curious about their inner lives.

Pike was in the embrace of her muse when she wrote *Wings*, so caught up by the imagery and central logic that she swears she never intended the story as a metaphor for the change of puberty, although many readers take it as such. Pike's heroine is 15 year old Laurel, attending a new school in a new town after a lifetime of home-schooling. Laurel is anomalous in several ways, and while she wonders about some of the differences between and herself and others her age, she doesn't worry seriously until SOMETHING starts growing out of her back, and it's not just a weird case of acne. It isn't wings either; Pike's muse has more originality.

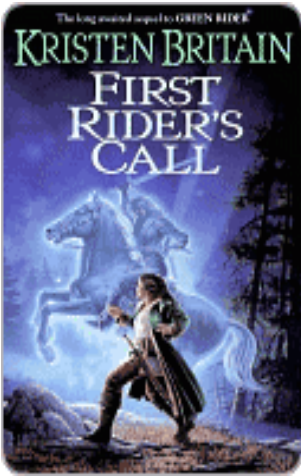
Laurel is lucky in her friendship/romance with a classmate named David, but she also discovers she has a haunting affinity with a guardian of the boundary between faerie and the mundane world. Laurel and David discover a trollish plot that threatens everything Laurel loves. The real coming of age has little to do with physical changes, and everything to do with choices, acts, and budding powers. – **Chris Paige**

First Riders Call
by Kristen Britain
Daw, \$16.00, 639 pp

First Riders Call is the sequel to *Green Rider*.

Karigan G'ladheon is a Green Rider, one of King Zachery's elite messengers. She had received the call and ignored it till she awoke to find herself riding to Sacor City in her nightgown. She finally gave in.

Back at court, Karigan found the Green Riders weakened, their magic unreliable, and Karigan was having



visions of the first rider.. The dark forces of the second empire are growing. Could Karigan restore the balance.
Do you want an action and magic

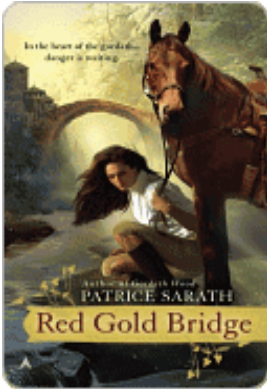
filled epic which is well plotted. , character driven with characters you know and care about? Then grab your plastic and head for the bookstore. 'It's 2003 copyright makes it an undiscovered gem and is worth every dime of the trade-paper back price. ~~ **Pam Allan**.

Red Gold Bridge
by Patrice Sarath
Ace, \$7.99, 310 pp

Red Gold Bridge is the sequel to *Gordath Wood*.

When Lynn passed through the gordath into Aeritans war ravaged society, the man who loved her followed. When she returned they never expected to see each other again. Now, as the gordath rumbles through both worlds, the general and his army of outcasts have brought the battle to earth and everyone must choose to which world they belong..

Some very real people engage you in some very real situations with differing male/female perspectives, romance, war, and good horsemanship. What more can



you ask. How about fast paced action, check, plot lines that make sense, check, and characters you genuinely like, check. Might have to go out and chase down *Gordath Wood* for my collection too. Get ready to enjoy. ~~ **Pam Allan**

Mark of the Demon
by Diana Rowland
Bantam, \$7.99 370 pp

Mark of the Demon is a debut novel. When the Symbol Man had suddenly stopped his serial killing, the people of Beaulac, Louisiana breathed a sigh of relief. The thirteen torture deaths with symbols cut into the bodies while alive had left no clues.

But now he is back with the pace stepped up and killings more vicious than ever. New detective, Kara Gillian, is assigned as primary on the case [or is it scapegoat] What her department doesn't know is she is also a summoner of demons, and the arcane is key to the mystery.. Can she solve the case before she becomes a victim.

This is a pleasant cross between police procedural, and urban fantasy With lots of fast paced action and a great leading lady, you , the reader will enjoy every moment

of the read.. I am looking forward to the next volume, *Blood if the Demon*, due out next spring. ~~ **Pam Allan**

Goddess
by Fiona McIntosh
Eos, \$7.99, 572 pp

Goddess is the concluding volume of the *Percheron Trilogy*..

While enemy ships threaten Percheron 's harbor, Lazar lies stricken with the drezden illness and cannot rise from his



bed. Zaradine Ana, carrying the heir to the throne, is kidnaped by the mysterious Arafanz.. Zar Boaz can only think of Ana as his land is poised on the brink of war, he makes one more try to retrieve her from the desert. Will Percheron and its royal line survive the goddess' ascent.

