

# ConNotations

The Quarterly Science Fiction, Fantasy, & Convention Magazine

99¢

*On the Set of*  
**The X-Files**

*Short Fiction*  
**Blind Faith**

*The Latest News...*  
**Television, Movies,  
Comics, Games,  
Book Reviews, More**

**Vol 4  
Iss 2**

# Earth to ConNotations... Earth to ConNotations...

Last issue, we inadvertently lopped off the letters in the middle of one from Bruce D. Arthurs. After apologizing profusely, we promised to reprint — so here we go (again).

Dear Matt & Margie,  
(long, drawn-out sigh)

Contrary to Bill Patterson's "correction" in his letter to the last *ConNotations*, Hilde was perfectly accurate in the issue before that when she stated that Phoenix's bid for the 1978 Worldcon started out as a joke bid.

I can remember talking with Tim Kyger in the spring of 1976. At that time, Tim said that the Phoenix Worldcon bid was meant as a "good joke" on Los Angeles fandom, who were seen as smug and complacent in their own, previously unopposed, bid for that Worldcon. It was meant to light a fire under LA fandom.

The bid became serious in fairly short order, but not for the right reasons. Bruised egos, spite, and negative spin-doctoring from other sources all played a part. Basically, it became a macho confrontation between LA and Phoenix.

Phoenix's "joke bid" got serious support from people who disliked or felt uncomfortable supporting LA. Mike Glycer's "joke" Westercon bid for LA began receiving serious support from people alarmed at the sight of an inexperienced city (two small local conventions) making bids to run science fiction's two largest conventions within several months of each other. There was a lot of antagonism and anger between people in the opposing cities. (I regret to say that I was one of the prime antagonists.)

The upshot was that Phoenix lost the Westercon bid it really wanted to win, and LA lost the Worldcon bid it really wanted to win.

But the Phoenix Worldcon bid did indeed, yes, actually, truly, start out as a "joke bid." I was there when it was said so. And so was Bill Patterson.

As for the rest of Patterson's letter... oh, hell, it's been fifteen years and even I don't have the energy anymore. Let me just say that the

events leading up to Iguanacon were the most horribly disillusioning and depressing I have ever gone through. I lost more friends and made more enemies than any other time in my life. I am ashamed and embarrassed at having ever been involved in it, and at ever having given any trust or respect to large numbers of the people involved with it.

Was the actual convention a "pretty good con" for its attendees? Yeh, by and large. But this is where Bill Patterson and I differ. I don't think that "a pretty good con" was worth what we did to each other. I don't think "a pretty good con" was worth what we did to ourselves.

And Bill Patterson does. And that's a damned sad thing to have to say about him.

Sincerely,  
Bruce D. Arthurs  
Glendale, AZ

*Well, B.D., I am reminded of the parable of the five blind men describing their portions of an elephant. I attended Iguanacon, and thoroughly enjoyed it!*

ConNotations,

Thank you for the new, upgraded, upscale, enhanced Pentium version of *ConNotations*. I didn't even recognize it in the mail stack!

Here's my latest news. [Referring to an enclosed press release announcing her three new books and her fanzine *Vantage Point News*.] If nowhere else, I'll see you in Los Angeles for Worldcon — years from now. I voted for San Antonio, but wished for Phoenix. I love Phoenix!

Jacqueline Lichtenberg  
Spring Valley, NY

*[Here are condensed versions of three letters from Jenny Glover, British fan, pre- and post-ConNotations]*

Dear Matthew & Margaret:

I was very interested to read about *ConNotations* in *The Texas SF Inquirer* and would be most grateful if you could send me a copy, please.

I'm appealing on behalf of two writing groups, APAs, that is, and I would appreciate if you could pass on some details to your readers.

The first is BWA. This is an international bi-monthly writing group for women. It was started by Amy Thomson, but when her first novel [which just won the *John W. Campbell Award*], *Virtual Girl*, came out and she started planning her second, she found it difficult to keep up with APA commitments so I said I'd take it for a while. However, as I am UK-based, I find it difficult to attract the American women needed to maintain the international balance and I hope that some women readers may be interested in joining this friendly group. If so, please write to me! Recent topics of conversation have included science fiction and fantasy, comics, facelifts, pets, and attitudes to life.

The other APA is open to anyone — male, female, whatever. It is called "The Organisation" and is a British-based monthly writing group. Members come from Northern Ireland, the Black Country, London, and Yorkshire, among others and conversation has recently included Paganism, hunt saboteurs, and of course, science fiction, fantasy, and comics. There hasn't been a foreign member in The Organisation for some time, and the APA could certainly benefit from the fresh approach a foreigner, and in particular, an American, would bring.

I really do hope that some of your readers will be interested in joining one of the APAs. Now that the 1995 Worldcon in Glasgow is approaching, this is a good time to make international contacts.

