

ConNotations

Volume 21, Issue 2
EApril / May 2011
FREE

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

A Conversation with David Weber by Catherine Book

The extraordinarily popular and prolific author, David Weber, granted me an interview during the Tucson Book Festival on March 12th. It was a warm, sunny day on the U of A campus and thousands of people were there. David had several panels and long signing lines and managed to spend a very entertaining hour with me when he could have been having lunch.

David has supported himself as a writer in various forms since he was 17 and in 1989, while running Weber Assoc, a one-man advertising/consulting firm, he sold his first novel, *Insurrection*. *Insurrection* grew out of a collaboration with Steve White while they



were designing a war game. David feels he's been very fortunate to have been able to move to writing full-time so quickly in his career. But he had a good enough sell-through rate and was very prolific so was writing full-time by 1991 when the first Honor Harrington novel was sold. Funny enough, David never expected the series to do as well as it has. He projected

that Honor would die in the novel "At All Costs" which he thought would be book #6 – it's actually book #11. That was the point in the story where the natural progression would be her tragic death and then he intended to pick up the story twenty years later with her children graduating from the academy. Unfortunately...or

(Cont'd on page 4)

Featured Inside

Regular Features

SF Tube Talk

All the latest news about
Scienc Fiction TV shows
by Lee Whiteside

24 Frames

All the latest genre movie news
by Jeffrey Lu

Gamers Corner

New and Reviews from
the gaming world

Musty Tomes

Reviews of Classic Genre books

MangaZone

Reviews of Manga, Comics & Graphic
Novels

In Our Book

Reviews of New SF/F Books

Trivia Questions

CHECK OUR WEB SITE AT

www.casfs.org/ConNotations/Index-CN.html

For current movie reviews on opening day and additonal original
online content in between print issues including additional BOOK
and VIDEO reviews posted on the 15th of February, April, June,
August, October and December

Special Features

A Conversation with David Weber

by Catherine Bookge

Farewell

It's the very nearly 50th
Anniversary of
Rocky the Flying Squirrel and
Bullwinkle J. Moose - Part 12

By Shane Shellenbarger

Making It Up As They Go Along The Tenth Annual Phoenix Improv Festival

by Shane Shellenbarger

An American on the Iberian Peninsula

by Jeffrey Lu

Plus

FYI

News and tidbits of interest to fans

CASFS Business Report

Club Listings Convention List & Generic Registration Form

Current Resident or

Non-Profit Org.
US Postage
PAID
Permit 839
Phoenix, AZ

ConNotations
Central Arizona Speculative Fiction Society
PO Box 62613
Phoenix, AZ 85082

Pick up your copy of ConNotations at the following locations

BOOK STORES

Bards Books

3508 N. 7th St, Ste. 145, Phoenix, AZ
85014 (602)274-7530

Bent Cover Bookstore

12428 N. 28th Drive, Phoenix, AZ
85029 (602) 942-5932

Book Gallery

3643 E. Indian School Rd, Phoenix AZ
85018 (602)468-0400
50 W. Main St, Mesa, AZ 85201
(480) 835-0757

Book Crazy

1601E Bell #4-5, Phoenix, AZ 85022
(602)867-1018

Bookmans

1056 S. Country Club, Mesa, AZ 85210
(480) 835-0505

8034 N. 19th Ave, Phoenix, AZ 85021
(602) 433-0255

1930 E. Grant Tucson, AZ 85719
(520) 325-5767

6230 E. Speedway Tucson, AZ 85712
(520) 748-9555

3733 W Ina Rd, Tucson, AZ 85741
(520)579-0303

Bookmaster

10818 N. Scottsdale Rd, Scottsdale, AZ
85254 (480) 998-0606

7919 E. Thomas Rd, #112, Scottsdale,
AZ 85251 480-423-0501

Books

9201 N. 7th Ave, Phoenix AZ 85021
(602) 678-4576

Dog-Eared Pages

16428 N 32nd St, Phoenix AZ
(602)28305423

Poisoned Pen Bookstore

4014 N. Goldwater Blvd, Suite 101,
Scottsdale AZ 85251 (480) 947-2974

COMIC STORES

All About Comics

5060 N. Central, Phoenix, AZ
(602) 277-0757

Ash Avenue Comics & Books

810 S. Ash, Tempe, AZ (480) 858-9447

Atomic Comics

1120 S. Country Club, Ste. 105, Mesa,
AZ 85210 (480) 649-0807

12621 N. Tatum, Phoenix, AZ 85032
(602) 923-0733

2815 W. Peoria #112, Phoenix, AZ

85029 (602)395-1066

3155 W. Chandler Blvd #5, Chandler

AZ 85226 (480)940-6061

Comic Zone

5909 N. Granite Reef Rd, Scottsdale,
AZ 85250 (480) 483-2685

Drawn to Comics

5757 W. Glendale, AZ 85301
(623) 847-9090

NEW!! Gotham City Comics & Coffee

46 W Main St, Mesa AZ 85201
(480)649-3065

Gregg's Comics

2722 S. Alma School Rd, #8, Mesa, AZ
(480) 752-1881

Hero Comics / Bookmaster

3415 W. Thunderbird Rd, Phoenix, AZ
85053 (602) 843-6320

Jesse James Comics

10802 N. 43rd Ave, #1, Glendale, AZ
85304 (602) 993-0392

R-Galaxy

2420 N Campbell Ave, Tucson AZ
85719 (520)322-0422

Samurai Comics

1051 E Camelback, Phoenix AZ
(602) 265-8886

10720 W. Indian School Rd, Phoenix
AZ (623) 872-8886

Stalking Moon Comics & Collectibles

5930 W. Greenway #23, Glendale, AZ
85306 (602) 896-9992

GAME STORES

Game Daze #1: Paradise Valley Mall,
4550 E. Cactus Rd, #422, Phoenix AZ
85032 (602)494-4263

Game Daze #2 Superstition Springs
Center, 6555 E. Southern Ave #2026,
Mesa AZ 85206 (480)981-4850

Game Daze #4 Tucson Mall, 4500 N.
Oracle Rd, #263, Tucson, AZ 85705
(520) 293-7940

Game Daze #5 Park Place Mall, 5870
E. Broadway Blvd #258, Tucson, AZ
85711 (520)745-0468

Game Daze #6 Chandler Fashion Mall,
3111 W. Chandler Blvd #2416, Chan-
dler, AZ 85226 (480)-8997406

Game Daze #7 Arrowhead Towne
Centre, 7700 W. Arrowhead Towne
Ctr, #2256, Glendale, AZ 85308 (623)
979-5360

Game Daze #10, Arizona Mills Mall,
5000 Arizona Mills Circle #530,
Tempe, AZ 85282 (480) 491-0719

Game Depot

3136 S. McClintock #11, Tempe, AZ
85282 (480) 966-4727

Game Nightz

10225 N Metro Pkwy E
Phoenix, AZ 85051-1515
602-870-8501

Gamers Inn

1232 E. Southern Ave, Mesa, AZ

Imperial Outpost

4920 W. Thunderbird, Glendale, AZ
85306 (602) 978-0467

In This Issue

News & Reviews

SF Tube Talk	3
Trivia Questions	4
Gamers Corner	5
24 Frames	5
Musty Tomes	6
FYI	8
MangaZone	12
In Our Book (Book Reviews)	12
CASFS Business Report	16

Special Features

A Conversation with David Weber by Catherine Book	1
An American in the Iberian Peninsula by Jeffrey Lu	6
Making It Up As They Go Along by Shane Shellenbarger	7
It's the 50th Anniversary of Rocky and Bullwinkle - Part 12 by Shane Shellenbarger	11
Trivia Answers	16

Convention & Fandom

Club Listings	15
Convention Listings	16
Convention Registration Form	16

OTHER ESTABLISHMENTS

AJ's Mongolian BBQ

9620 N MetroParkway W. #20,
Phoenix AZ (602)944-6818

All 4 Anime

Metrocenter Mall, Ste. 2218, Phoe-
nix (602) 997-0895

Barro's Pizza

2510 W. Thunderbird Rd, Ste 6,
Phoenix, AZ 85023 (602)866-8336

BreadCrafters

12635 N. Tatum Blvd, Phoenix, AZ
85032 (602)

Evermore Evermore

127 W. Main St, Mesa, AZ 85201
(480) 964-4624

Fetish Falls

1835 E University Dr #5, Mesa AZ
85215

Foothills Branch Library

19055 N. 57th Ave., Glendale, AZ
85308 (623) 930-3830

Himmel Park Branch Library

1035 N. Treat Ave Tucson, AZ
(520) 791-4468

The Loft Movie Theater

3233 E Speedway Blvd, Tucson AZ
(520)795-7777

McGurkee's Sandwich Shop

2822 N. 15th Ave, Phoenix, AZ
707 S. Forest Ave #A, Tempe, AZ

Pop Cultures Paradise

85281 (480)557-6640

Toy Anxiety

13825 N. 32nd St, #15, Phoenix AZ
85213 (602)308-0292

Trails

2501 E. Indian School Rd, Phoenix,
AZ (602) 957-4587

Tucson Racquet and Fitness Club

4001 N. Country Club Rd. 85716
(520) 795-6960

Woods Memorial Library

3455 N 1st Ave, Tucson AZ
(520)791-4548

Who is Who in this Issue

Managing Editor: Stephanie Bannon

Assistant to the Editor: Gary Swaty

Graphics Editor: Craig L. Dyer

Film Editor: Craig L Dyer

Film Critic: Bob LaPierre

Promotions Directors: Len Berger, Rich-
ard Bolinski, Craig L Dyer

Advertising: Catherine Book

Proof Readers: Catherine Book, Bob
LaPierre & Gary Swaty

Reporters: Craig L Dyer, Jeffrey Lu

Staff Writers: Pam Allen, Nadine Arm-
strong, Stephanie L Bannon, Catherine

Book, Shane Bryner, Craig L. Dyer, M.L.

Fringe, Michael Griffin, Bob LaPierre,

Jeffrey Lu, Christina Paige, Shane Shel-
lenbarger, Gary Swaty, Tom Tuerff, Lee

Whiteside, Randall Whitlock

Contributors:

Layout & Design: Stephanie L. Bannon

Keeper of the Mailing List: Craig L. Dyer

Labeling Crew for Volume 21 Issue 1:

Len Berger, Richard Bolinski, Mike Grif-
fin, Lori LaPierre, Jeffrey Lu, Gary Swaty

CN Mascots: The Four CopperCon Kittens

About ConNotations: ConNotations is the

fan published newszine of the Central Ariz-
ona Speculative Fiction Society (CASFS)

an IRS-recognized 501(c)3 non-profit orga-
nization. Circulation is estimated at 7,000

readers for this issue, including CASFS

members and attendees of recent CASFS

conventions.

Subscriptions: The newszine is currently

sent free of charge to anyone who has

attended a CASFS sponsored convention

in the last calendar year and to all CASFS

members. Subscriptions are available. Cost

for a six issue subscription is: USA: \$25/
bulk. Corporate subscriptions are available,

email for rates.

Copyright: Articles, fiction, photos and

artwork in this issue are copyright © of the

author/artist and cannot be reproduced in

any manner without their written consent.

If no author or artist is credited the artwork

or article is copyright © of the Central

Arizona Speculative Fiction Society.

Publication: Publications dates are

February, April, June, August, October &

December. Publication date of this issue is

03/30/2011; mailing date is 04/05/2011

Advertising: ConNotations reaches ap-
prox. 7,000 science fiction, fantasy, gaming

and horror fans throughout the Phoenix

metro area, the Southwest and nationwide.

Our ad rates are: \$180/Back cover, \$125/
full page; \$85/two-thirds page; \$65/half

page; \$45/one-third page; \$35/ one-fourth

page; \$25/one-eighth page. Discount for

cash or check payments. More information

can be obtained by contacting Advertising,

PO Box 62613, Phoenix, AZ 85082-2613;

Email: advertising@casfs.org

Submission Info: Writers and artists are

encouraged to submit work for publication.

While we cannot pay you for your efforts

your work will be seen by over 7,000 fans

across the Southwest and the country. You

will retain the copyright to your work for

future publication. To submit your work

or for more information please write to:

ConNotations; PO Box 62613, Phoenix,

AZ 85082-2613 or contact us via Email at

Editors@casfs.org

Disclaimer: Acceptance of advertising or

listing in club or convention notices or FYI

does not imply formal approval or owner-

ship of those events or clubs. In particular,

CASFS does not warrant or authorize any

club or event not held by CASFS.

Contact Information: ConNotations and

its contributors can be contacted by mail at

PO Box 62613, Phoenix, AZ 85082-2613

or via email at editors@casfs.org

ConNotations

ISSN: 1082-7765

PUBLISHED: Six times a year

BY: Central Arizona Speculative Fiction

Society, PO Box 62613, Phoenix, AZ

85082

ISSUE NUMBER: Volume 21 Issue 2

SUBSCRIPTION: \$25 for 6 ISSUES

03/06/2011



What is CASFS?