Aussie writer Fiona McIntosh gets better and better. She writes an action packed epic fantasy but for most enjoyment, read the trilogy in order. ~~ **Pam Allan**

Rift in the Sky
by Julie E. Czerneda
Daw, \$24.95, 415 pp

Rift in the Sky is the concluding volume of the *Stratification* cycle of the *Clan Chronicles*. .

The agreement that allows the three races of Cersi is breaking down.. Tuana and Yena have paid a terrible price to preserve "the balance. Aryl, speaker for



the newly created Sona clan may be the only one who can chart a safe course for all her people, but a single mistake or misunderstanding will spell disaster. There is divisions among the clans as to a course of action. Additionally, the

(Cont'd on page 17)

www.leprecon.org/lep36

LepreCon 36

May 14-16, 2010

Phoenix Marriott Mesa in Mesa, AZ.

Artist Guest of Honor: Charles Vess

Award winning artist for *Sandman*, *Blueberry Girl*, *The Book of Ballads*, *Instructions*, and more.

Author Guest of Honor: George R. R. Martin

Hugo and Nebula award winning author of *A Game of Thrones*, *Sandkings*, *Wild Cards*, *A Storm of Swords* and more.

Local Artist/Author Guest of Honor: James A. Owen

Artist/author for *Here*, *There Be Dragons*, *Starchild*, & more

More Guests To Be Announced

LepreCon 36 will have an art show, charity auction, gaming, hospitality suite, filk & music, and more.

Membership Rates

\$35 thru 12/31/09, more later

Kids 7-12 half price*,
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480-898-8300

Room Rates: \$99 S/D/T/Q + tax
Online booking code "lelepa"

LepreCon 36 Contact Information

Write: LepreCon 36, PO Box 26665, Tempe, AZ 85285
Phone: (480) 945-6890
Email: lep36@leprecon.org

In Our Book (Cont'd from page 16)

discoveries of Marcus Bowman may put the world of Cersi at risk.

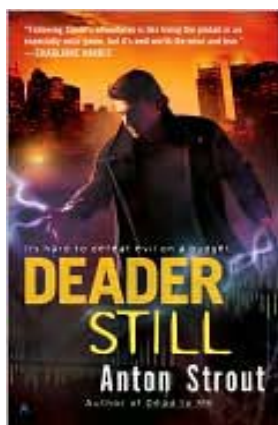
As tensions escalate, time is running out. If the balance cannot be restored, all three races will pay the price.

Czernada's series holds you. It is fast paced, high energy complex, with great world building, and characters you get involved with. You not only exercise your grey cells, but are thoroughly entertained while doing. I am not sure Epic Sci-fi is a genre, but if not this author is creating it. I can't wait for the next volume as I watch a classic unfold...Add it to your gotta have list. ~~ Pam Allan

Deader Still by Anton Strout Ace, \$7.99, 303 pp

Deader Still is the sequel to *Dead to Me*.

As a criminal, Simon Canderous would have never consider a 9-5 job, even PM but that's what you get with The Department of Extraordinary Affairs. A booze cruise is drained of that life giving



drink, blood. Are the vampires returned? Simon is a psychometrist and is called in to determine the type of Perp. His girlfriend is getting a little too close to her boss, a figure from his past is blackmailing him to open up a museum so she can steal THE SCREAM. This should be an interesting week at the local Sci Fi convention.

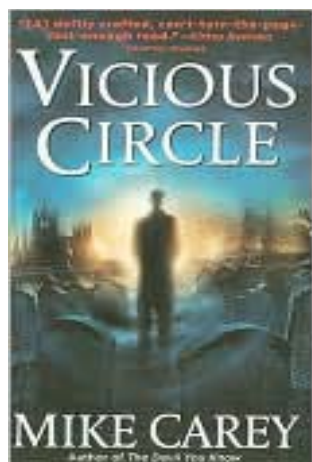
The book is like mis-programmed pinball machine screaming tilt as the hero bounces around, but with eminently likable Simon and his bipolar reactions with tongue in cheek dialogue, you are having too much fun to put it down.

And just think of the fun of a chupacabra in Manhattan. ~~ Pam Allan

Vicious Circle by Mike Carey Grand Central Publishers, \$7.99, 577 pp

Vicious Circle continues the series begun with *The Devil You Know*.