CONTINUED ON PAGE 44

**About ConNotations...** *ConNotations* is the fan-published magazine of the Central Arizona Speculative Fiction Society (CASFS), an IRS-recognized 501(c)3 non-profit organization. Quarterly publication dates are the first of February, May, August, and November each year. Circulation is over 10,000 readers for this issue, primarily to members of CASFS and attendees of recent Arizona sf conventions. This magazine is sent free of charge to anyone who has attended a CASFS- or LepreCon-sponsored science fiction convention in the last two years and to all CASFS Members. You may also subscribe to *ConNotations* — four quarterly issues are just \$5 within the United States (Bulk Mail); \$9 in Canada and Mexico (First Class Mail); \$14 in Europe (as Air Mail); or \$10 in all other countries (as Surface Mail). Other countries please inquire for Air Mail. Your subscription is extended one issue each time you submit an article, story, or artwork for publication. ¶ Articles and artwork in this publication are copyright © of their respective authors and artists unless otherwise noted. If no author or artist is given credit, the article or art is copyright © of the Central Arizona Speculative Fiction Society. Artwork in *ConNotations* is used by permission of the artists and may not be used except with their express consent. Publication date of this issue is October 21, 1994; mailing date is October 28, 1994. **Display Advertising** *ConNotations* reaches over 10,000 science fiction, fantasy, and horror fans throughout the Phoenix Metro Area, the Southwest, and nationwide. Demographics show that these fans purchase an extraordinarily large number of books, comics, and games, and see a large number of movies. Our display advertising rate card along with full demographics are available on request. Please contact Diane Elliot at (602) 962-9415. **What is CASFS?** What really is 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*, SmerfCons, HexaCons, CopperCons, and other conventions. We are a charitable, IRS-recognized 501(c)3 non-profit organization that exists to further science fiction, fantasy and science fields in Arizona. We'd like to see you involved, too! A quick snuck-in note here: If you actually read this every issue, you'll appreciate the fact that we finally changed these snuck-in words... ¶ CASFS currently meets at JB's Restaurant, 2560 W. Indian School Rd. in Phoenix, AZ. The meetings of CASFS begin at 8:00pm (Fannish Standard Time) and are held on the last Friday of each month in January through September and the second Friday in October, November, and December. Everyone is invited to attend two meetings as a guest (non-member). Membership rates are \$12 per year (plus an initial \$3 application fee), or slightly more if paid quarterly or semi-annually. Rates are prorated for the amount of the year remaining. For more information, call Bruce Farr at (602) 274-3014. BYOLjello. ¶ **Submissions** Writers and artists are encouraged to submit work for publication. While we are unable to pay you for your efforts, your work will be exposed to over 13,000 science fiction and fantasy fans in the Southwest and across the country. You will retain the copyright to your work for future publication. To submit your work, send it to *ConNotations*, Attn: Margaret Grady, P.O. Box 62613, Phoenix, Arizona 85082-2613. **Earth to ConNotations/LOC...** We welcome your feedback about *ConNotations* and anything relating to science fiction, fantasy, horror, and conventions. If desired, we can withhold your name — just ask. We reserve the right to edit letters for clarity and size. If you have an opinion, whether you agree or disagree with us, please send your letters to *ConNotations*, Attn: Editors, P.O. Box 62613, Phoenix, Arizona 85082-2613.

# ConNotations

The Quarterly Science Fiction, Fantasy, and Convention Magazine  
Volume 4, Issue 2 • Fall 1994



## FEATURED FICTION

### **Blind Faith** . . . . . 6

*Fiction by Matthew J. Pallamary*

There's a lot to be said for Extra Sensory Perception, unless, of course, you're the protagonist of a short horror story.



## NEW COLUMN

### **Filk Review** . . . . . 9

*Critique by the Con Curmudgeon*

Our new reviewer takes a good look at two new CD's, both good examples of great filksinging and so-so recording quality.



## VIDEOPHILE CLASSIC REVIEW

### **Plan 9 from Outer Space** . . . . . 39

*Reviewed by Don Birmingham*

Does *Plan 9* deserve its bad rap? The new film *Ed Wood* encourages us to take another look.

## SPECIAL FEATURE

### **On the Set of the X-Files** . . . . . 5

*Report from Jeff and Dannette Moriarty*

A radio contest takes our intrepid reporters to one of television's hottest shows, where they meet star David Duchovny and learn some secrets of their own.

## ALSO FEATURED

### **CopperCon Unplugged** . . . . . 33

Two (count 'em, two) reviews of this year's CopperCon: one from Matthew, who was the Chairman, and one from David Hungerford, who arrived at the convention, only to discover he'd been chosen Fan Guest of Honor.

### **Expanded Con Calendar** . . . . . 42

We're expanding our convention coverage each issue — here are thirty-three cons coming soon.

## NEWS AND REVIEWS

### **SF Tube Talk** (Television) . . . . . 2

### **24 Frames** (Movies) . . . . . 10

### **Staples & Ink** (Comics) . . . . . 15

### **Costuming 101** . . . . . 16

### **Game's Afoot** (Gaming) . . . . . 18

### **Regional Pro News** (Authors/Artists) . . 23

### **In Our Book...** (Book Reviews) . . . . . 24

### **Pantechicon** (Misc. & Humor) . . . . . 42

## CONVENTIONS AND FANDOM

### **Fan Facts** (Local Fannish News) . . . . . 21

### **ConClusion** (Convention Reviews) . . . . . 30

### **Convention Calendar** . . . . . 36

### **Clubs & Organizations** . . . . . 40

## PLUS

**IFC**  
**Earth to ConNotations**  
(Letters)

**19**  
**ConNotations Classifieds**

**36**  
**Generic Convention Registration Form**

**44**  
**ConNotations Donation Form**

**IBC**  
**ConNotations Puzzle**

*ConNotations will now be sold by friendly merchants, with a portion of the proceeds used to benefit science and literacy charities (besides CASFS)!*

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**Contributing Editors** M.R. Hildebrand  
Jeanne Hilary-Burroughs

**Staff Writers** Don Birmingham  
Jennifer Eckhardt-Schreiber  
Don Harrington, Adam Niswander  
Bill Scott, Tom Tuerff  
Lee Whiteside, Randall Whitlock

**Advertising Manager** Diane Elliott

**Advertising Assistants** Lee Whiteside  
Stephanie Bannon

**Classifieds Manager** Jeanne Hilary-Burroughs

## Typesetting, Layout, & Design

Matthew Frederick, Margaret Grady

**Contributors** Penny Ames, Bruce D. Arthurs  
Bryan C. Bullock, Bruce Farr, Leslie Fish  
Jenny Glover, Yao Haijun, Nancy Hayes  
David Hungerford, Melinda Hutson  
Zetta Konrardy, Jacqueline Lichtenberg  
Pete Manly, Jeff & Dannette Moriarty  
Matthew J. Pallamary, Fred Patten

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Rebecca & Matthew Frederick, Kim & David Hiatt  
Eileen Phillips, Heather Schultz, Randall Whitlock

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Jeanne Hilary-Burroughs (42)

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Internet Direct (Back Cover), Lee Whiteside (17)  
LepreCon 21 (32), MGM/UA-Evans Group (12)  
Precedence Publishing (20), Reality Simulations, Inc. (18)  
Shannon's Book Trader (28), Universal Pictures (13)  
Waterloo Adventure Games (19)

## Keeper of the Mailing List

Doug Cosper (602-849-3338)

And a special thanks to Jim Ross of Ross Typesetting (829-8049) who outputs our film negs with the patience of Job.