What is really behind putting on a convention? What are the funds raised by a convention used for? Why not attend a meeting and find out? We're the sponsor of ConNotations, CopperCons, HexaCons, SmerfCons and other conventions. We are a charitable, non-profit organization that exists to further science fiction, fantasy and science fields in Arizona. CASFS currently meets at the Denny's Restaurant at 2360 W Northern Ave in Phoenix The meetings begin at 8PM and are held on the last Friday of the month Jan. through Sept. and on the second Friday of the month Oct through Dec. Everyone is invited to attend two meetings as a guest (non-member). Membership rates are \$12/year plus an initial \$3 application fee and rates are pro-rated for the amount of the year remaining. For more info: Webpage: www.casfs.org Email: info@casfs.org

SF Tube Talk

TV News & Previews

By Lee Whiteside

There's lots of new stuff in the next couple of months as the broadcast networks finish off their season and the cable networks start to ramp things up a bit.

On cable, we've got the return of **Doctor Who** (including a visit to America), the debut of **George R. R. Martin's A Game of Thrones** on HBO, and the debut of **Camelot** on Starz.

BBC America starts up the new season of **Doctor Who** on Saturday, April 23rd, day and date with the BBC in the U.K. The opening two part episode (*The Impossible Astronaut/Day of the Moon*) takes The Doctor, Amy, Rory and River Song to the Northern Arizona/Southern Utah desert in 1969 where they are chased by Men in Black (which includes guest star **Mark Sheppard** as Canton Everett Delaware III). The monster reportedly is called "The Silent" and the episode will also see the Doctor being summoned to the Oval Office, visiting Area 51 and may have something to do with an Apollo 10.5 mission. BBC America will also have two behind the scenes specials, *Doctor Who Rewind* on April 23rd and *Doctor Who in America* on April 30th to go with the season opening episodes. The third episode is all about pirates but does not yet have a title. It was written by **Steve Thompson** and takes place in the distant past with lots of filming on an actual tall ship. Guest stars include **Hugh Bonneville** as Capt. Avery, **Lee Ross** as the Boatswain, and **Lily Cole** as "a mysterious creature that haunts a pirate ship." Fourth will be the **Neil Gaiman** episode, formerly called *The House of Nothing* but now being called something else. It takes a plot point from *The War Games* (the final **Patrick Troughton** story), takes Amy and Rory into parts of the TARDIS never seen before, and features a creepy monster called The House (or something like that). According to **Gaiman** "My Doctor Who episode is Bigger [than his *Babylon 5* episode *Day of the Dead*] in every way, inside and outside: I've asked them for the impossible, and they've knocked themselves out to give it to me, and when they can't they've managed to somehow give me the very improbable." Next up is the two parter *The Rebel Flesh/Gangers*, written by **Matthew Graham** that takes place in a monastery, may feature clones of The Doctor (and the TARDIS?) and lots of filming in castles. To round off the first half of the season with a cliffhanger will be **Moffat's Demon's Run**, which sees the return of **Alex**

Kingston as River Song with **Dorium Maldavar**, reprising his role of the Blue Alien from *The Pandorica Opens* as a prisoner at the Stormcage Containment Facility. Various set reports have indicated there may be Cybermen, Sontarans, Clerics, Monk Aliens, twin babies and who knows what else turning up in this episode, which will be the last one until the fall. In his production notes column in *Doctor Who Monthly*, **Moffat** has said the following about this episode "The calamitous and, frankly, shocking events at the climax of episode seven will still be ringing in your ears when Doctor Who returns in the autumn for a further six episodes. You'll see The Doctor's life change forever. You will gasp at the true nature of his relationship with Amy and cry out in horror as Rory Williams stumbles to the brink of a tragic mistake. It is an enormous, game-changing cliffhanger for The Doctor, Amy and Rory. It'll change everything for them."

Before BBC America starts up **Doctor Who**, they'll have the remaining two episodes of the third series of the UK's **Being Human**, *Though the Heaven's Fall* and *The Wolf-Shaped Bullet*. As the investigation into the Box Tunnel massacre continues with Mitchell closer to being implicated, additional werewolves show up in the flat as a full moon approaches. In the season finale, Mitchell finds himself trapped by the police and finds help from an unlikely and untrustworthy source.

Over on Syfy, the final two episodes of the US **Being Human** also is airing at the same time, with *You're the One That I Haunt* on April 4th and *A Funny Thing Happened On the Way to Me Killing You* on April 11th. However, there's not really any advance information on the US series, which has been doing OK in the ratings, but has slumped a bit after a strong start. Also airing on Syfy on Monday nights are the remaining episodes of **Stargate Universe**, currently airing in the 10 pm ET time slot, but moving up and hour on April 18th once **Being Human** ends its run. *Seizure* features return appearances of other **Stargate** actors including **David Hewlitt** as Rodney McKay and **Robert Picardo** as Richard Woolsey. Also guest starring is **Victor Garber** as Langaran Ambassador Ovirida. The story has been compared to the Atlantis episode *The Pegasus Project* in that people in different parts of the universe need to work together for a common goal. Next up is *The Hunt* where the crew begins to explore parts of The Destiny they haven't ventured into before while some of the other crew go missing

on a planet and others go on rescue mission for them. The story has several concurrent plotlines, giving all the regular characters a chance to be in the spotlight. For the remaining episode, *Common Descent, Epilogue, Blockade*, and *Gauntlet*, there's not much specific information on them. Comments from **Joseph Mallozzi's** blog have included this tidbit about *Blockade* "Well, if we weren't low on ammo before we certainly will be after this episode. Great performances all around (as usual) but David Blue is especially good in this one. And the ending ... well, what happens to one character is heartrending – but such is life." And for the season/series finale *Gauntlet*, he indicated that "most would probably consider ['Gauntlet'] a cliffhanger while I would consider it a touching, bittersweet end to the series (if it comes to it)." A Syfy press release had this to say about the series finale ""The final season culminates with a dramatic conclusion for the fate of the Destiny crew, who face a difficult crossroads when they realize the time has come for them to take a risky stand ... or they will be left adrift forever."

The CW will see **Smallville** come to an end after ten seasons with a two hour finale on May 13. New episodes resume on April 15th with *Kent*, featuring the return of **John Schneider** as Jonathan Kent. Rumors are that it may include a return to the alternate world of Clark Luthor seen in the episode *Luthor*. Next up is the episode *Booster*, which brings both Booster Gold and the Blue Beetle into the Smallville Universe. **Eric Martsolf** guests stars as Booster Gold, **Jaren Brandt Bartlett** as Jaime Reyes/The Blue Beetle and **Sebastian Spence** as Ted Kord (also a Blue Beetle in the comics). The episode is written by **Geoff Johns**, who said about putting Blue Beetle in the episode that "I always liked the chemistry between him and Booster, so when I was going to do this episode, I wanted to do those two together and I think the story that we came up works really well. It's very Booster 1.0, meaning he's in the early stages of his career as a hero -- and is pretty self-serving." Next up is *Dominion*, with **Justin Hartley** returning as Green Arrow/Oliver Queen. In *Prophecy*, **Laura Vanderboort** returns as Kara Zor-El and may have some new revelations for Clark. In the series finale, apparently titled "*Finale*", we'll see many familiar faces return including **Michael Rosenbaum** (Lex Luthor), **Annette O'Toole** (Martha Kent), **Allison Mack** (Chloe), and **John Schneider** (Jonathan Kent). How things

will be resolved with Darkseid and other ongoing storylines is unknown or how they will handle the transition from Clark to Superman (and what may be set up for the future on the CW).

Elsewhere on The CW, **Supernatural** will have their two hour season finale on May 20th, with things ramping up before then with *My Heart Will Go On* airing April 15th where one of the Greek Fates, Atropos, makes an appearance. Next up is *Frontierland*, where Sam and Dean travel back to the Old West and meet Samuel Colt (**Sam Hennings**). After that is *Mommy Dearest* which sees the return of **Amber Benson** as the vampire Lenore. Next is *The Man Who Would Be King*, which is directed by writer **Ben Edlund** and reportedly sees the return of **Mark Sheppard** as Crowley. The season finale is titled *The Hunter of the Dark* which is also the title of an **H.P. Lovecraft** story where a supernatural creature is brought forth with great knowledge and demands a great sacrifice. How that ties into the **Supernatural** finale is unknown at press time.

For the remaining episodes of **Vampire Diaries**, the characters will be banding together to protect themselves from Klaus (**Joseph Morgan**) and the chaos he is creating.

Debating on Starz in early April is **Camelot**, which is definitely a more adult take on the Camelot legend. According to the Starz press release "In the wake of King Uther's sudden death, chaos threatens to engulf Britain. When the sorcerer Merlin has visions of a dark future, he installs the young and impetuous Arthur, Uther's unknown son and heir, who has been raised from birth as a commoner. But Arthur's cold and ambitious half sister Morgan will fight him to the bitter end, summoning unnatural forces to claim the crown in this epic battle of control. These are dark times indeed for the new king, with Guinevere being the only shining light in Arthur's harsh world. Faced with profound moral decisions, and the challenge of uniting a kingdom broken by war and steeped in deception, Arthur will be tested beyond imagination. Forget everything you think you know...this is the story of Camelot that has never been told before." Starring as Arthur is **Jamie Campbell Bower (Twilight)**, **Joseph Fiennes** as Merlin, **Eva Green** as Morgan, **Tamsin Egerton** as Guinevere, **Philip Winchester** as Leontes, and **Clive Standen** as Gawain.

On April 17th, HBO will debut the series that a lot of fans

(Cont'd on page 4)

SF Tube Talk (Cont'd from page 3)

have been waiting for, *A Game of Thrones*. Based on the *A Song of Ice and Fire* series by **George R.R. Martin**, Executive producers **David Benioff** and **Dan "D.B." Weiss** have set out to do justice to the novels on the small screen and have **Martin's** full approval and participation in the series. The series features a large cast, headed by **Sean Bean** as Eddard Stark, **Michelle Fairley** as Catelyn Stark, **Mark Addy** as Robert Baratheon, **Lana Headey** as Cersei Lannister, **Julian Glover** as Gr. Maester Pycelle, **Charles Dance** as Tywin Lannister, **Peter Dinklage** as Tyrion Lannister, and many more. Even the actors playing the kids have won praise from **Martin** and the producers. The debut episode is titled *Winter is Coming* and the log line from HBO reads "Lord Ned Stark is troubled by disturbing reports from a Night's Watch deserter; King Robert and the Lannisters arrive at Winterfell; the exiled Viserys Targaryen forges a powerful new allegiance." Episode two is *The Kingsroad* and is about "The Lannisters plot to ensure Bran's silence; Jon and Tyrion head to the Wall; Ned faces a family crisis en route to King's Landing." For lots more, visit the fan site <http://winter-is-coming.net>

Trivia Questions

1. Isaac Asimov was born in what country?
2. Sylvester Stallone played the title character in what 1995 movie based on a British comic?
3. How many of the Batman actors in live-action films starred in more than one movie?
4. Before Lynda Carter took on the role in the weekly series, which actress played Wonder Woman in the original 1974 TV pilot movie?
5. Transformers, The Movie (2005) featured the voice of what Monty Python alumni?
6. What is a 3-D printer?
7. When was the first John W. Campbell Award given?
8. What is the Rare Earth hypothesis?
9. What was J.K. Rowling doing when she began the Harry Potter story?
10. Who was Kilgore Trout and what did he write?

(Answers on back cover)

A Conversation (Cont'd from page 1)

fortunately depending on your point of view... Eric Flint wrote a story for one of the Honorverse anthologies that changed the story arc. So, Honor and her universe are at book 17 and he has submitted the next two novels just this month – the titles are "A Rising Thunder" and "Shadow of Freedom" which is still tentative.

So, I wondered... how does he keep so much information organized? The original 'tech bible' was 80,000 words and now it's up to 130,000. Right now, since the war is on three fronts he has to keep detailed notes so he can keep track of how information travels across his universe and how quickly and who gets the information when. Fans are unlikely to easily catch David in an error or inconsistency.

What about the 'Ring of Fire' series that Eric Flint initiated with "1632"? Any new stories coming from David? He has three more books under contract but the problem is that he and Eric Flint need to get their writing schedules together. His books will deal with war in the Mediterranean around 1635-36. The books will have Chandler bring his ironclads through the Mediterranean and into the Black Sea. Chandler is, by the way, one of David's favorite characters. He asked Eric Flint, at one point, if he could 'rehabilitate' Chandler who had only been devised as a foil for Mike Stearns. David sees Chandler as a very complex character who is basically good.