Felix Castor has reluctantly returned to exorcism to pay the bills but his friend Rapheal is still possessed, the succubus,



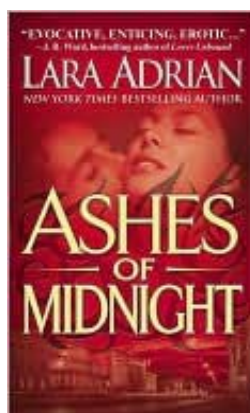
Juliet still has a contract on him and he is still dirt poor. Needing a big case to fill the emptiness of his bank account, he takes on a missing person case that pulls him and his loved ones into a plot to raise one of Hell's fiercest demons. Can Felix deal with Satanists, stolen spirits, sacrifices, haunted churches, while being chased by the very cops that usually employ him? Okay, can he save the world, and at what price.

Move over Jim Butcher and Neil Gaiman, Mike Carey has joined the ranks of genre-bending authors with a droll sense of humor that can keep you entertained. I can almost see him as a basset hound with the woeful eyes as an animal persona. You have an author who gets better and better, with a page turner you can't put down. Enjoy. The series will hook you and you won't regret it. ~~ Pam Allan

Ashes of Midnight by Lara Adrian Dell, \$6.99, 353 pp

Ashes of Midnight continues Adrien's *Midnight Breed* series.

Claire Roth is driven from her home by what seems to be the fires of hell itself. The vampire warrior who emerges



is Andreas Reichten, Claire's former lover now consumed by vengeance for the massacre of his entire family by Claire's husband. The vampire she is blood bound to, the woman he cannot have, and the only one he has ever loved. The passion blurs the line between predator and prey. This passion may destroy all in its path.

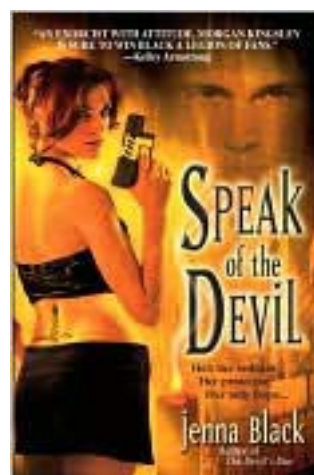
Adrien has written an exciting, evocative, and erotic series and *Ashes of*

Midnight draws the reader even further into the paranormal world and its action. Like action, adventure and romance. You will have to have this series for your collection. ~~ Pam Allan

Speak of the Devil by Jenna Black Dell, \$7.99, 336 pp

Speak of the Devil continues the series begun by the *Devil Inside*.

Morgan Kingsley, exorcist and demon host is paying the price of an exorcism gone wrong. The former Hosts family is



suing her for more than she has and the exorcism board has suspended her license. Her diet of Ramen noodles and bad coffee has mad her very cranky. Only the two men at her side give her hope. Her current boyfriend, a genuine nice guy, who is finally letting his bad boy out, and Philadelphia cop, Adam White, who is trying to find out who is sending her body parts and trying to find out who is trying to destroy her. As her stalker becomes more violent, leaving dead bodies with Morgan's name on them, Morgan must turn to her dark side: a collection of demons soaked in secrets eroticism, and

otherworldly feud like her demon who shares her body, and some sexy fantasies. Morgan will have to choose between her friends, and enemies to escape the demon trying to destroy her.

There is no dearth of kick ass defenders of humanity, but Jenna Black will have no problem building her fan base. Morgan has lots of action, interesting characters and plenty of libido to keep the reader entertained without putting the book down. It's a great book for a leisurely afternoon. ~~ Pam Allan

Harry and the Pirates by Brian Lumley Tor, 189 pp, \$23.99

Harry and the Pirates is the third book of short stories joining the thirteen novels in the *Necroscope* series.

This volume consists of two novellas and an end piece. In the first novella, Harry's quiet weekend visit to an old school chum becomes a twisted quest for justice to prove the innocence of man charged with murder, a murder committed by a monster thousands of years old.

The second novella is one where a long dead pirate pours his tale of bloodlust and treasure into Harry's ear. But Harry will need all his dead friends to come to his aid when it turns out the pirate isn't what he seems.

The end piece is a new perspective on Harry.

For those who enjoy Lumley's brand of horror, you have a treat coming. If you haven't read his short stories, you have a whole new world to enjoy. Enjoy it in good health. ~~ Pam Allan

(Cont'd on page 18)



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In Our Book (Cont'd from page 17)

Treason's Shore by Sherwood Smith Daw, 682 pp, \$25.95

Treason's Shore is the concluding volume of *Inda*

Inda had been exiled to sea for a decade, but had thrived as a military prodigy. When he discovered that the Venn, an ancient enemy was about to attack, he returned home. He found all had been changed. He is drafted by the king to be the Royal Shield Arm. Content, married to his former betrothed, he settled in, only to find the Venn were planning the conquest of all the lands to the south. The first line of defense would be a narrow strait to the north. But even with all his allies, they would be outnumbered and at a severe disadvantage.