Travelling Llama?

Alpaca Suitcase



## Media News & Notes

# SF Tube Talk

By Lee  
Whiteside

### Channel Changing Confusion

As many local readers have noticed, things are changing all over the Phoenix television dial. Already in place is the departure of CBS from KSAZ-10 to former independent KPHO-5. On December 12th FOX will leave KNXV-15 and move to KSAZ-10. January 9th ABC will switch from KTVK-3 to KNXV-15. All of this leaves Channel 3 an independent. These changes have already left many fans frantically searching their TV listings to find where their favorite show went to.

For starters, KPHO moved *Highlander* and *Action Pack* to late-night weekend time slots. KTVK grabbed the rights to *Star Trek: Deep Space Nine* starting with the third season and will also get *Star Trek: The Next Generation* and the original *Star Trek* in January. Add to this KUTP-45 changing around the time slots of some of their shows and we've already got enough changes to make your head spin. Check the accompanying box with details on where and when all the current SF TV shows air in the Phoenix area, at least, as of press time.

### Babylon 5 Second Season Preview

The second season of *Babylon 5* actually starts with the season finale of the first season, "Chrysalis."

Warner Bros/PTEN felt it was too strong an episode to run it in the summer with the rest of the first season episodes. They elected to air it in late October and follow it immediately with the season two opener "Points of Departure." The theme of season one was "Signs and Portents," and season two is "The Coming of Shadows."

One of the second season changes is the arrival of Bruce Boxleitner (*Tron*, *Scarecrow and Mrs. King*) as Captain John Sheridan and the departure of Michael O'Hare's Commander Sinclair. (Sinclair will not be completely out of the picture and part of his continuing story within the *Babylon 5* universe will be followed in the *Babylon 5* comic book from DC Comics, the first issue of which was written by *B5* creator J. Michael Straczynski.)

John Sheridan is the former captain of the military starship

Agamemnon and he won the only real victory in the Earth/Minbari war. He is appointed to the station by the Earth president over the objections of the Minbari. Sinclair will make appearances once or twice during the season as well. New on the show will be actor Robert Russler, who will play Warren Keffer, the new squad leader for Zeta Wing and Mary Kay Adams, who will replace Caitlin Brown as Na'Toth. All of the other supporting and recurring characters will return.

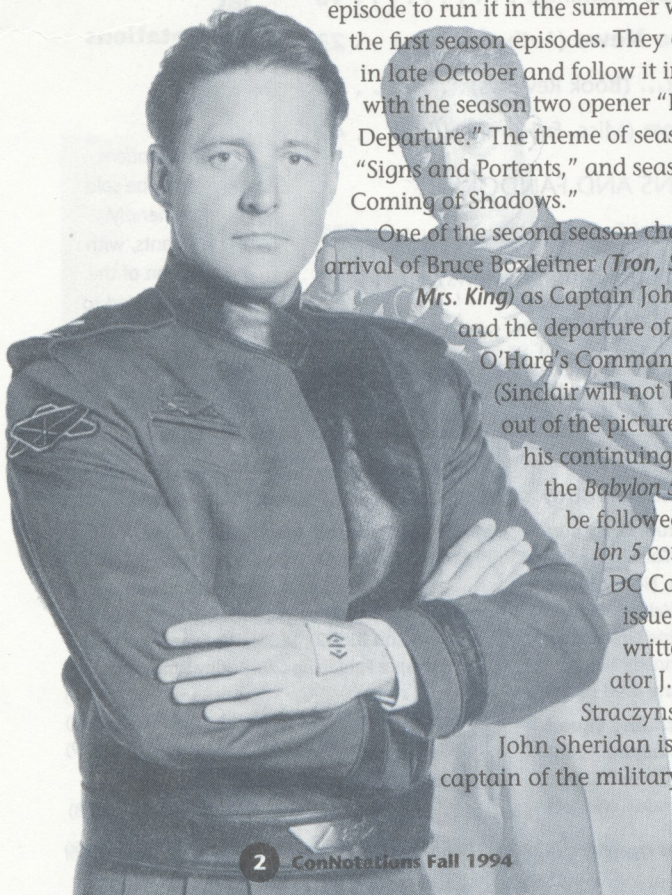
Guest stars lined up so far include Walter Koenig (reprising his role as the Psi-Cop Bester), Michael Ansara, Dwight Schultz, Adrienne Barbeau, Jessica Walters, Russ Tamblyn, Michael Beck, Robert Foxworth, and Beverly Leetch. Writers scheduled so far this season include Larry DiTillio, D.C. Fontana, Peter David, and Scott Frost (*Twin Peaks*, *X-Files*).

The second season opener, "Points of Departure," deals with the departure of Sinclair, explains the mystery behind the events in "The Line" and the arrival of Sheridan, and will resolve some of the plot elements left hanging in "Chrysalis." "Revelations" is a heavy arc story while "The Geometry of Shadows" deals with Ivanova's promotion to Commander rank and is described by Straczynski as "a funny show with ominous moments." Other early season two episodes titles include "A Distant Star," "The Long Dark," "A Spider in the Web," "A Race Through Dark Places," and "The Coming of Shadows."