From the sound of it, David gives character development priority. That's true, he tells me; if you don't have characters the reader can connect with, either positively or negatively, the reader isn't going to care what happens. Character and plot are hard to separate but setting is very secondary. Plot has to be such that it provides the conflict for the characters in a way that works for the reader. For example, he could never have Honor Harrington go out and slaughter a freighter full of refugees because she wouldn't do it. But if she had a choice of finding another way around the problem, with the risk of her own destruction – that would work. Voice is more important than setting; possibly more so than plot. In other words, a weak story that is strongly told is better than a strong story that is weakly told. Many writers run aground by trying to write their story in someone else's voice like Robert Heinlein or Damon Runyon or Mercedes Lackey. While it will be true that writers develop their voice as a composite of all the writers they've

ever read, if they don't find their own voice they will not succeed. David doesn't think of himself as a writer but more of a storyteller who happens to use writing to tell the story. For some writers, the 'art' of the story becomes more important to them than telling the story. These stories will probably not endure; a story needs to have an emotional connection with the reader.

As a master of many series, I asked him if he thought a writer should continue a series so long as the fans still show interest, or does the writer have a responsibility to end the series when there is nothing new to say. He does think it is unfair to fans to continue if "you're just spinning your wheels" with nothing new to offer - just for the sales. And it's unfair to the writer when he or she could be spending the time on new ideas. Of course, publishing is a business and there is enormous pressure to continue a series as long as the sales are there. And, in some ways, that's not a bad barometer as fans tend to vote with their checkbook.

So, I asked – is there a new standalone story in his future? He and his wife both chuckled at that – as he explained that every time he tried to write a standalone story it tended to develop into more. He thought "Out of the Dark" would be a standalone until he found that Tor was pitching it as the first book in a new series - probably because David is regarded as a series writer. He's almost afraid to write another standalone book because the last thing he needs right now is another series... It's actually a great problem to have – more stories to tell than he has time to tell them. Which is better than the converse.

Does that mean that David has sufficient stature in the publishing world to "call his own shots"? Well, yes, he said – to some extent. There are definite books that the publisher wants from him but should he go to them and say that he needed a break from Honor Harrington; after grumbling, they would ask what he would want to do instead. And that would probably be okay; especially since he'd be able to return to the Honorverse refreshed.

I suggested that the field of SF/F seems to be tending more towards the F – fantasy these days. What did David think of that? He says he really doesn't pay a lot of attention to new titles as he just doesn't have time to read. He did point out that he also writes fantasy – his first story was a fantasy that was rejected by DelRey. It became the basis for the Bahzell books and in about a year he plans to revise that first novel for Baen Books and it will be titled "The Sword of the South." He likes fantasy but he sort

of likes to 'stand it on its head.' Whether it's fantasy or science fiction; it needs to be internally consistent. If you're going to use magic then it has to have a theoretical basis for why it works and the writer has to stick with it. Then the magic will become the technology of that universe.

He finds fun in seeing what the characters will do with the 'toolbox' they have to deal with the problems they confront. So the toolbox might be magic for some and technology for others. For example, the Multiverse series – which, he says, he should never have started because he just doesn't have the time to devote to it that he would like – has magic users on one side and Victorian physical science with psionics thrown in on top of the other. So you've got dragons and levitation spells on one side and on the other is a steam locomotive that is a transtemporal express traveling through fifteen alternate universes. He's wanted to write this series for years but just hasn't found the time.

Of all the stuff that David's written – is there one piece of which he's most proud? What? Pick one of his children? Hmmm... maybe if he could reduce down to just three books: "Path of the Fury", "The Honor of the Queen", and "Off Armageddon Reef." Of course, the next time someone asks, the answer will probably change.



Gamers Corner

Pathfinder and D&D 4.0
A Comparison of Styles
Paizo.com, Wizards of the Coast

Pathfinder is the result of a combination of factors, the "Open Game License" from Wizards of the Coast, the end of support for said license from WotC, the desire of many players to keep playing D&D 3.5, and the need to support the dozen or so companies that created content for 3.5 and were about to lose their fan-base.

Both games still use the d20 format and higher is still better. Pathfinder combat is based on the "Base Attack Bonus" or BAB and goes up depending on the type of character you are. A character that is primarily combat related has a progression of 1 for 1 [IE: 1 point for every level], a character for whom combat is secondary but still vital the progression is 3 for 4, and the classes that would prefer to stay out of combat all together is 2 for 4. This causes a disparity of attacks and chances to hit monsters in combat. 4.0 uses a system based on adding half your level. This and the way spells work are the two primary differences in the philosophies of Pathfinder and 4.0.

I like the idea of spells having to hit a specific defense much more than the spell always hitting and the player having to save. That said, I also would like to see more things that affect those defenses. On the Pathfinder side, I'd like to see a way to memorize spells in higher slots so they would have a higher upper damage limit.

I think that both versions have both good and bad parts but neither is actually superior to the other. I understand the desire to make it "equal" across the board but the differences are part of the appeal. Without the differences some of the choices become boring. Yes, it is annoying to run out of spells and shoot a crossbow the rest of the day, but you have more choices and your spells eventually become powerful and feared. Yes, hitting a monster with a "Magic Missile" when the fighter has missed it six rounds running is cool, but having that be your bread and butter gets old fast.

In the end I have to say that both games deliver what they claim to; but, you should look deep to see if either is what you want.

See you next time.
Bob LaPierre

Warhammer 40,000 The Emperor's Finest
by Sandy Mitchell
Black Library, \$24.99, 316 pp

In this tale, Ciaphas Cain is teamed up with not only a governor's daughter and a team of Reclaimer Space Marines, but also a friend and ally from his past adventures, Jurgen. Yet, will Cain be able to get out of these battles from being a well-known hero? He will have to not only rescue a planet from rebels but also from a sinister secret alien invasion. Just as he thinks things cannot get worse, he will have to join a team of space marines to repel an Orks' boarding action. Afterward, Commissar Cain will have to survive on an unknown space hulk filled with not one but two hostile alien races. Fun.

This is book seven in the Ciaphas Cain series. Surprisingly, this is all in hardback.

Excellent. This is first time I've read a space marine chapter that actually gives respect to a non-space marine, Hero-Commissar Cain. Also, loved the teamwork of him and his smelly but loyal aide Jurgen in battle against Orks and another nightmare alien race. Highly recommended to fans of Warhammer 40,000 and/or dark sci-fi war readers. ~ Jeffrey Lu

Warhammer Masters of Magic
by Chris Wraight
Black Library, \$7.99, 300pp

A gigantic green army led by a powerful orc shaman invades the Empire. A Grey wizard Lothar sees his teacher fall to its magic. He vows revenge. Yet, there are other Empire people with magic who are destined to seek glory while attempting to kill this shaman. Will

the colleges of magic representatives fight amongst themselves rather than the imminent danger of an orc invasion? Will they ally in time to counter this threat? Who will win against the orc shaman?

Cool. Battle mages in action. Even though they are unpredictable, the story is entertaining. Highly

Recommended to dark fantasy and/or Warhammer readers.

~ Jeffrey Lu

Warhammer Heroes: Wulfrick
by C.L. Werner
Black Library Publication, \$8.99, 405pp

Wulfrick is on an endless errand for the Dark gods. Yet, he has a chance to cheat them if two conditions are met: he finds and wears an artifact and puts that thing at a certain place for a shaman's magic. Unfortunately, he will be betrayed. Revenge will be his in the worst case possible.

Dark. Good reading. Recommended to dark fantasy and/or Warhammer readers. ~ Jeffrey Lu

Warhammer 40,000 Dead Men Walking
by Steve Lyons
Black Library Publication, \$8.99, 414pp

A minor supervisor becomes a soldier due to an unexpected alien awakening in his world. Gunthar Soreson will be trained by the elite Death Korps of Krieg. He will do more than his share of fighting. But will it be enough to save his love?

Sad love story. Tragic ending. Dark. Surprises. Recommended to dark sci-fi war readers and/or Warhammer 40,000 fans. ~ Jeffrey Lu

Warhammer Warrior Priest
by Darius Hinks
Black Library, \$8.99, 412pp

The pages are about Jakob Wolff, a warrior priest, who found out his brother was responsible for their parent's death. He will seek revenge on his brother with

allies and two friends. Little will he know that there are costs to this quest- his faith in his god, Sigmar, will waver, he will see friends slain before him, and he knows what evil his brother will bring. Yet, two friends will give him strength to oppose his brother, a sorcerer-general, before a great evil unfolds...

This is the fifth of the series, An Empire Army Novel. This book stands alone.

Good story. Liked it. I thought at first the warrior priest will be boring. Anything but. Interesting in his dealing with a "witch hunter." Recommended to dark fantasy readers and/or Warhammer fans. ~ Jeffrey Lu

24 Frames

by Jeffrey Lu

Comments:

Using the Force (by clicking the mouse) in finding cool movie stuff for this column, *24 Frames*. Looking forward to meeting Billie Dee Williams (Lando Calrissian from two *Star Wars* movies) at Phoenix Comic Con in May. Found an animation studio's schedule. Others? Can you say repeats a.k.a. sequels? (Somehow, I have a bad feeling about this...)

In Production:

Dreamworks Schedule:
Kung Fu Panda 2- May 26, 2011
Puss in Boots- Nov. 4, 2011
Madagascar 3- June 8, 2012
Rise of the Guardians- Nov. 21, 2012
Mr. Peabody & Sherman (Executive Producer/Mr Peabody's voice? Robert Downey Jr.)- March 21, 2014/ Based on a cartoon by Jay Ward.

(Cont'd on page 6)



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




(480) 966-4727

3136 S. McClintock Dr. Ste. 11, Tempe, AZ
 NW Corner Southern & McClintock



24 Frames

(Cont'd from page 5)

How to Train Your Dragon
2- June 20, 2014 *G.I. Joe* 2- August 2012

Iron Man 3-Summer 2013
2012 *Resident Evil 5*- Sept. 14,
(Sony)
Total Recall Summer 2012

April/May 2011 Releases

April 1, Friday
Hop (Comedy) Universal
Insidious (Horror) Film
District
Source Code (Sci-fi Thriller)
Summit Entertainment

April 15, Friday
Rio (Animation) Fox
Scream 4 (Horror) Dimension
Films
Atlas Shrugged

April 22, Friday
Apollo 18 (Sci-fi Thriller)
Weinstein Co.

April 29, Friday
Hoodwinked Too! Hood vs. Evil (Animation) Weinstein Co.
Fast Five (Action/Thriller)
Universal Pictures/Freestyle
Releasing

May 6, Friday
Thor (Action/Adventure)
Paramount

May 13, Friday
Priest (in 3D) (Action Horror)
Sony/Screen Gems

May 20, Friday
Pirates of the Caribbean: On Stranger Tides (Period Adventure)
Buena Vista

May 26, Thursday
The Hangover Part II
(Comedy) Warner Bros.
Kung Fu Panda II (Animation)
Paramount/Dreamworks

Rumors:

There is competition from the studios to get "*Voltron: Defender of the Universe*" as a movie by 2013 or 2014.

Universal attempting again to get "*Doom*" (the game) into a movie. (But this will be in 3D.)
There will be *Paranormal Activity 3*.

There will be Tomb Raider movie with Lara Croft. Producer Graham King from GK films confirmed this. But Angelina Jolie expressed no interest in revising her role as Lara Croft.

Goodbye Netflix? Warner Bros are now experimenting with Facebook to show their movies online. They have already streamed "*The Dark Knight*."

The new Superman Movie Title is "*Superman: The Man of Steel*" with Zack Snyder as director, Henry Cavill as Superman actor and Christopher Nolan as producer.

Top of the list but not confirmed- General Zod played by Viggo Mortensen (*The Lord of The Rings* Trilogy) and Jonathan Kent played by Kevin Costner.

The new Spider-man Movie Title- "*The Amazing Spider-Man*"- Marc (I kid you not) Webb is the director. Sony/Columbia. July 3, 2012.

Rango 2? Might be due to the box office success in March.

Shane Black will direct *Iron Man 3*. This movie is supposed to be a thriller?
Star Wars will go 3-D on Feb. 10, 2012. First will be...*The Phantom Menace*.

Parting Shots:

My inner Yoda tells me about the "first" Star Wars 3-D movie- *Not good*. (I wonder if George has finally gone to the dark side?)
Never mind. May the force be with you...always.

An American in Iberian Peninsula Part Two: Stopover-Germany

by Jeffrey Lu

Munich, Germany. This was my first stop.

I really did not know what to expect.

I looked outside the window and saw mist. I waited to begin my adventure.

As I stepped off the plane for a transfer to Italy, I looked around the airport malls. They have the usual shops- clothing, watches, beer, food...oh, a German pretzel! Wait...a pretzel the size of an iPad?!!?

Not hungry but curious, I stopped and raised my camera. Then, I stepped back into a maze of kiosks.

I found my German airline ticket counter. I stood in short line. Before me, a lady from my flight from the U.S. was talking in English. We struck a conversation. Her name was Fredesike and she was planning to travel to Berlin.

We both had time and went to a German airport bookstore. I was surprised to find this stand not only had books and newspapers but also had maps of everywhere including the U.S.