Could one man find a way to defeat the Venn and bring about lasting peace?

This is a complex novel set in a world so intricate and real it is easy to forget it is not. The characters come alive on the page and leap into the reader's world with panache, truly the mark of great epic fantasy. This is one you will love. ~~ Pam Allan

A Magic of Nightfall by S.L. Farrell Daw, 585 pp plus appendices, \$24.95

A Magic of Nightfall is the second novel of the *Nessantico Cycle*.

Like our Renaissance cities, Nessantico is filled with culture and intrigue. Now, 25 years have passed since the events of *A Magic of Twilight*. A boy king rules, the holdings have been broken in half, the Concenzia faith has been sundered as well. In the west, the Tehuantin wait to strike. The city faces a threat like no other

Here we have wonderful world building, and intriguing characters caught up in Machiavellian treachery. Lots of action and solid plotting as loyalties shift. If Venice had magic in the Renaissance, it would feel at home in these pages. It is epic, multigenerational fantasy at its best. Get your copy and be prepared to get angry when time gets in the way and forces you to put it down for things like work, sleep and silly distractions like that. Definitely a keeper. ~~ Pam Allan

The Red Tree by Caitlin R. Kiernan Roc, 380 pp, \$16.00

The Red Tree is by the author of *Daughter of Hounds*.

Sarah Crowe left a tumultuous relationship to live alone in an old house in rural Rhode Island. There she finds an unfinished manuscript by a parapsychologist obsessed with the ancient oak in a corner of the property. Tied to local legends of magic and murders, the manuscript prompts Sarah to write her own account of its unsavory history. As she writes, the tree possesses her thoughts and dreams, her sanity and health endangered as she seeks to unearth a revelation planted centuries before her birth.

This is a supernatural mystery of the mind invoking memories of Sylvia Plath. Kiernan has a gift for evocative language and mystery that deserves a following among those challenged by the dubious reality around us. The reader becomes

involved with her character and the search for her reality to degree unusual in today's literature. This is one you'll have to read and read again. ~~ Pam Allan

Dead Men's Boots by Mike Carey Grand Central, 420 pp, \$25.99

Dead Men's Boots is the third novel starring Felix Castor.

Felix Castor's fellow exorcist, John Gittings might still be alive if Felix had answered the calls so when a smooth talking lawyer no one knows turns up claiming the body, Felix has to help the widow and Gittings unhappy ghost. But nothing is ever simple. A brutal murder in

King's Cross has the modus operandi of a deceased American serial killer, and Felix is locked in a battle over the body of his possessed friend, Rafi. How are they related?

With the help of Juliet, the succubus, and paranoid zombie data fence Nicky Heath, maybe he can fit the pieces together before his throat gets ripped out or someone gives him flying lessons down an elevator shaft. Or maybe not.

Like Jim Butcher's work? This Genre bending blending of supernatural fiction, and a hard boiled wise-cracking detective complete with off beat thrills, chills and more monsters than you can count will keep you turning pages as fast as you can read them. You'll fall in love with the series and his well drawn weird characters. Enjoy. ~~ Pam Allan

Far Arena by Lynda Williams Edge, 304 pp, trade paperback.

Far Arena is part five of the *Okal Rel Saga*.

Amel's life hangs in the balance as Rire and Sevidom face their political differences and Erien works to create peace. However, the Reetion Confederacy are not the pacifists that they claim. Run by AIs, their concern for his welfare is over ridden by the desire to get the answers in Amel's memory even if it destroys his mind and personality. As the social hysteria sets in, Erien has to accept that a civilization based on transparency can be

twisted in it's motives for pursuing the truth.

Again, Lynda Williams has topped herself with characters, world building, action, and insight into political intrigue with cultures. This is a keeper and will be a joy to re read this series when finished. I look forward to her future work with anticipation of awards coming her way. ~~ Pam Allan

Destined for an Early Grave by Jeaniene Frost Avon, 355 pp, \$7.99

Destined for an Early Grave is the fourth of the *Night Huntress* series. Since Cat Crawford, uniquely half vampire and

half human, and her undead lover Bones got together they have battled the rogue undead, battled a vengeful master vampire and have pledged a blood bond. It was time for a vacation. But Cat has been having dreams of a powerful master vampire out to get her and the key is in memories Cat doesn't have. It will take all the power she can summon to bring down Gregor and his allies. But getting that power could result in an early death, Hers.