### Star Trekking to Deep Space and Beyond

The third season of *Deep Space Nine* started with much fanfare and a new ship (the *Defiant*) at the station providing extra firepower to defend against the Dominion. By the end of the opening two-parter, it appears that both the *Defiant* and the Dominion will end up not being used much, however. Not much news has surfaced on the rest of the season, other than that Jonathan Frakes will visit *Deep Space Nine* as Thomas Riker in a late-November episode, which just happens to be the same time that *Generations* opens in the theaters. (Shades of Leonard Nimoy and *Star Trek VII*) Expect Thomas to make some sort of reference to William and the events in *Generations*. (For a bit more info on *Generations*, check out the movie news column.)

Elsewhere on the Paramount lot, the filming of *Star Trek: Voyager* got off to a rocky start. Production was delayed while they finalized the cast, with the main role of Captain Janeway causing a few



## Phoenix First Run Science Fiction TV Shows

**Babylon 5**  
KUTP-45  
Wed 8pm, Sat 11pm

**Earth 2 (ABC)**  
KPNX-12  
Sun 5pm

**Forever Knight**  
KNXV-15  
Sat 11:30pm

**Highlander**  
KPHO-5  
Sat 10:35pm  
Sun Midnight

**Lois and Clark (ABC)**  
KTVK-3  
Sun 7pm  
KNXV-15 on Jan 9th

**M.A.N.T.I.S. (FOX)**  
KNXV-15  
Fri 7pm  
KSAZ-10 on Dec 12th

**Robocop**  
KUTP-45  
Mon 1am, Sat 10pm

**seaQuest DSV (NBC)**  
KPNX-12  
Sun 7pm

**Space Precinct**  
KNXV-15  
Sat 4pm

**Star Trek: DS9**  
KTVK-3  
Sat 6pm, Sun 3pm

**Time Trax**  
KUTP-45  
Sat 9pm

**Universal Action Pack**  
KSAZ-10  
Sat 7pm

**The X-Files (FOX)**  
KNXV-15  
Fri 8pm  
KSAZ-10 on Dec 12th

problems. Paramount reportedly almost went with a male captain but ended up going with Genevieve Bujold to complete the cast. However, after two days of filming, Bujold quit the show, unable to withstand "the rigors of episodic television" according to an official Paramount release. Filming continued while they searched for a replacement Captain, now Kate Mulgrew (*Mrs. Columbo*, *Cheers*). Rounding out the regular cast are Tom Paris (Robert Duncan McNeill); a half Klingon/half human engineer B'Elanna (Roxann Biggs-Dawson); first officer Chakotay (Robert Beltran); Vulcan security officer Tuvok (Tim Russ); and fresh-from-the-academy Harry Kim (Garrett Wang) at OPS. Also on the ship will be the alien Neelix (Ethan Phillips) and his companion Kes (Jennifer Lien), who are natives to the section of space that *Voyager* ends up in. Neelix acts as a guide and cook for the crew. Rounding out the main cast is Doc Zimmerman (Robert Picardo), a holographic doctor of sorts. *Voyager* will debut in early January on the Paramount network (Monday, January 16th on KUTP-45 in Phoenix and KTTU in Tucson).

### Sunday Night Changes and Retoolings

Changes in *Lois and Clark* for the new season include a new Jimmy Olsen, played by Justin Whalen. The producers decided that Jimmy as played by Michael Landes was "too old." Denise Crosby will have a recurring role as Doctor Gretchen Kelley, who is helping Lex Luthor recover from his skyscraper jump. As evidenced in the opening episodes of the new season, the action percentage has increased while the new writers and producers try to figure out what to do with *Lois & Clark's* relationship. Some of the continuing villains taken from the comics will be Morgan Edge, the Prankster, and Metallo.

Over on *seaQuest DSV*,

they've definitely emphasized the science fiction/fantasy storylines to start off the new season. New cast on the sub is Edward Kerr as Lt. James Brody, a cocky special weapons and tactics expert; Rosalind Allen as Dr. Wendy Smith, a biophysicist and psychologist gifted with ESP (Extra-Sensory Perception); Michael DeLuise as Tony Piccolo, a misfit who was physically altered as a result of a scientific experiment; Peter DeLuise as Dagwood, the ship's janitor; and Kathy Evison as Ensign Henderson, a naive newcomer to the crew.

### New Series and Pilots

Amblin will have *Earth 2* on NBC Sunday nights starting in November. This series will follow the adventures of a group of settlers who crash land on their new planet, far away

from the already-arrived supply ships. It is being filmed in New Mexico making use of a lot of desolate scenery.

*Space Precinct* is a new series from Gerry Anderson

(*Space:1999*, *Thunderbirds*, *UFO*) which started out as a *Space Police* pilot movie back in 1986. Ted Shackelford stars as New York police lieutenant Patrick Brogan who gets transferred across the galaxy to the Demeter System. Joining him is Rob Youngblood as Officer Jack Haldane, Simone Bendix as Officer Jane Castle, Nancy Paul as Sally Brogan, Nic Klein as Matt Brogan and Megan Olive as Liz Brogan. The rest of the characters on the show are all aliens, including Creons and Tarns who inhabit Demeter City as well as the different weird alien on the show each week. According to Anderson, they've taken a gritty New York cop show and placed it in outer space which has never been done before.

*Alien Nation* returns as a two-hour movie "Dark Horizon" on FOX, picking up where the TV series ended with all the cast returning. If the ratings are good, FOX may commission another movie which they already have a script for and it might eventually return as a weekly series.