Afterward, we walked together to our concourse.

BING BING BING

Oh, yes. The German airport checkpoint. How could I forget?

It is somewhat similar to the U.S. One difference is that the Germans do not check your footwear. The other is well, they talk in German.

The sound came after I went by the door. I then heard a woman's voice respond in German. Before I replied, another woman was speaking *behind me* in German. I looked back.

Fredesike smiled and waved at me to come back. Meekly and confused, I went to her. The German security people ignored us as they check other passengers from a long line.

We walked outside the airport security center. She held up a fruit drink in a metal container.

I frowned. She grinned.

Fredesike told me that she told the security people that in German *I was her husband* (Huh?) and forgot to give me this (Okay...).

We laughed.

Promptly, we drank our drink. I escorted her safely to her gate. I later went looking for mine.

When I came to my gate, I saw an old friend from one overseas trip. I will soon find out that he will have a story to tell. Coming back from this trip, he generally almost did everything wrong... which will be in the next column, An American in Iberian Peninsula Part Three: A Cautionary Travel Tale in Germany.

Musty Tomes

Ahmed and the Oblivion Machine – A Fable
by Ray Bradbury
Avon Books, Inc, 1998

In 1998 it was unusual to present a Moslem protagonist in a coming-of age fable; in 2011 you are courting anathematization to do so; but those of us who remember the literary heritage of *The Arabian Nights* (also known as *The Thousand Nights and One Night*) can see beyond the paper storm and propaganda of politics to discern Truth in Fiction and savour a lyrical interlude with Mr. Bradbury.

The protagonist is young Ahmed, who becomes separated from the security, familiarity, and direction of his family and clan's caravan. One day he witnesses a seagull flying overhead, above the waterless sands of the desert they are crossing. That night, drunk on the wonder of the night sky, he falls unnoticed off his camel and sinks into sands that almost bury him. The sands also conceal, and then reveal, a marvel: the bronze bas-relief image of a god, Gonn-Ben-Allah, who wakens when Ahmed's tears fall upon it, and presents Ahmed with visions of mankind's past efforts to master flight and of futures that may be – if Ahmed chooses to be their harbinger. The pains of despair and of losing the deceptive safety of following expectations are contrasted with the wild elation of becoming a lifelong maker.

The best loved fables have both a good story and charm in the telling. *Ahmed and the Oblivion Machine* joins rank with *The Thirteen Clocks*, *The Little Prince*, *The Velveteen Rabbit*, and *The Land of the Blue Flower* as a fable to be shared with our children. ~
Chris Paige

The Winds of Altair
by Ben Bova
1973 copyright

Here's a blast from my past, I think the last time I read this I was just out of high school. It's a very good juvenile story – think "Avatar", the film. Humans have found a planet that they expect to terraform. But to do so, they need the assistance of local inhabitants to build the machines to transform the methane-based atmosphere to oxygen. So they implant an electronic device in the brain of a wolfcats – a creature the size of an elephant but with fangs. Adults are unable to make the mental contact but they find that young boys can do so quite well. So, young Jeff finds himself partnered with a lone wolfcats named Crown. With Crown, Jeff explores the planet and finds a primate species that can also be controlled and used to build the machines. Unfortunately, the process of creating oxygen and nitrogen tends to have a deleterious effect on the local fauna. Jeff is in the unenviable position of needing to decide where his priorities lie: do his best to help his father transform the planet to save humans from their wasted planet Earth, or save this planet from being destroyed by humans.

It's a light, easy read with a heavy moral – we need to clean up our own planet first – delivered by an accomplished author. ~
Catherine Book

**THREE A. E. VAN VOGT
TALES OF SUPERMEN
The Book of Ptath, or Two
Hundred Million A.D., 1947
The Empire of Isher, pub. Orb
Books, contains:
The Weapon Shops of Isher, 1951
The Weapon Makers, 1952**

Besides super-science and 800-word plot twists, A. E. Van Vogt was known for his stories of better-than-normal men. Thus, we have the psychic-powered Slans or teleporting Null-A hero previously reviewed here. We now turn to two examples, one whose only super-power is being immortal, and one who is a mortal god.

The Book of Ptath refers briefly to WWII when a tank crewman is killed in battle, only to wake up with amnesia two hundred million years in the future. He is stranded in the wilds, with the homing instinct to walk to his city. His spirit is now in a super-strong body which turns out to be the planet's ruling deity, Ptath. Of course, those who rule in his absence do not want him making it home alive. After much adventure and episodic fantasy cliff hanging, the novel ends by making a surprising point

(Cont'd on page 7)

Musty

(Cont'd from page 6)

very forcefully. I won't spoil the plot but will convey the message with a direct quote: "Religion, you see, is not in its roots adoration of a god or a goddess. Religion is fear. Religion is the spark that issues forth when the thought of death or danger strike the individual. It's personal. It grows out of darkness and uncertainty." Is this why, two hundred years after the century of scientific Enlightenment, we still have superstitious religion, and we always will?

The Empire of Isher is set in a far-future Earth, part of a solar system-wide empire. Robert Hedrock emerges by the second half of *The Weapon Shops* as a central character. He is the secret immortal, the only one, who created the Weapon Shops 2,000 years before, after a world war that killed a billion people. His solution to war is to give any citizen equal firepower to the government. The Weapon Shops slogan: "The right to buy weapons is the right to be free."

The one bit of super-science magic to enable this Second Amendment solution is that these guns use mind-control technology and only fire in self-defense. Someone intending to, oh I don't know, shoot a member of Congress and a dozen voters in public, would not be able to because the gun would not work. Ummmmm ... no. Let's say thousands of years in the future we could have a brain scanner that could distinguish an aggression from defense center in the brain. I still can't believe that someone couldn't figure out how to trick such a scanner, or deliberately put themselves in danger first to get to use a defensive gun. So one must dismiss this notion and just assume the story is of citizens with amped-up firepower to repel an army. We're talking energy pistols with built-in protective force-fields. So if each person equaled an army, what would the world be like?

Well, in the year 4784 Isher, Earth is ruled by a hereditary empire. The only counter-force to the empire is the Weapon Shops. Thus we have a kind of two-party system, an endless struggle of opposing forces giving the common folk some breathing room if the two forces focus on each other. There is also business and industry, and the other purpose of the Weapon Shops is, through their own court system, to give the common folk redress "against rapacious private enterprise." Justice is carried out by going into bank accounts and transferring money to the injured parties. It is unclear why banks don't just reverse the charges - "Suffice

to know that the bank pays it." - maybe they fear the shops? Most people still do not possess the super-guns, yet the main conflict in this novel is an all-out attack on the Weapon Shops by the Empress Isher.

Hedrock is the main character of *The Weapon Makers*, set seven years later. In this novel, we get to consider external threats to the system. The dysfunctional corruption of the empire, business cartels, and even the Weapon Shops themselves comes to a head as an interstellar space drive is invented. Only Hedrock and the shops want the public to have it, and instead he has to flee in such a ship to save himself. Out in space he is captured by a race of alien spiders from another star. They return him to Earth so they can study the human race. Hedrock is now in a situation of everyone wanting to kill him except the Empress. She's going to have a baby, and he has some interest in the outcome. As do the spiders. And meanwhile, Hedrock has to set his Weapon Shops straight, and try to improve his other political creation ... would that be telling? Just writing spoilers puts so many interesting ideas out there, and these books are worth it just for the toss-off remarks of social analysis. You may not agree with Van Vogt, but your critical thinking will be pleasingly entertained. He wrote so many classics, and I'd put the Weapon Shops books high on the list. ~ M.L. Fringe

Making It Up As They Go Along: The Tenth Annual Phoenix Improv Festival

By Shane Shellenbarger

There is a great deal of activity at 4721 North Central Avenue, the new home of The Torch Theatre. The sounds of hammering, sawing, and scraping fill the air as the volunteers move from one task to another. What was once a barber shop will soon be a 37-seat theater located just South and East of the Valley Metro Light Rail station located at Central and Camelback. Walls are in place, electrical fixtures illuminate the space, and before the end of March the dream of nearly a decade will see fruition: The dream of a permanent home for longform improvisation in Phoenix.

While all that activity is taking place on Central and Camelback, the thoughts of some of the volunteers are miles away at the Herberger Theater where the 10th Annual Phoenix Improv Festival will be held on April 14th, 15th, and 16th. The largest event of its kind in Arizona, PIF (sponsored by The Torch Theatre) gathers together improvisers from across the state and across the nation and gives them an unsurpassed venue in which to perform. Local and nationally recognized performers in over twenty-five groups will soon be walking out onto the Herberger stage, spotlighting their comedic and improvisational talents before family-friendly and adults-only audiences for approximately fourteen hours over three days.

Local groups include: Apollo 12, Chaos Comedy, Dangerville,

Die Puppet Die, Exit 185, Galapagos, Jax'n Reed, The Jester'Z, Light Rail Pirates, Los Subtitulos, Mail Order Bride, NCT Phoenix, Searching for X, Umlautilde, Unicorn Warpath, and Valley Fever. Regional and national groups include: Bare, Cog, ColdTowne, Dr. God, Grandma Hates Technology, HawkinStroth, JoKyR & Jesster, King 10, Men in Shirts, and Nobody's Token.

The event launches Thursday, April 14th at 6:00 P.M. with an Arizona Showcase, which concludes around 10:00 P.M. On Friday, April 15th, performances begin at 8:00 P.M. and complete at about 11:00 P.M. On Saturday, April 16th the special Family Friendly program starts at 4:30 P.M. and runs until 7:00 P.M. when the more adult-fare will begin and continue until approximately 10:00 P.M. when the festival will conclude.

Prices start at \$10.00 each for the Arizona Showcase or the Family Friendly program. All other programs are \$15.00 each. Advance tickets can be purchased by calling the Herberger Theater Box Office at 602 254-7399 ext. 156 or by visiting <http://herbergertheater.org>. The Herberger Theater Center is located at 222 East Monroe, Phoenix, AZ 850004, three blocks West of the METRO Light Rail stop at Van Buren and Central Avenue.

For more info go to : <http://tinyurl.com/Shane-Info-Blog>
<http://phoeniximprovfestival.com/>
<http://www.thetorchtheatre.com/>
<http://thetorchtheatre.com/4721/>
<http://herbergertheater.org/>
http://www.youtube.com/watch?v=CK_v3KBHEZM
<http://www.facebook.com/thetorchtheatre>
<http://www.facebook.com/PhoenixImprovFestival>



OPEN FRIDAY AND SATURDAY UNTIL MIDNIGHT!



OPEN GAME TABLES ALWAYS AVAILABLE



IMPERIAL
OUTPOST GAMES

4920 W. THUNDERBIRD RD. STE. 121
602-978-0467
www.imperialoutpost.com



WE CARRY AN EXTENSIVE LINE OF FLAMES OF WAR®
 PRODUCTS - PLUS HUNDREDS OF OTHER BOARD, MINIATURE AND CARD GAMES

FYI

CASFS BOOK DISCUSSION

Bent Cover Books
12428 N. 28th Drive, Phoenix
3rd Tuesdays, 7pm,
in the Coffee Bar

Sponsored by Central Arizona
Speculative Fiction Society (CASFS)
email questions to book@casfs.org

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.

April 19 - Off Armageddon Reef by David Weber

May 17 - American Gods by Neil Gaiman

June 21 - Neuromancer by William Gibson

WE'RE GOING OUT OF BUSINESS!

Come May 1st we will no longer be open. As a thank you to all of our wonderful customers...

(And to clear out some inventory!)
We are having a HUGE sale.

Monday - Saturday
3/21 - 3/26

Anniversary Sale Prices Continue!

\$1 - Fiction Paperbacks

\$2 - Fiction Hardcover

Buy One / Get One Free - Non Fiction
We'll be having sales EVERY DAY until the end and while they may get better as the weeks go by, the best stuff always goes first!

So come in, say your goodbyes, and take home some wonderful deals.

KEEP CHECKING THE WEBSITE FOR CHANGES!

Bent Cover Books

12428 N. 28th Dr

Phoenix, AZ 85029

602-942-5932

books@bentcoverbooks.com

<http://www.bentcoverbooks.com>

<http://www.myspace.com/bentcover>

BOOK DISCUSSION GROUPS

Oro Valley Library, Tucson
Science Fiction Book Club,
4th Tuesdays

April - The Search for WondLa by Tony DiTerlizzi

May - Ringworld by Larry Niven

June - Fall of Neskaya by Marion Zimmer Bradley

SciFi Book Group

Barnes & Noble, Eastside, Tucson.