Here we have a thriller/paranormal romance with lots of action and a love relationship that is anything but serene. If you like vampires, and their hunters, you'll love this one. ~~ Pam Allan

FARPOINT MEDIA

Audio Entertainment changed, right when you were looking at it. Portable Media expanded and exploded before you had fully grasped the meaning of the name.

iPods, Video iPods, Sony PSP, iRivers, and more... so many players to choose from, and you still have the option of burning a show to a CD to listen to in your car.

What began as The Dragon Page with Michael and Evo has evolved into something greater, reaching farther into the entertainment industry with a broader selection of shows that appeal to a wider variety of tastes and interests, from humor to high quality audio drama productions, and from fiction to the latest news and entertaining interviews, there's something here for everyone.

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 Todd 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@gnerns.com>, 602-955-9446; or Ron Harvey <rbh1s@yahoo.com>, 480-775-4690 for more info or impromptu juggling sessions.

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

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 culturee 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.

(Cont'd on page 20)

Club Listings (Cont'd from page 19)

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

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. Fan GoH: Liz Hanson, Special Guest: Dr. Paul Carter. New hotel room rates: \$69 to \$89, let them know you're with TusCon - please note October 12 deadline to reserve a room, phone (877) 446-6589. Web site <http://tusconscificon.com/>

RandomCon 2010 (July 9-11, 2010) The Grace Inn, 10831 S 51st St, Phoenix, AZ 85044, (480) 893-3000, ww.graceinn.com For our games we plan to have **RPGA** - plans include Living Forgotten Realms, Arcanis and Pathfinder. **Amber Diceless** - In the tradition of AmberCons across the World, RandomCon brings you the Chronicles of Amber in roleplaying form in a variety of games. **PLUS Console Gaming, Card Games, Board Games, Miniature Gaming, LARPs**, and much more! There will be a consuite and a small dealer room. Cost is \$15 through December 31, 2009, \$20 From January 1 to June 30, 2010 and \$25 at the door. Pay now via Paypal on our web site at www.randomcon.org or mail check or money order to RandomCon, PO Box 67457, Phoenix AZ 85082. Check our web site for updates or contact us at info@westernsfa.org

CopperCon 30 (September 3-6, 2010) Windemere Hotel, 5750 East Main St., **Mesa, Arizona** 85205, Ph: (480)985-3600 • Toll Free: (800) 888-3561 Room Rates \$59 S/D/T/Q. <http://www.resortmesa.com/> Rooms include Complimentary gourmet deluxe breakfast buffet served every day and fresh baked cookies served every evening. The hotel has 114 rooms so there is a good chance we can have the entire hotel for ourselves. Guests: TBA. Memberships rates: \$30 until December 31, 2009, \$35 Jan 1 thru April 30, 2010, \$40 May 1 thru August 23, 2010. We may have a membership so please check the web site at www.coppercon.org or contact us at info@coppercon.org for more info.

CASFS Business Report

CopperCon 30/2010: Chairman Mark Boniece –A Media Con is planned. We may have a hotel. We are looking at guests. One Committee meeting has been held. Programming planning is moving forward.

CopperCon 30 – Nyki Robertson is beginning a search for Hotel and guests. **CASFS Shed inventory** – Now that we have completed the shed inventory as of June 17th we know what is in the shed. Now we need an accurate list of materials being stored by members. Anyone storing any CASFS property should report what he or she is storing so we will have an accurate list for use by our event departments.

CASFS Book Social — Discussed *Furies of Calderon* by Jim Butcher in August and *The Legion of Space* by Jack Williamson in July.

Financial Planning Committee – Much progress has been made in revising the Financial Procedures. We meet on Sept 13th to formulate our September report to the Board.

Minutes Backlog – Gary Swaty's task of opening *The Big Scary Box* has been delayed by his visit to the hospital

ANSWERS TO TRIVIA QUESTIONS:

- 1. H. Beam Piper
- 2. Short story, "Repent, Harlequin!" Said the Tickerckman' in 1966
- 3. Six
- 4. A fictional poet invented by Tim Powers and James Blaylock
- 5. School teacher (author of "Pilgrim-age")
- 6. Five
- 7. Divination via a hamster wheel; originator and sole practitioner is Esther Friesner.
- 8. K.W. Jeter
- 9. A diffuse mass of interstellar dust or gas, or both.
- 10. 1973
- 11. Alice Bradley Sheldon
- 12. Kasterborous (Dr. Who)

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