Coming in May will be a pilot movie on FOX for a new *Doctor Who* series, produced by Amblin Television. Executive Producer Peter Wragg (*Max Headroom*) says that the movie will deal some with the Doctor's origins and will feature the Daleks. They have approached Leonard Nimoy as a possible director of the pilot. Pre-produc-



tion is underway but no casting has been done or announced at press time.

Starting this spring on Showtime and in syndication next fall is a new series based on **The Outer Limits**. The producers are working on adapting existing science fiction short stories as well as working with known science fiction authors to come up with good stories for the show. The opening two-hour movie is based on George R.R. Martin's story "Sandkings," with a script by Melinda Snodgrass, and appears to be a good start to the series.

## Returning Shows and Lame Ducks

The **X-Files** has started its new season with strong ratings and some interesting storylines. The initial episodes have had to work around Gillian Anderson's pregnancy as well as the break-up of the X-Files department that Mulder and Scully worked for. **M.A.N.T.I.S.** has followed on from its pilot movie, retooling the show with some new characters for the series. Its ratings have been so-

so, however, so it is unknown if FOX is willing to stick with it.

**Highlander** continues with its third season and will follow its usual pattern of the first half-season set in North America and move to Europe for the second half. No major changes in the series are planned although Duncan will have a regular love interest.

**Forever Knight** debuts in first run syndication after having been part of CBS Late-Night while **Time Trax** and **Robocop** have not been renewed and will finish up with their last new episodes in November.

The **Universal Action Pack** will not return but will spawn three series. The *Action Pack* will be replaced by weekly episodes of **Hercules** and **Vanishing Son** come January while William Shatner's **TekWar** will become a series airing on the cable USA Network starting in January.

If you have any comments or questions, send them to Lee Whiteside at the *ConNotations* P.O. Box or via e-mail at [leew@indirect.com](mailto:leew@indirect.com). ☺

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— Dr. Jerry Pournelle

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# ON THE SET OF THE X-FILES

As reported by Jeff and Dannette Moriarty

In September, we were privileged to enter the Fox studio in Vancouver and spend a day on the set of the *X-Files*. Jeff won a trip from KDKB, a local radio station, in February of this year. He was chosen from a group of five finalists who had each qualified by answering a UFO trivia question. The prize consisted of an all-expenses-paid, 3 day, 2 night stay in Vancouver, Canada, a tour of the television studio and a spot in an upcoming episode of the *X-Files*.

The *X-Files* is a popular television show centered around a branch of the Federal Bureau of Investigation that is dedicated to reviewing unexplainable cases and solving them. Many of the cases hint at extraterrestrial involvement. The main characters are agent Fox Mulder played by **David Duchovny** and agent Dana Scully played by **Gillian Anderson**. They are paired up to work on the *X-Files* cases. Scully is the skeptic while Mulder seeks to make contact with the extraterrestrial beings that he knows are out there. The show is going into its second season on the Fox network.

Jeff set about researching the show and its two stars. Mr. Duchovny has a masters degree in English from Stanford. He is 32 years old and single, and he got his start as an actor in a Lowenbrau commercial. David has had several roles in movies, including *Don't Tell Mom the Babysitter's Dead*. Ms. Anderson is 25 years old and was recently married to a man she met on the set of the *X-Files*. At the time of our visit she was approximately nine plus months pregnant. She has a very successful off-Broadway career and starred in the short-lived Fox series *Class of '96*.

When we arrived in Vancouver we learned that there were ten winners and their guests present. We were from different parts of the country and a very diverse group. From Florida to Illinois to California, from engineer to disc jockey to special

effects artist, we all had one thing in common, our love of the *X-Files*. That common thread bound the group together for the remainder of our stay in Canada.

We were dropped off at the studio and met by Brian, one of the staff, who would be our tour guide and constant companion for the day. We were your typical starry-eyed contest winners trying to look casual and blend in, but the ear-to-ear grins gave us away every time. We were ushered into a small room where we waited until our scene was ready to shoot.

Brian told us that David Duchovny was on the set but that Gillian Anderson was not due to her advanced stage of pregnancy. He said since she wanted to meet us she might stop by the studio later that day.

We started with a meal from the lunch wagon, since our scene would not be ready to shoot until around 7:00 p.m. On our way to lunch, we noticed a couple of guys and a dog playing around on one of the lawns. We were all marveling at how well the dog was trained and it took us several moments to realize it was David Duchovny throwing the ball. It was strange to see this man that we see weekly as Fox Mulder playing ball with his dog.

Next on the agenda was a tour of the sound stages. They currently film the *X-Files* in two of the four sound stages on the studio lot. Most of their filming is done at this Vancouver studio so we were able to see many of the sets that are currently used on the show. The entire crew was very receptive, and were excited to show us anything we wanted to see. We walked through Mulder's office and Scully's apartment. We saw a prop that was to be used in a future episode as an operating table with an alien drill, which we were assured would look much more ominous on film than it did on the set.

They gave us a tour of the wardrobe trailer where we saw all the racks of suits and costumes set up for each actor in the episode. The prop trailer was next, and it was loaded with incidental items that most viewers would never think of, like a box of fast-food wrappers and dozens of license plates from various states. We met the prop manager later on the set. His bag of tricks included FBI badges, business cards for Scully and Mulder, an audio tape for one of the upcoming scenes and a variety of other items that might be needed during the course of the day.

The second sound stage was where the filming was going on for the day. We were quickly briefed on when we could talk and when we could not. When we first went into the building, the filming was being done on an outside shot with lots of pine trees and wind. We didn't get to see the shooting in great detail as the sound stage was too small for extra people.