April 12 - Looking Glass War by Frank Beddor

May 10 - The Windup Girl by Paolo Bacigalupi

AUTHOR SIGNINGS

Brandon Mull, Barnes & Noble Desert Ridge, Phoenix April 7, 6pm

Janni Lee Simmer, Barnes & Noble Eastside, Tucson. Apr 9, 2pm

Jean Auel, Tempe Center for the Arts, sponsored by Poisoned Pen bookstore, April 10, 1pm

Joe R Landsale Poisoned Pen bookstore April 19, 7pm

Aprilynne Pike Poisoned Pen bookstore May 2, 7pm

Aprilynne Pike Poisoned Pen bookstore June 15, 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

"Tales Too Extreme for Cemetery Dance", signed, ltd ed chapbook

"Shivers VI, ed. By Richard Chizmar

"Legacies" ed. by Richard Chizmar

"The Passage" by Justin Cronin

Edge SF & F Publishing/Tesseract Books

"Hell Can Wait" by Theodore Judson (see the review under In Our Book)

PS Publishing

"Render of the Veils" by Ramsey Campbell

"What Wolves Know" by Kit Reed

"In the Time of War & Master of the Road to Nowhere" by Carol Emschwiller

PYR Publishing

"The Alchemist in the Shadows" by Pierre Pevel

"City of Ruins" by Kristine Kathryn Rusch

"Down to the Bone: Quantum Gravity Book V" by Justina Robson

Subterranean Press

"The Five" by Robert McCammon

"Bone and Jewel Creatures" by Elizabeth Bear (ebook)

"Times Three" by Robert Silverberg

"Hamlet's Father" by Orson Scott Card

"Dangerous Ways" by Jack Vance

And too many more to mention....

GAMING & COMIC EVENTS

DRAWN TO COMICS

HeroClix. Sat 2pm

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

May 7 - Free Cominc book day festival - 11 artists/creators on-site, Yo-Yo Expert Demo

Check FaceBook for other events

GAME DEPOT

HeroClix. Wed, 5:45pm-8pm

D&D Encounters. Wed, 6pm-8pm

Magic, The Gathering. Thurs, 6pm.

Open Game Day. Fridays all day

Magic Pre-Release May 7, noon

Magic Launch Party May 14, noon

GAMER'S INN

Check website for upcoming events

IMPERIAL OUTPOST GAMES

Federation Commander. 2nd Saturdays, noon

RPGA. 1st Sundays

Monday Night Magic Standard Format. Mon, 7pm.

Boardgames & Demo Nite. Mondays & Thursdays, 6pm.

Magic Drafts. Tues, 7pm

War Machine. Wednesdays, 4pm

Hammerhead 40K Club Meeting. Wed & Thurs, noon

Hammerhead Club 40k tournament. 1st Wed, noon

Magic The Gathering League. Wed, 6pm

Friday Night Magic. Fridays, 7pm

SAMURAI COMICS

(check website for correct store location)

Yugioh Tournament. Sundays, noon

(Cmlbk) & Sat, noon (west valley)

Anime Club. Sundays, noon (west valley)

Pokemon. Sundays, 2pm (west valley), Wed 5pm (Cmlbk)

D&D Encounters. Wed, 6pm (Cmlbk)

Magic, The Gathering. Friday, 6p (both stores), Tues, 6pm (west valley), Sat 1pm

(Cmlbk), Mon 6pm (Cmlbk)

SCIENCE EVENTS

ARIZONA SCIENCE CENTER

Body Worlds and the Brain exhibit opens Jan 21st

Saturday Science program. "Have a Heart, You have a Lot of Nerve" Apr 9.

"Fascinating Polymers, May 7.

BioBuzz Family Series, family friendly short talks in bioscience. 3rd Saturdays, 1:45pm

Science Café informal discussions with ASU Professors, see webpage for topics and dates.

BioTech Talks, 2nd Wed, 5:45pm

Ongoing Exhibits:

The Walton Optimal Neurological

Discovery Education & Research Center

All About Me Gallery, interactive exhibit on human body

Dorrance Planetarium

Evans Family Skycycle

My Digital Worlds

Forces of Nature

Rock Wall for climbers aged 8 and above

Adults Night Out, 1st Fridays, check website for topics & time.

ASU

Science lectures and news

http://beyondasu.edu/Events/about_events.php

CHALLENGER SPACE CENTER, PEORIA

Stargazing. Starlab Planetarium. Check website for dates and times

Space Place events for Future Astronauts. Check website for event dates & times.

Understanding the Nature of Light, Fridays 2pm

Columbia Shuttle Memorial Display

ASU Meteorite Exhibit

Iridium Satellite Model

Atlantis Space Shuttle Model

Journey Thru the Space Program

Lowell Observatory Display

MOON SOCIETY MEETING

3:00 PM on the third Saturday at Denny's on the Southeast corner of US60 and Rural Road in Mesa. For more info

contact Craig Porter at portercd@msn.com

PIMA AIR & SPACE MUSEUM, TUCSON

Beads in Space (Beads of Courage national charity). Nov 1 - Apr 30, 2011.

Space Exploration: Past, Present, Future

Apr 9, 1pm

Rockets: Science of Energy & Motion.

Apr 9 & May 14, 1pm

Yuri's Night Apr 9, 5pm

Volunteer Presentation Series. Apr 16 & May 14, 1pm

Young Flyers Fun. Apr 28 & May 28, 1pm - 2:30pm

Space Day. May 6, 1pm

Model Airplane. For kids. May 7, 1pm

Volunteer Orientation. May 14, 9:30pm

Nightwings. June 25, 5pm

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

SETI INSTITUTE

Calendar of events on the website.

Mondays podcast shows

<http://radio.seti.org>

<http://podcast.seti.org>

<http://beyondasu.edu/seti>

TITAN MISSILE MUSEUM

Titan Missile Museum Tours.

Reservations only. One hour guided tours.

Top-to-bottom tours (5 hours) The only publicly accessible Titan II missile site in the nation. Tour the underground missile site. See the 3-ton blast doors, 8' thick

silos 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: check website for dates in 2011

Titan Overnight Experience - spend the night in the crew quarters. Check website for details.

Moonlight Madness tours

Field trips to Titan II's missile site ruins

OTHER GENRE-RELATED EVENTS

BOOKMANS, PHOENIX

Medieval Skills in the Modern World, Apr 2, 12:30pm-3:30pm

Browncoats Shindig, 1st Sat, 7pm

Across+ Anime Club meeting, Sundays, 6pm

Belly Dancing, Sundays, 1pm-230pm

BOOKMANS, MESA

Banned Book Club, Slaughterhouse Five, Wed, Apr 27 7pm

LOFT THEATRE, TUCSON

Screenings of movies, many SF genre.

Check website for times and listings.

MADCAP THEATRE

Check web site for listing.

Check web sites or contact stores for more info

Game Depot, 480-966-4727

<http://www.azchallenger.org>

<http://www.azscience.org>

<http://store-locator.barnesandnoble.com/storelocator>

<http://beyond.asu.edu>

<http://www.bookmans.com>

<http://www.borders.com/online/store>

<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://www.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/>



COPPERCON 31

VAMPIRES & WEREWOLVES & DEMONS - OH MY !

SEPTEMBER 2-5, 2011

AUTHOR GUEST OF HONOR CARRIE VAUGHN



SHE IS THE BESTSELLING AUTHOR OF A SERIES OF NOVELS ABOUT A WEREWOLF NAMED KITTY, AS WELL AS NUMEROUS SHORT STORIES IN VARIOUS ANTHOLOGIES AND MAGAZINES. SHE'S ALSO A CONTRIBUTOR TO THE WILD CARDS SERIES EDITED BY GEORGE R. R. MARTIN.

LOCAL GUEST AUTHOR JANNI LEE SIMNER



SHE'S PUBLISHED THREE YOUNG ADULT FANTASY NOVELS: THIEF EYES, BONES OF FAERIE, AND A FORTHCOMING BONES OF FAERIE SEQUEL, FAERIE WINTER. SHE'S ALSO PUBLISHED FOUR BOOKS FOR YOUNGER READERS AND MORE THAN 30 SHORT STORIES

SHORT STORY CONTEST

DEMOS

PANELS

DANCE

COSTUME CONGA

AND

GAMING

MUCH

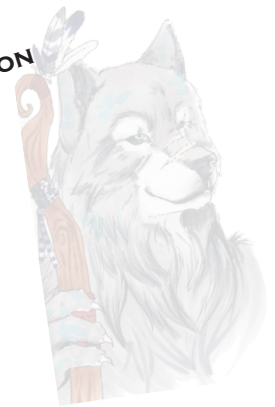
MORE !!!

SPECIAL GUEST ADAM NISWANDER



HE IS THE AUTHOR OF THE SHAMAN CYCLE NOVELS, THE REPOSITORY, THE SAND DWELLERS, AND OF BLURRING THE EDGES OF DREAM

CO-FOUNDER OF MYTHOS CON



MEMBERSHIPS:

\$35 THROUGH APRIL 30, 2011

YOUTH 7-12 HALF PRICE

KIDS 6 & UNDER FREE WITH PAID ADULT

CONTACT US:
COPPERCON 31, P O BOX 62613
PHOENIX, AZ 85082
W. WWW.COPPERCON.ORG
E. INFO@COPPERCON.ORG

HILTON GARDEN INN

11460 WEST HILTON WAY
AVONDALE, ARIZONA 85323
623-882-3351



\$89 EXECUTIVE GUEST ROOM

\$99 SUITES

RATES ARE SINGLE THROUGH QUAD

FREE WiFi

GREAT AMERICAN GRILL® ON SITE.
& RUBY TUESDAY IN FRONT OF HOTEL

WE PLAN TO HAVE RESTAURANT LOCATIONS AND MAPS ON SITE



LepreCon 37

May 6-8, 2011

Tempe Mission Palms Hotel, Tempe, Arizona

www.leprecon.org/lep37

Arizona's Annual Science Fiction & Fantasy Convention
with an Emphasis on Art

Phoenix New Times Best Sci-Fi Convention!



Special Guest of Honor Darrell K Sweet

Prolific science fiction and fantasy artist with hundreds of covers including Robert Jordan's Wheel of Time series, L. E. Modesitt, Jr.'s Recluse series, Alan Dean Foster's Pip & Flinx series, and many, many more.

Artist Guest of Honor John Picacio

World Fantasy, International Horror Guild, Locus and Chesley award winning artist and illustrator

Author Guests of Honor Elizabeth Bear & Sarah Monette

Elizabeth Bear is the multiple Hugo award winning author and John W. Campbell Best New Author Award winner with many science fiction and fantasy novels and short fiction. Sarah Monette is the author of the acclaimed Melusine series and many pieces of short fiction and collaborative novels with Elizabeth Bear.

Music Guest Seanan McGuire

Popular folk performer for many years that is now also an acclaimed writer having been awarded the John W. Campbell Best New Author award in 2010 for her October Daye novels and the Newsflesh series (as Mira Grant)

Shadow Unit Mini-Con - We are planning a 'con within a con' focusing on Shadow Unit, the best TV series never made, with Shadow Unit contributors Emma Bull, Will Shetterly, Elizabeth Bear, Sarah Monette & others.

LepreCon 37 will have many artists, authors, scientists and other experts appearing on panels, presentations and demos. The LepreCon art show is the largest science fiction and fantasy art show in the southwest. We will also have a dealers room, expanded gaming, and music. Special events include Meet the Pros reception, Regency Dancing, Barry Bard Memorial At the Movies, SciFi Jeopardy, Men in Tights, and more.

Confirmed participants include Ellen Klages, Sam Sykes, Ian Tregillis, Mark Greenawalt, Alan Dean Foster, Christopher Baldwin, Sarah Clemens, Michelle Ellington, Gilead, Gini Koch, Janni Lee Simner, Michael A. Stackpole, G. David Nordley, Dr. Laura Brodian Freas, Dr. Steven D. Howe, and Claudia Villa

Special Artist and Author receptions with our guests and other authors and artists on Saturday night for LepreCon 37 members that have booked a room at the Tempe Mission Palms.

Special live body painting demo by award winning body painting artist Mark Greenawalt.

Membership Rates: Full Attending: \$40 thru 4/15/11, \$45 at the door

Student Rate \$30, Gaming Only Rate \$25, Children 7-12 \$15*, Kids 6 and under free*

*With adult membership

Tempe Mission Palms Hotel

60 E. Fifth St., Tempe, Arizona 85281 USA

Located in downtown Tempe, Arizona, with easy access to light rail and many nearby restaurants.

Room Rates: \$109.00 per night S/D/T/Q plus tax
call 800-547-8705 or 480-894-1400

www.missionpalms.com Group Code 2TK9IE

LepreCon 37 Contact Information

Mail: LepreCon 37
c/o Leprecon Inc
PO Box 26665
Tempe AZ 85285-6665 USA

Phone: 480-945-6890 (24hr home office)

Email: lep37@leprecon.org

“Did You Get Cuter, Or Are You Just Wearing New Goggles?” It’s the 50th Anniversary of Rocky and Bullwinkle, Pt. 12

By Shane Shellenbarger

With the April 1960 renewal of *Rocky and his Friends* likely, the Val-Mar Studio in Mexico needed to concentrate on the meat of the show and this forced Jay Ward into pulling the “Fractured Fairy Tales” back to the United States. This allowed Ward to do some of the segments in his Hollywood studio and subcontract the rest to TV Spots, a studio owned by Shull Bonstall, Ward’s old competitor.