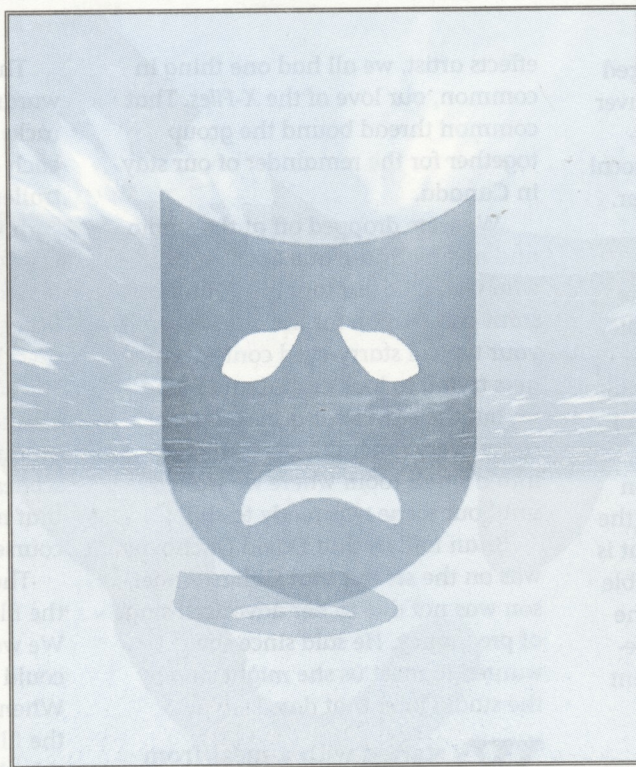
We walked down a hallway of the FBI headquarters and into Mulder's apartment. We sat on his couch and walked through his kitchen, but were informed that they had not had to build him a bedroom yet, which is why he is always sleeping on the sofa in his living room!

When they started shooting the next scene, we were shown where to stand to watch it being filmed. We got behind the director's chair and watched his view screen while the scene unfolded. It was a highly charged scene between Mulder and another agent. It was amazing to watch it all come together.

After the scene was finished, David took a breather and we were able to chat with him. He had been on the set that day for close to eight hours and expected to be there at least another four or five. It takes them eight of these long days to complete a

CONTINUED ON PAGE 38

# Blind Faith



by Matthew J. Pallamary

**Gifted.** That's how they described Marie and the strange abilities that came to her as naturally as reading and writing came to others. She had inklings of them as a child but assumed that everyone else experienced the same things. She never thought of herself as different.

Through her formative years, she shrouded her private and unusual mental life, sharing it with no one. When she grew older, and the change occurred, Marie became bitter and entertained thoughts of suicide.

Her small circle of friends envied her heightened awareness, but she thought of it as a curse and would have traded it in an instant to regain the one perception that mysteriously sublimated when the rest of her senses blossomed. It seemed as if her senses

became like a gang of unruly schoolchildren ostracizing one of their own in favor of a stranger.

Normally, her highly developed intuition was referred to as the sixth sense, but in Marie's case, she still had only five.

She remembered sight as a child, longed for it. The blue of the sky, brilliant crimson sunsets, lush green grass, and the reds, violets, and subtle shadings of flowers.

As her psychic abilities grew, darkness crept in like gradual layers of gauze: first in increasing shades of gray, then by the age of twenty-one, unrelied black. Her moods followed suit.

With each layer blanketing her like wrap after wrap of gauze, came a corresponding increase in the acuteness of her other senses, especially the

unseen one that gave her extrasensory perception. Doctors and psychiatrists had no answers. Her eyes appeared to function normally, yet Marie still lived in a world of darkness.

As a blind adult, she earned a modest income giving "readings," usually by getting impressions from an article of clothing or jewelry, but she could also feel the person's thoughts, sensing them as subtle vibrations. To do this she had to place her hands on their head. When she did, she envisioned their thoughts in brief flashes like a camera shutter flipping open, burning the image into her mind like light on a photographic plate. These "snapshots" she committed to memory to study for the significant details they revealed. By talking to her subject, Marie received a collection of mental

*Excerpt from The Small, Dark Room of the Soul and Other Stories, by Matthew J. Pallamary, reprinted by permission of San Diego Writers' Monthly and Matthew J. Pallamary.*

pictures that she sorted through to find the answers her clients sought.

Through the years, she'd seen a lot — often more than she wished, but for the most part only mundane things like the misplaced wedding band of the woman who sat across from her. She hated these sessions and resented her clients, but she needed the money.

"The last time I remember seeing it was two nights ago," the whining voice said. Marie pictured an overweight middle-aged woman probably wringing her hands.

The heavy smell of Lady Stetson filled the air, overpowering a faint scent of talcum powder. The odor of cigarettes and fish wafted from the woman's mouth each time she spoke. Marie wanted to gag.

"I took it off before I went to bed and thought I put it on the night stand, but when I woke up, it wasn't there."

"I can't promise I'll find it, Mrs. Mitchell." Marie held her hands out in front of her. "But if I can read your thoughts, maybe I can find out what happened to it." She motioned for the woman to come closer. "I need to place my hands on your head. Then I want you to talk through what you did."

She felt stiffened hair and smelled hair spray. "Go ahead," Marie said when her hands felt comfortable. "Tell me what you remember."

"I remember walking up the stairs and taking it off."

Marie's mind flashed on the image of the woman sliding the ring off her finger.

"Then the phone rang. I picked it up in the hall."

A white French phone on an antique table in a hall with textured wallpaper.

"It was my son calling about some of his school records."

A hand with a pen, the ring lying beside it.

"I heard a crash from downstairs, grabbed the ring and went down. The cat had knocked something off the counter."

A broken cookie jar on the floor. A ringless hand on the broom sweeping. The ring on the counter.

"When I finished cleaning, I went to bed. My husband was already asleep. When I woke up in the morning, he had

already left for work. The ring wasn't in its usual spot. I looked everywhere."

The kitchen. Signs of a hasty breakfast. A newspaper on the counter where the ring had been. A headline, "Strangler Strikes." A tiny glint of gold behind the blender.

"Behind the blender," Marie blurted. "It was knocked there by the newspaper."

Marie felt the woman jump under her touch. She imagined the surprised expression, blinking eyes.

"I was so worried that I'd lost it."

An hour later the woman called, confirming Marie's findings.

When the doorbell rang the following morning, Marie sighed, anticipating only one more boring request from another overwrought crybaby wanting to find a misplaced wedding band or lost cat. When the ringing stopped, she sensed something different.

She felt her visitor's apprehension, which wasn't so unusual, but behind it she sensed an urgency that made the hairs on the back of her neck stand. This one had a real problem.

She rose from her chair and went toward the door, her own urgency rising with each step. The image of the newspaper headline flashed in her mind. "Strangler Strikes." Her heart thudded in her ears as her hand found the knob. A sudden excitement coursed through her. She savored the rare moment, then something spurred her on: an eagerness and curiosity to confront whatever troubled the person on the other side of the door.

She turned the knob and yanked it open until the door jerked on the security chain. "Who is it?" she said into the gap.

"Lieutenant Mitchell. San Diego Police. Homicide." The voice sounded tired, heavy. "Are you Marie Parsons?"

"How do you know my name? What do you want?"

"You spoke with my wife yesterday. Helped her find a ring."

"Mrs. Mitchell. Yes. Is she alright?"

"Couldn't be better. All she's talked about is how you found her ring. She's pleased with all you've done. She speaks very highly of you."

Marie felt her cheeks flush. "And what can I do for you, Lieutenant Mitchell?"

"Well — um — it's kind of — well. I don't quite know. May I come in?"

Marie hesitated. The impressions he gave her were sincere, but his tension worried her. "Excuse me for being suspicious, but may I see your badge?"

"I thought you were blind."

"I have a well developed sense of touch."

"Yes, of course. I should've known."

The rustle of clothing. The sound of a sleeve brushing against the door. She reached up and felt a large, warm hand, bony knuckles, then the touch of cold metal. She took the badge and ran her fingers over its surface.

She saw the image of a tall man with a crew-cut, sharp, jutting jaw and kind, but weary brown eyes. Satisfied, she handed the badge back and let him in.

"Please, sit down, Lieutenant Mitchell." She gestured toward a chair. "Tell me what's troubling you."

The sound of a large man settling into a chair.

"I don't have any right to ask you this. It goes against department policy, but frankly I'm stuck. You're the only one who might be able to help me."

"This is a police matter?"

"Yes."

A surge of excitement danced through her. She struggled to keep her composure as she lowered herself into the overstuffed chair across from Lieutenant Mitchell. "What is it you think I can help you with?"

"Do you listen to the news?"

"It's about the strangler, isn't it?"

A subdued gasp. "Amazing. How did you know?"

Marie allowed herself a smile.

"They're calling him the Door-To-Door Strangler. We think he's posing as a salesman, a milkman, a plumber, or some other delivery man or serviceman. He smooth-talks his way into his victims' houses and strangles them."

"Hasn't he been up in the Los Angeles area?"

"He may have moved down here.

We've had a couple of murders that follow his pattern." He paused. "We think we have a witness and a suspect."

Marie put her hand to her chest. "If you have a suspect and a witness, what do you need me for?"

"Our witness is a young girl, but she's in shock. Hasn't said a word. I was hoping you might be able to read her thoughts, give us a lead, maybe a description of the killer. See if it matches. I know it wouldn't hold up in court, but it might give us something to go on. We want to be as sure as we can that we don't have a copycat."

Marie thought of what it would be like to read the thoughts of a murder witness and shuddered. Her palms were sweaty.

She wiped them on her dress. "I've — I've never done anything like that." Her throat felt dry.

She thought of the mundane things she had been seeing. A dullness crept over her, then she thought of the murder witness with a delicious tingle. Why not? She'd be under police protection. "All right." She nodded. "If you think it'll help."

The smell of cigarette smoke, the sounds of voices, ringing phones and clacking typewriters met Marie as she entered the police station on the strong arm of Lieutenant Mitchell. He made her feel safe and protected as he led her to a quieter part of the station.

Marie sensed two other people in the small room. Both sets of thoughts felt strained, emotional, but she had a stronger sense of the young girl's. Though wrapped in darkness and terror, their relative innocence revealed they were the thoughts of a child.

Instead of frightening her, the fear Marie sensed stimulated her. Without a word, she took a seat next to the child and placed her hands on her head. Soft, long hair. Tender skin. The smell of shampoo. Beneath it rigidity. Tension.

The first impression jolted her. She pulled her hands away as though she'd been shocked. When she put them back, the flashing images pressed her to her seat in a mixture of fear and exhilaration.

A view through a crack in a door. A young woman holding it open.

Another flash.

A tall, sandy-haired man with empty, darting eyes. Blue like a winter sky.

Flash.

The man looking around. Talking. Smiling. A young woman — Mommy — turning her back.

Flash.

The man reaching for her neck.

Flash.

A close-up of hands grabbing at Mommy's throat, her mouth wide in a strangled scream, eyes bulging, face a deep red.

Blackness.

A wave of dizziness swept through Marie as though someone had drugged her. She felt the sensation of spinning. Falling. Strong hands caught her.

When she regained consciousness, the first image that came to mind was a close-up of the hands closing on the woman's throat. A chill danced down her spine as though those very hands caressed her back.

She gave Mitchell a detailed description of the man and her mental photographs then had him take her home.

He called two days later.

"How are you feeling, Miss Parsons?"

"Fine thank you. It's nice of you to call."

"You gave me a little scare."

"I appreciate your concern."

"Aside from checking on you, I called to give you some good news and some not-so-good news."

Marie's breath caught in her throat. "Give me the good news first."

"The good news is that we've formally pressed charges against our suspect."

The image of the hands closing on the woman's throat flashed in Marie's mind.