April saw other changes: Ward made modifications to Rocky’s model sheet giving him improved aviator goggles and a cuter appearance. The ad agency, D-F-S, requested new General Mills billboards and show opening titles. At one time this would have



thrown Ward into a panic, but he trusted Robert Schleh and Rudy Zamora, knowing that they have made the once chaotic Mexico studio into a streamlined cel factory.

In May, Ward and Bill Scott began to record songs on “The Wonderful World of Winnie the Pooh” project, using the British comic actor, Reginald Gardiner as narrator. Scott and Gardiner performed a piece entitled, “Three Cheers for Pooh.” Unfortunately, the project floundered, languished, the rights reverted and the characters were eventually picked up by the Walt Disney Studios.

While Val-Mar had improved their animation work, the same could not be said for their audio production. Ward was constantly after Gordon Johnson to improve the dubbing and sound effects work. Johnson retorted to Ward that they hadn’t enough time.



Within a few months the Mexico studio received a visit from James G. Stewart of Glen Glenn Sound. Glen Glenn Sound was the studio recording Ward’s voice sessions and Stewart had been the engineer on most of those sessions. Stewart had also been the sound man on Orson Well’s *Citizen Kane*. Based on Stewart’s recommendations a new German sound system was installed and the improvement was immediately noticeable.

Other changes were occurring at Val-Mar: Tired of being blamed by Gordon Johnson for Val-Mar’s production issues, Rudy Zamora departed, leaving Bob Schleh to pick up the slack. A Mexican animator by the name of Sandoval took on the role of animation supervisor and became quite strict with his expectations of his former co-workers. In an effort to reign-in the divergence of animation styles, Harvey Siegel focused his attention on layouts. The word from Ward was for the animators to adhere to the style established by Al Shean, who was greatly admired by the Mexican crew. The color consultant, Frank Hursh made some adjustments on the background art which increased the contrast when view on black-and-white televisions, the predominant set at that time. In addition, cel handlers were consistently wearing gloves!

This period also marked the one-year anniversary of the Val-Mar studio, which underwent a name change. Now called Producciones Animadas Gamma SA (or Gamma Productions,) the studio had improved so much that Bob Schleh was confident that as many as six cartoons could be produced concurrently and that a cartoon could be produced in five weeks, from receipt of the storyboard to final camera work. By June, the studio commenced the “Rocky” story “Upsidaisium.”

In addition to lead-in material, D-F-S had received approval from General Mills for six commercials, two each for Trix, Cocoa Puffs, and Jets cereals. These commercials placed Bullwinkle at his breakfast

table, in a troubadour costume, in a bicycle race, in a boxing match, performing as a singer, and portraying him as a TV announcer. Bullwinkle and Rocky appeared together as cosponsors for Dentine and Peter-Paul candy. In order to speed things up, General Mills also gave approval to Ward to animate in Hollywood more of the fifty-two “Fractured Fairy Tales” scripts. Mills requested some changes and after a bit of brainstorming, Ward and his crew came up with the concept for “Aesop and Son.” They produced a storyboard for the pilot episode, “The Lion and the Mouse.” The sponsor was ecstatic about the idea.

During this time, Len Key had been working to raise money for Ward Films. Key had worked out a deal with ABC-TV for the “Watts Gnu Show” pilot, which would provide \$30,000 per episode. Ward insisted on full ownership and the network passed on the deal. Key felt frustrated by Ward’s perceived inability to compromise. After months of work with nothing to show for his labors, Key parted company with Ward. Not long afterward, Key became a shareholder in the Broadway production of “The Night They Raided Minsky’s.”

On June 28th, 1960, General Mills gave Jay Ward the good news that they were picking up twenty-six new Rocky shows. They had one proviso: All “Bullwinkle’s Corner” and “Peabody” segments were to be predirected in Mexico and ready for the October 6th start of the fall season. Ward now had two renewals for a total of fifty-two episodes. He had been scrambling for money to support other ideas, but he now had a measure of security. Ward’s parting with Key was amiable and the former Berkeley roommates remained in contact.

Come back next time for “Up, Upsidaisium and Away or Maybe Tom, Maybe Dick, or Maybe Harry.”

For more info go to:

<http://tinyurl.com/Shane-Info-Blog>

<http://www.youtube.com/watch?v=dZvWrjmaXLA>

<http://www.youtube.com/watch?v=CSFDMAbQCpE>

<http://www.youtube.com/watch?v=U9HW8Lk7-4A>

http://www.youtube.com/watch?v=od_BbmVkNgc

<http://www.youtube.com/watch?v=COsktOt1KZ4>

JANUARY 13TH - 15TH 2012
DARK CON
2012 **PHOENIX MARRIOTT MESA**
(800) 835-9873

**STEAMPUNK
POKER & PARTY**

COSTUMING

GAMING

LARP's

MERCHANTS

CRAFT CLASSES

**AUTHOR
GUEST**

**JACQUELINE
CAREY**

**AUTHOR OF THE
KUSHIEL'S LEGACY
SERIES**



MEMBERSHIPS \$35 THRU 05/31/11
ONLY 1200 AVAILABLE, DON'T MISS OUT

ROOM RATES \$109 (S/D/T/Q)
THE HOTEL WILL SELL OUT... SO RESERVE TODAY!

MORE GUEST ANNOUNCEMENTS IN APRIL

DARKCON.ORG

MangaZone

Alan's War The Memories of G.I. Alan Cope
by Emmauel Gilbert
First Second, \$24.00, 304pp

Here are the tales of a WWII veteran, Alan Cope. This graphic novel shows the ups and downs of an enlisted soldier fighting in second world war at Europe theater.

Real. Interesting tidbits. Surprised that this is a good read. Recommended to WWII readers and/or WWII gamers. ~ Jeffrey Lu

The Guild
by Felicia Day and Jim Rugg
Dark Horse, \$12.99, 83pp

Cyd Sherman (Felicia Day's character) is a person who had one of those days- a band boyfriend who ignores her, a boring job playing the orchestra (in the back), and the sad state affairs of being a geek. She decides to try play role-playing games online for a change. Little does Cyd know that her life will change for the better- well, sort of...

This is the pre-Guild days before the web series season one. Adult situations. Video game violence.

Enjoyed it. Nice to see a lady geek addressing the plus sides in gaming. Leaned how the Knights of Good came to be. Funny. Overall, cool. Highly recommended to fans of the Guild and/or people who want to understand gamers. ~ Jeffrey Lu

Scott Pilgrim & The Infinite Sadness
by Bryan Lee O'Malley
Oni Press, \$11.99

Scott Pilgrim will be battling Ramona Flower's third ex-boyfriend. Enough said.

This is the third of the Scott Pilgrim series. There is a rating of T: Teen ages 13+. Video game violence.

Recommended to video gamers and/or fans of Scott Pilgrim film. ~ Jeffrey Lu

Scott Pilgrim Gets It Together
by Bryan Lee O'Malley
Oni Press, \$11.99

Scott Pilgrim will be battling Ramona Flower's fourth ex-...companion?!? Also, he'll have to fight an ex-girlfriend's father. Goofy.

This is the fourth of the Scott Pilgrim series. There is a rating of T: Teen ages 13+.

Recommended to video gamers and/or fans of Scott Pilgrim film. ~ Jeffrey Lu

Amulet Book Three: The Cloud Searchers
by Kazu Kibuishi
Scholastic, \$10.99, 199 pp

This is a continuing story of Emily, Navin, and other adventurers hoping to find the lost city of Cielis where the Stonekeepers are supposed to be. They will have to confront the might of the Elf king as well as an Elf assassin. Will they be able to survive?

This is the third of the series. Recommended to read the first two to avoid confusion.

Good story. Surprises revealed. Can't wait for the next installment. Thumbs up to anyone who likes fantasy adventure stories. ~ Jeffrey Lu

Journey into Mohawk Country
by Messrs. Van den Bogaert and O'Connor
First Second, \$17.95, 144pp

This is an autobiographical true story about a young Dutch trader and his friends going into Indian Country (What is known now as New York) in the 17th Century. This is his adventure with trading.

Interesting. He writes about the beaver fur trade competition with the French. Liked it. Yet the artist took some artistic license. Otherwise, it's fine. Recommended to American history buffs and/or fans of adventure into the once unknown. ~ Jeffrey Lu

Cat Burglar Black
by Richard Sala
First Second, \$16.99, 126pp

Teenager K. is an orphaned burglar. She is now in Bellsong Academy due to her long lost aunt. Later, she will realize there is more than what it appears- an adventure to solve a mystery of missing treasure. She will not know that there are more perils in her school.

Loved it. Dark, but well done. Recommended to adventure readers of graphic novels. ~ Jeffrey Lu

Amelia Rules! True Things (Adults Don't Want Kids to Know)
by Jimmy Gownley
Atheneum Books, \$18.99, 163pp

Amelia Louise McBride is growing up as an eleven-year-old. Little does she realize her life will go south due to friends fighting, a close family member dating her teacher, and her hope of a boyfriend literally falling into

pieces. That's not the only true things in her life but also a few wonderful surprises.

This is volume six. Warning: flashbacks. Would recommended to read the other books in the series to understand what is going on.

LOL. Loved it. I can relate somewhat to Amelia's life. Life can be crazy at times. This is realistic. Highly recommended to children in middle school and/or readers of children literature. ~ Jeffrey Lu

The Sword Volume 1 - Fire
by The Luna Brothers
Image, \$14.99

Here is a story of Dara Brighton and her family. Her family will be murdered by three strangers in front of her eyes. Little will she know that there is a dark family secret. Something about a sword...

This is volume one of the series. Violent and graphic.

Interesting. A good tale. Recommended to adult graphic novel readers. ~ Jeffrey Lu

The Sword Volume 2 - Water
by The Luna Brothers
Image, \$14.99

In this book, Dara Brighton will be facing one of the killers. He will have the power of water. Will Dara be able to defeat this and fulfill her revenge? Or will it continue?

This is the second of the series. Warning that are some violent scenes in this book.

Different. Flashbacks of one of Dara's family member. Dark but realistic on family relationships. Recommended to adult graphic novel readers. ~ Jeffrey Lu

The Sword Volume 3 - Earth
by The Luna Brothers
Image, \$14.99

In this story, Dara Brighton will confront the second killer who has the power of earth. She will have a surprise alliance with someone to defeat this monster.

This is the third of the series. Graphic use of violence.

Dark. An interesting concept that anyone who holds the sword can be corrupted. Liked it. Recommended to adult graphic novel readers. ~ Jeffrey Lu

The Sword Volume 4 - Air
by The Luna Brothers
Image, \$14.99

Dara Brighton will attempt to finish her revenge quest. But there are more things than meets the eye...

This is the fourth and last of the series. Violent.

The conclusion of these

volumes is filled with surprises. Did not see a few of them. Good read. Recommended to adult graphic novel readers. ~ Jeffrey Lu

In Our Book

Late Eclipses
by Seanan McGuire
Fantasy Daw, \$7.99, 372 pp

This is the fourth novel with the character October Daye. I read it without having read the preceding three stories and I think I was the poorer for it. McGuire gave me just enough backstory to keep me engaged but I knew there were things I was missing. Our protagonist, October, is the child of faery and a mortal. The most interesting thing about this story is how it only involved supernatural folk and yet took place both in Faery and in the mortal world. It was actually a bit disconcerting that many of the faery folk seemed to have perfectly mundane and mortal names. For example, while Oberon and Titania were mentioned, the current ruling Duke is Sylvester.

October, aka Toby, becomes embroiled in a plot to kill two female fae and the enemy is an old one who has reason to hate and hurt Toby. It falls to Toby to do all the sleuthing to discover the how and why; all the while she has to defend herself from being charged with the same murders. Pretty simple plot, right? Not exactly and one of my complaints: the plot is overly complicated and there are too many players. Perhaps it might have been easier for me to keep track of all the characters if I had already been familiar with them from the earlier stories. But it was challenging to me, the reader.

Aside from the plot, the characters were interesting although many of them were just walk-ons. Toby was pretty well-realized but, again, I think I needed the earlier stories to fully understand why she would do what she did. I gotta say one thing here – she plays with her hair too much. I found it to be distracting to read how she 'raked her hair back' over and over again.

But the best thing about this story? The dialogue! Most prose is very correct English with correct grammar and interesting vocabulary. The only time we see something different is when an author attempts to inject an ethnic voice or accent – which is usually more trouble than it's worth. What McGuire has managed to do – to her great credit – is give her characters very real voice. The dialogue was so very interesting and, well... real. I just can't think of another word for it. And the last comment – I never did figure out what the title meant. ~ Catherine Book

(Cont'd on page 13)

In Our Book

(Cont'd from page 12)

License to Enspell
by Katherine Kerr
DAW, \$7.99, 328pp

The start of a new series for Katherine Kerr.

Nola O'Grady comes from a family with various powers. She is in San Francisco working for an ultra-top secret government agency that works to keep the balance between Chaos and Order. When a serial killer who is apparently killing werewolves shows up in San Francisco, a handsome Interpol agent from Israel, Ariel Nathan, is assigned to work with Nola. Complicating matters are such things as Nola's unusual family, including a younger brother, Michael, who is trying to become a werewolf like his older brother Patrick was, the subsequent disappearance of Michael, an assassin trying repeatedly to kill Nola and a growing romantic attraction between Nola and Ari.

The action is fast paced, Ari's disbelief in the supernatural provides a smooth way to explain what Nola does and how she does it, the characters are well-defined and interesting and the story comes to a satisfying conclusion while leaving room for much more in the series I hope is to come. Highly recommended and I am waiting eagerly for the next in the series.

~ Stephanie L Bannon

Dreamfever
by Karen Marie Moning
Dell, \$7.99, 498 pp

Dreamfever is the most recent paperback in the *Fever* series. The "final volume" of the series is out in hardbound.

When the walls between Fae and man come down, the insatiable unseelie are freed from their icy prison. MacKayla Lane is trapped with no memory of being the only Sidhe seer alive who can track the Sinsar Dubh which holds the key to controlling both worlds.

Clawing her way back from oblivion is only the first step, but her allies can't be trusted and nothing is what it seems. Who do you trust when you can't trust yourself and which world do you save?

The *Fever* series is definitely outside the box. Once you start the first page, you are hooked. This series is eminently collectable and may change the face of fantasy forever. ENJOY. ~ Pam Allan

Shadowfever
by Karen Marie Moning
Delacorte, \$26.00, 594pp

This is book five of Moning's "Fever" series and the conclusion of this particular story arc. I was so waiting for this! Herein we find out who MacKayla Lane is; who Jericho Barrons is; what's up with the magical *Sinsar Dubh* (the evil nasty vile vicious book that has been central to the last four

novels) and who killed Alina Lane, Mackayla's sister. And of course there is tons of dark magic and action and lots and lots about the denizens of the Seelie and Unseelie courts.

All the answers to the questions that were asked and the situations that were begging to be explained in the last four novels are revealed in this tale.

Sadly, for me, they were wildly unconvincing.

The nature of Jericho Barrons—not so interesting. To be perfectly honest—I am still not really sure just what he is, which for me is a failure. After five books, I wanted a label or a species! He's so wonderfully sexy, mysterious and obviously powerful—he's an absolutely delicious character. I do know now what has motivated him, which is good. But the nature of the beast that is Jericho remains murky.

Who and what Mackayla is changes with every few chapters and again, that got old. Is she a "good" character or is she really responsible for all the evil magic let loose in the world? Can she save the planet or is she going to destroy it? Mac is continuously conflicted. Of course, as a reader, you don't want answers in the first 25 pages, but the see-sawing over five hundred pages became tiresome.

In "Shadowfever," everyone is not what they appeared to be at the beginning of this series. And that's interesting too—but the ending revelations ultimately are flat.

The novel went on way too long. Mac *constantly* wonders: who she is, what's her purpose and what's it all about....etc. Over and over again. I really got tired of the soul-searching. Every action she makes in this story is justified by what feels like a page of inner turmoil. I completely got it that the decisions Mac is making are world-altering...but her mental anguish slowed the forward momentum of the plot repeatedly.

The most interesting surprise is the Unseelie King. But he shows up too late and doesn't do too much except give a few explanations, flex his considerable powers briefly and then leave.

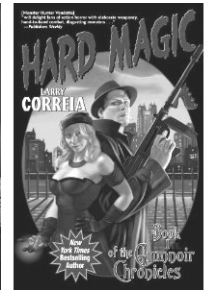
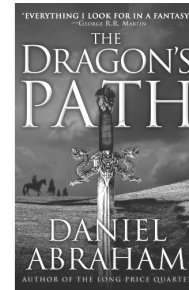
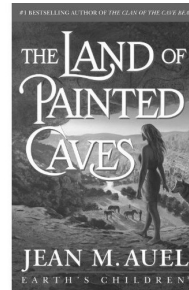
I have read other series whose concluding novels ended with a furious explosion of excitement and satisfaction.

This was not one of them.

Moning is working on another cycle of "Fever" novels and I'll probably read them. But honestly—the first four novels of this series were much tighter and more satisfying than this final book. ~ Sue Martin

Jack: Secret Vengeance
by F. Paul Wilson
Tor Books, \$15.99, 295pp

Secret Vengeance wraps up the young Jack trilogy that serves as a prequel for the multi-volume epic of *The Secret History of the World*. This is a corker of a story, relevant to teenagers, full of heroic



Upcoming Signings and Events at The Poisoned Pen

April 10 – Jean M. Auel signs *Land of Painted Caves* at the Tempe Center for the Arts - 1 pm

April 19 – Joe R. Lansdale signs *Devil Red* - 7 pm

Apr 20 – Daniel Abraham (aka James SA Corey and M. L. N. Hanover) signs *The Dragon's Path* - 7 pm

May 4 – Larry Correia signs *Hard Magic* – 7 pm

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

www.poisonedpen.com 1-888-560-9919

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

spirit and tendrils of supernatural energies that knit disparate elements together, set in and around the mysterious pine barrens of New Jersey.

At 14, Jack is already resolved to be an agent of justice, even after seeing how ambiguous the aftermath can be. (In *Secret Circles*, Jack put a halt to one family's domestic violence; but afterwards, for the wife and child, the public stigma was almost as hard to endure as the beatings had been.) This time it's Jack's own best friend Weezy who suffers. When Carson Toliver, the high school football hero, assaults Weezy, and then lies to damage her reputation and safeguard his own, Jack is furious.

Jack sets out to ruin Carson's school idol status, determined that no one will admire him enough to remember his slander against Weezy. With caution, planning, a good grasp of the laws of physics, mechanical aptitude, and the sacrifice of sleeping hours, Jack begins to turn the tide of popularity against Carson.

He receives some crucial help from two other students, Levi and Saree, "piney" kids, who are generally social pariahs. Oddly enough, if you listen to them, as Jack does, instead of disparaging their poverty, they have valuable insight to share.

Jack's character gets profoundly tested at several turns. Saree's psychic abilities, for example,

challenge his assumptions about what can be known, and how. Temptations and offers are set before him, including the insidious temptation of telling, oh, just a select, few people what he has done, so that he can enjoy their admiration or gratitude. As Kipling wrote, "Virtue springs from iron within, not lead without." There is certainly steel in Jack's soul, intertwined, I think, with gold; and assuredly he is not one to follow where the human herd is lead. But even Jack needs a bit of tempering. In one scene he takes a lesson in moral behavior from his mother. This scene is all the more poignant if you know what is going to happen to her in about two years.

There's more. Ever wonder how adult Jack established that peculiar degree of trust with Abraham Grossman of Isher Sporting Goods? Jack would be unable to function as a Repairman if it weren't for Abe. So, how did that friendship begin? Here's a hint: *not* as friends. Remember what I said about getting tested? "Thursday, Chapter 6" describes their first encounter. In addition, there is a wonderful backstory on why Jack's mother calls him her "miracle boy." We also see more of Walt, the Viet Nam veteran who can heal with the touch

(Cont'd on page 14)

In Our Book

(Cont'd from page 13)

of his hand at a terrible price to himself, and the ubiquitous Mrs. Clevenger, who drops cryptic remarks and whose three-legged dog has powers that put Walt's in the shade. If you consult the author's website, you can find which of his other writings feature these characters.

Jack is being groomed for a strange and lonely destiny, and such things usually do not bode well for friends, lovers, and relations. Typically, they die spectacularly to motivate the hero, or to free him from distractions and restraints. Jack, however, already cultivates a Buddha-like non-attachment that, to some extent, obviates the need for the literal deaths that so often are the prerequisite of the western hero's apotheosis. I'm looking forward to upcoming publications of both *The Dark at the End* and the revised *Nightworld*. ~ **Chris Paige**

Carousel Tides by Sharon Lee Baen, \$14.00, 320pp

Carousel Tides is by Sharon Lee, coauthor of the popular *Liaden Universe* series. An enchanted Fantasy Carousel imprisons real creatures from across the divides between the universes. It is located at Fun County in Archer's Beach, Maine. Kate Archer's Grandmother Bonny Pepperidge runs it. Kate returns home to check on Bonny when she receives a foreclosure notice on the Fun Country Carousel concession. She finds a note from Bonny apologizing for leaving her a terrible mess. She says that if Kate is reading the note that she, Bonny, has badly miscalculated and it is up to Kate to fix it. She apologizes. Kate has to work out what the problem is from that info. She starts by consulting the local Fairy Folk of sea and land and finds things are not right. She recruits help from the local fairy folk and a human. A new landowner in the area, Joe Nemeier, is not what he seems. Evil forces are at threatening all the Universes. An ancient evil imprisoned in a rock by the sea is bursting out.

This book evokes the mystery of the unknown and the beauty of the foggy Maine Coast. It abounds with quirky eccentric characters, sea Sprites, land Sprites, seal people, sentient trees and the real people and characters of rural Maine. Kate Archer is more than she seems. Borgan, her new friend met on the beach, is far more than he seems. Their two natures, the power of the Land and the power of the Sea may be enough to conquer the threat. One of the imprisoned Carousel Beasts redeems himself and helps much.

This book is worth rereading many times. Recommended. ~ **Gary Swaty**

Hell Can Wait by Theodore Judson Edge SF & Fantasy Publishing, \$14.95, 213 pp

The premise of this light story is a misplaced soul of a Roman soldier which is being fought over by an Angel and a Demon. Maternus has spent 1800 years in some sort of solitary Hell and is now summoned to a hearing where he meets the demon, Mr. Banewill, and the angel, Mr. Worthy. The two of them debate Maternus' value by reviewing incidents from his life. Finally coming to the conclusion that the decision could go either way, Mr. Worthy devises three trials for Maternus. The gimmick is that Maternus must perform these trials in Aurora, Colorado in contemporary times. Mr. Worthy gives him a brief overview of current society and technology and gifts him with the ability to speak and read English, an apartment and a job, and then sets him loose. With his new ability to read, Maternus finds a new passion and spends all his free time in the library. He develops a friendship with two unlikely individuals whose skewed view of the world has an impact on Maternus' developing knowledge. How these two men contribute to solving Maternus' trials or even participating in them is the meat of the book. And the prize at the end of the trials? Maternus is promised an eternity in Heaven with a young slave girl that he once loved.

The story is written humorously – mostly. The style is rather stiff and I'm not sure I laughed in all the right places. I found the entire premise too contrived to really enjoy it. Take time, for example: Since time is tied to the rotation of a physical body – how would time be measured in a place outside our plane of existence? And yet, Maternus waited 1800 years in hell, and from conversations in heaven, there is further evidence that the place is ruled by linear time and apparently they haven't progressed past our contemporary time. But there was, at least, one scene where time didn't matter. Mr. Worthy demonstrates an ability to see the future which sort of denies the omniscience of an immortal being like an angel. So, I had a big problem with that.

It wasn't really badly written, the plot was coherent, if not believable. The characters were too one-dimensional; I like my characters to breathe and live. And, there were at least three misspellings, which is a distraction for someone like me. If you want a light read and aren't as critical as I, you could do worse than this book – I did laugh out loud a couple times. ~ **Catherine Book**

Play Dead by John Levitt ACE, \$7.99, 288pp

This novel is set in San Francisco, one of my favorite cities, so this was a real pleasure to read. Levitt has written three

other novels utilizing the main characters. Mason is a jazz musician and has a small Pinscher-type dog named Lou who is his constant companion. Since this is a fantasy novel there's more to these two than walking in the park and music: Mason is a "practitioner," Levitt's term for a magic user, and Lou is an Ifrit, a class of jinn in the Arabic world, and here in this universe most practitioners have ifrits instead of Familiars.

Mason, an "enforcer" among practitioners, is one who keeps the peace amongst magical and unmagical-- is hired by a dark practitioner named Jessica to find a young woman named Jackie who has stolen something. Mason is not a dark practitioner and is leery of hiring out. But Jessica claims she will not harm the thief but just wants her object returned and since the money is really good, Mason reluctantly agrees to do the job. Of course, this search sucks him into magical problems big time. And the object turns out not only to be magical but powerful enough to neutralize practitioners all over the world.

And the chase is on. Who will win out? Will Jackie unleash a terrible world-shaking magic or will Mason and his fellow practitioners be able to stop her, with Jessica's help?

Like I said, the setting is wonderful; Levitt knows the city neighborhoods well. I enjoyed the idea (and I loved the cover, the model on the front is gorgeous) but the story is told all at the same emotional level even if something intense is happening. Perhaps to drag out a cliché, the storytelling is a little too laid back and rather monotone. But the plot was good and the characters interesting. ~ **Sue Martin**

The Soul Mirror by Carol Berg ROC, \$16.00, 515 pp

This is the second in a series but it stood pretty well on its own. Anne has just found out her younger sister is dead. Anne has spent her life denying the existence of magic while her sister studied at a magic college. Just before her death, she sent Anne some articles of magic that she crafted in the hope that it would convince Anne of the existence of magic. Before Anne can deal with her grief or understand the gifts, she is visited by the man she hates most in the world – Duplais, the man who prosecuted her father for performing the most heinous acts of black magic. He has come at the King's behest to bring Anne to court in order to find a suitable match for her. And that's when the weird stuff starts happening.

The biggest problem I had was Anne's complete belief that her father was guilty even though he had spent his life debunking magic and believing in science. She spends most of the book hating his betrayal and lies while trying not to think of the events that gave

lie to the charges. Life at court is extremely confusing – she is made to comply with the orders of Duplais, and the psychotic mother-in-law of the Queen, and is terrorized by the mysterious and frightening mage, Dante. All around her is chaos as some unknown sorcerer is attempting to overthrow the natural order of life. So the big question of the story is – who is the mysterious sorcerer? Could it be her father? Dante? Duplais? And, of course, it falls to Anne to stop him and save the world.

Anne has opportunity to prove to herself that she does, indeed, have magical talents as she manages to save the Queen on more than one occasion. She continues to deny it, even to herself. But when she finally has reason to use one of her sister's gifts she can no longer fool herself – there is real magic in the world. Even then she doesn't want to believe it could exist in her...right up until she discovers she can hear others' thoughts and can actually communicate with one special mind. This prompts the next big question – who is her secret friend?

It was a very engaging novel. The plotting was a complex and a trifle over-complicated. The characters were great. While I wanted to shake Anne, I did like her a lot. I would have liked a deeper understanding of some of the other characters but we only saw what Anne saw. I liked it enough that I will definitely read more from this author. ~ **Catherine Book**

The Boondocks Edited by Jean Rabe and Martin H. Greenberg Daw Fantasy, \$7.99, 306 pp

The back woods, small towns, out of the way places, all of these have one thing in common, they are places where one does not expect anything untoward. Here are stories of just such occurrences in just such places.

All of the stories have the feel of the tales told by one's grandparents or an elderly neighbor. They are folk tales, personal recollections, and stories of the result of crossing the wrong person.

My favorites are about a demon that obtains justice and another about the results of trying to steal from a witch. But every tale is great in one way or another.

Very enjoyable. ~ **Bob LaPierre**

A Song of Scarabaeus by Sara Creasey Eos, \$7.99, 368pp

This is a tale of Terraforming and the evil Crib Empire which controls it. A renewal gene key is required to maintain the ecosystems. The Crib charges ruinously high prices for these keys keeping the Fringe Worlds in

(Cont'd on page 15)

In Our Book (Cont'd from page 14) extreme penury. Edie, a minion of the Crib, quite accidentally creates hope for the Fringe Worlds on her first failed terraforming mission to Scarabaeus.

The story begins many years later when she is kidnapped by Fringe revolutionaries. Can she escape death from the pursuing Crib? Will the Fringers, themselves, kill her in their desperation? If she survives, will she discover the key in time? Can she reach an accommodation with her unwilling guard who will die if he gets more than a few yards from her? He is certainly motivated to keep her in custody. He must be persuaded to help. Her terror of returning to Scarabaeus must not deter her.

The tale abounds with drama, betrayal and ambiguity. Recommended. ~ **Gary Swaty**

The Age of Odin
James Lovegrove
Solaris, \$7.99, 592 pp

Apparently this is the third book in a series about people becoming involved in the affairs of gods. I haven't read the other two but I intend to find them to see if they are as entertaining as this one.

Gideon Coxall is an unemployed soldier. His friend convinces him to go with him to hire on with a private army that is forming up north. During the drive we learn that the earth is slowly undergoing a period of general cooling. Gid and his friend have an accident and are trapped in the snow, Gid's injuries are severe and there are wolves nearby.

Gid is found but his friend dies before they are rescued. Gid slowly learns that the people he has hired on with are the Norse gods and he soon finds himself fighting trolls and frost giants. He has an affair with Freya, takes over as second in command, and helps fight Ragnarok. Not bad for someone that had no real aptitude for anything according to the tests.

The United States has elected a female president and she is a bigger bully than the last 10 presidents combined. Ragnarok is occurring in conjunction with her visit to England.

Highly recommended. ~ **Bob LaPierre**

Cacin
by C.A. Dawson
Babora Books, \$18.95, 342pp

An interesting and entertaining book. The premise is that there is an alien culture that has lost all its females. The males have the ability to take a female from any species and change her DNA to make her compatible for mating. So they scour the universe for likely species with whom to mate and continue their species. And all goes the same for generations... until they come to Earth. The Gron'dalins appreciate intelligence and beauty and they marvel at how

strong and resilient the human females are. They are a telepathic race and they have never before encountered a species that was stronger than they, telepathically – until their King decides to take a human bride. And things will never be the same for the Gron'dalins and their captive brides.

Our heroine, Hillary, is a reluctant bride but comes to realize she might be the savior of her race. But the question becomes: which race?

As I said, it's an entertaining story but could use a little polish. The plot is straightforward and not too complicated although it has a few holes in its logic. There's also a lack of description for important events happening 'off-screen' that bothered me. The characters are fairly well-defined but somehow seem a bit shallow to me. I hope she continues to write and mature, I'd like to see what stories she comes up with. – **Catherine Book**

Zombiesque
Edited by Stephen L. Antczak,
James C. Basset and Martin H.
Greenberg
Daw, \$ 7.99, 312 pp

Zombies are the biggest thing on the planet right now and these are some of the best representations of them I have read.

There are almost as many types of zombies as zombie tales and these are some of the most interesting. There are traditional brain eaters, ones that are the result of drugs, some that are from alien invasion, and the communicable disease type. Most of them are from the point of view of the zombie so the differing ways they write about how the zombies feel is the meat of the stories.

My favorites in this volume include a reason to keep school spirit, and a police officer that can't be killed again.

I honestly didn't expect to enjoy these as much as I did but ...

Highly recommended. ~ **Bob LaPierre**

Grail
by Elizabeth Bear
Ballantine Spectra, \$7.99, 330pp

Grail continues *Chill* and *Dust*.

At long last, Jacob's Ladder has arrived at the planet called Grail but finds it is already populated. They don't see the genetically altered population as human though even though they, too, come from earth. The new settlers have been all been alerted and internal threats are ready to take control. Will Civil War break out? Who will win, and who will prevail? What is humanity? Will it survive?

Bear has written a classic, It deserves collecting and re-reading ~ **Pam Allan**

Club Listings

ACROSS PLUS - So you live in North Phoenix and are interested in anime? Well there is a club out there available for you people. Across Plus is a social club that 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@acrossplus.org

ADRIAN EMPIRE A medieval and renaissance recreationist club. Sword-fighting, arts, banquets, masquerades, dances. meets 3rd Saturday 10am at El Oso Park. Web: <http://www.kingdomofumbria.com/events.html> All are welcome. Free.

AERIAL MIRAGE JUGGLERS. Meets Wednesday, 7:30-10 PM. Encanto Park, 14th Avenue, south of Encanto. Elliot Goldstein, 602-266-4391, e-mail jugglearts@aol.com, 5535 N. Eleventh Street, Phoenix, AZ 85014; or Timmie Ann Schramm, 602-585-7623, 2326 E. Electra Lane, Phoenix, AZ 85024.

The **ARIZONA BROWNCOATS** are a social group and state non-profit devoted to continuing the spirit of Joss Whedon's inspired series Firefly through charity events, a presence at local conventions, and social events. We are all over Arizona with monthly shindigs in Phoenix and Tucson. In September, both cities will be hosting screenings of Serenity to benefit Equality Now. For more details, visit our website at <http://azbrowncoats.org> and follow our twitter @azbrowncoats

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. Web: www.lanparty.com/all/

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/>

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

Members of the Arizona Corsairs are, much like their historical counterparts, masters of their own destiny. Creation of characters, complete with backstory with correlation to history, period costume, and emulation of pirate traditions and arts, rests on each performer, creating varied storylines and deep,

interesting characters.

For more information, please contact Captain Max - Ambassador, AZCorsairs cptmax@myway.com 602-799-6184

AZ MIB The Men in Black is the official global organization of field operatives for Steve Jackson Games. The Arizona Cell attends local and regional 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@gmail.com. We are also recruiting new MIBs in some areas of Arizona. If you're interested, contact us. You can also find additional information about us on our Facebook group, Arizona Men in Black.

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 Denny's, 2360 W Northern Ave in Phoenix, AZ. For information: write PO Box 62613, Phoenix, AZ 85082-2613 or email info@casfs.org Web www.casfs.org

*******C.R.O.F.T.** Celtic Reenactment of Fellowship and Trades is Phoenix based Reenactment group specializing in the western European renaissance. We research lifestyles and trades concurrent with the Celtic Peoples from 400 BC until 1746 AD. We emphasize Scots, Irish or Welsh crafts and do Celtic re-enactment. We open participation to anyone with an interest in period crafting and entertainment. Demonstrations occur at the Highland Games, Scarborough Fair, and the Arizona Renaissance Festival. Web page <http://www.crofters.org> Gatherings are held at the Irish Cultural Center on the 2nd Saturday of every month. The center is located at 1106 North Central Avenue, Phoenix, AZ, 85004, phone number 602-258-0109, across from the Burton Barr Library. The Board meeting will be at 12:00 Noon with the General meeting starting at 12:30 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 Web: <http://www.ecs-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 experienced players. Visit <http://www.warhorn.net/gathering>, to

(Cont'd on page 16)

Club Listings (Cont'd from page 15)

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

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.ocsfc.org or email info@ocsfc.org

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

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.

THE SHIELD The Shield 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.nyronid.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 is part of the Society for Creative Anachronism (SCA), a not-for-profit educational organization that studies western European history by recreating the “best” pastimes and crafts of the Middle Ages. The Atenveldt branch of the SCA encompasses all of Arizona and small parts of Utah and California. 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. 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>

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

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. 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 : Arthur Fesler-Butts, Jr feslerbutts22@msn.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: info@westernsfa.org Webpage: www.westernsfa.org

CASFS Business Report

CopperCon 30 is now closed except for the compilation of the final Pass-Thru List.
CopperCon 31 is having Sponsored Gaming under the direction of Brian Abernathy. A Short Story Contest will be held. Check the web site for time line, rules and other needed information. **Websites.** Changes are being made to the style, content and format of the various CASFS web sites. Check them out. **ConNotations** – The first of the Odd-numbered non printing month web infusions were put up in January in preparation for our expected transition to a soley web-based publication in 2012. **CASFS Book Social** happened at The Bent Cover, 12428 North 28th DrivePhoenix, AZ 85029-2433 at 7:00 p.m. on Feb. 15. We discussed *Snow Crash* by Neal Stephenson. The book was liked. Next on March 15, we take on Naomi Novik’s *Her Majesty’s Dragon*. **By Laws.** A By-Law ammendment was put forward by Bob La Pierre at the February Meeting and received the required signatures from members. It would change the Office holding attendance requirements for Secretary and Treasurer from 4 out of the last six meetings to 9 out of the last 12 meetings. It will be voted on at the March meeting. **Memberships.** We had eight new members apply. All were accepted by the board.

Convention Listings

LepreCon 37 (May 6-8, 2011) Tempe Mission Palms, 60 E. 5th St, Tempe, AZ Ph: 480-894-1400 , Room Rates \$109 S/ D/T/Q + tax. www.missionpalms.com Artist GoH John Picacio, Author GoHs: Elizabeth Bear & Sarah Monette, plus > Shadow Unit mini-con with Emma Bull, Will Shetterly & more. Memberships rates:\$25 until August 31, 2010, \$30 Sept 1 thru Oct 31, 2010 Web site at www.leprecon.org/lep37 or email lep37@leprecon.org for more information

CopperCon 31 (September 2-5, 2011) Hilton Garden Inn, 11460 West Hilton Way, Avondale AZ Guests: Carrie Vaughn Author Guest of Honor; Janni Lee simner, Local Author Guest and Special Guest Adam Niswander. Membership \$35 thru April 30, 2011. For more info email info@coppercon.org or visit the web site at www.copeprcon.org

Trivia Answers

- 1 Russia
- 2 Judge Dredd
- 3 Two: Michael Keaton & Christian Bale
- 4 Cathy Lee Crosby
- 5 Eric Idle as the leader of the Junksions
- 6 A form of additive manufacturing
- 7 1973 to Barry Malzberg
- 8 Complex life such as we have on Earth is uncommon
- 9 Riding a train
- 10 A pseudonym used by Philip Jose Farmer when he wrote “Venus on the Half-Shell”