"Based on your description, we had a psychologist work with the little girl to help her recreate the crime scene.

Your descriptions brought her out of shock. She made a positive I.D. of our suspect. Picked him out of a lineup. I can't tell you how thankful I am for your help. We've been trying to catch this guy for quite some time."

"Thank you very much. Now tell me the not-so-good part."

She heard him sigh.

"Some loudmouth down here at the precinct blabbed to a reporter. It's all over the newspapers. They may start hounding you. I'm really sorry. If it gets out of hand, give me a call. I'll see what I can do about it."

"Thank you, Lieutenant. I appreciate that."

"It's the least I can do."

No sooner had she hung up, than the phone rang again. A reporter. Then the doorbell rang. A news crew. Graciously, she granted them an interview. Two more crews appeared. The telephone rang again. Another reporter.

The novelty wore off quickly. Marie called Lieutenant Mitchell.

Two days later the excitement passed.

One evening Marie made herself some tea and sat down to relax when the phone rang.

"Miss Parsons?" She didn't recognize the voice and thought it might be another reporter.

"Who's calling?"

"Sergeant Moralez, San Diego Police."

"What can I do for you, Sergeant?"

"Lieutenant Mitchell told me to call. Don't open the door for anyone. Keep your door locked and your shades drawn. Our suspect has escaped."

"My God!"

"Stay calm. I'm on my way. I doubt he'll try anything, but we want to make sure you're safe. I'll be there in a few minutes."

Ten minutes later, Marie heard a knock on the door. She stood next to it for a moment and listened. "Who is it?" she said without opening.

"Sergeant Moralez."

A flood of relief filled her. "Just a minute." She undid the locks and opened the door, leaving the security chain on. "I'm sorry, Sergeant. I hope you'll excuse me for asking, but may I see your badge?"

"Of course."

She reached up and felt cold metal. She ran her fingers over the badge as she had done with Lieutenant Mitchell's. The clear image of a short, dark-haired man with bristly hair and a mustache filled her mind. With a relieved sigh, she handed the badge back, then undid the security chain.

"You'll be fine," Moralez said as he stepped in. "Nothing to worry about. I'm just here as a safety precaution. I'm sure they'll recapture him shortly."

"Please come in, Sergeant. Have a seat."

"Thank you, ma'am."

CONTINUED ON PAGE 29

# Singing a Different Tune...

# Filk Reviews



TIME WAS, IF YOU WANTED TO BUY RECORDED filk music, you were stuck with what you could find in limited, hastily-produced cassette tapes with home-scrawled labels. And recording quality? What quality? Usually, the tapes were con "events" preserved forever by a condenser mike on a Sony portable with weak batteries.

But this, sci-fi music listeners, is the future. And thanks to forward-thinking people like **Leonard Zubkoff** at **Dandelion Digital**, filking has come to CD — with all the clarity, and yes, problems that the format provides. Zubkoff records both studio and con performances with the intention of making a quality recording. He's not quite there yet, but the first tries are promising.

Two recent Dandelion releases present all that is good and bad about the new technology, while showcasing two of the biggest filk acts in the west.

**The Duras Sisters** present a rather new concept to filk music — rehearsed, polished three-part harmony. Some filk purists are damning the Duras' for breaking the tradition of filk — which apparently is singing horribly off key until the room clears out. But those people don't get invited to very many parties, either.

This is a great CD — and you don't even have to know too many of the SF references to like it! God knows I didn't. The subject matter changes from song to song and includes everything from *Star Trek* tunes to a Quaker hymn (I always thought those goofy hats were from another world!).

The Sisters, actually friends **Elizabeth Burnham**, **Chris Dickenson** and **Deborah Baudoin**, sound great together, and their voices compliment each other over these 20 tracks like warm butter on toast.

But the standout singer here is Baudoin. The first time I heard the Duras Sisters, I hadn't met any of them yet, and I was certain that Debbie was either black or from the deep South, or both. Turns out I was right on the latter. This CD is worth having just for "The Mama Dax Blues," where the other sisters stand back and let 'er rip.

They write a lot of their stuff, borrow from a few others and basically have a good time.

The only complaint I have about the CD from a listening standpoint is that it sounds like the ladies were recorded in somebody's living room. A later discussion with Debbie B. confirmed this.

The Duras Sisters are too good for a living room. They deserve a real recording studio. Maybe next time.

Which brings me to the second Dandelion offering, this one from **Larry Warner**. First: How popular is Larry Warner? Among filk fans, Larry Warner is like the James Taylor of sci-fi. He constantly draws a crowd — mostly women. He's entertaining to watch live. And a friend of mine tells me there are Larry Warner groupies. Can the Adonis photo blow-up poster in *Tiger Beat* be far behind?

Which doesn't explain why more of the live magic didn't come across here. This CD has a couple of things going against it from the start. First, it's a concept album. Every song deals with *Star Trek* in a direct or indirect way. I don't know about you, but I can't listen to any album about one subject all the way through in one sitting. And this CD is over 66 minutes long!

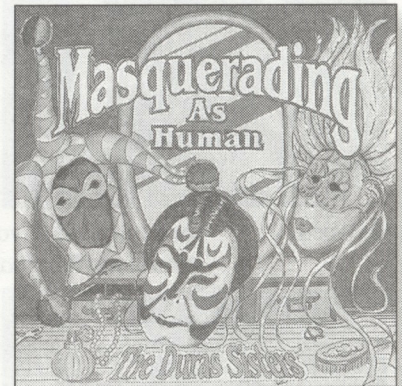
Second, although Warner is playing "live" in the studio, it takes awhile for him to get going while the engineer fights with the sound levels. I had to fidget with my tape player to hear the guitar on the first track without blowing my ears out with the vocal. (The living room syndrome again, maybe?)

This is not to say that the album isn't worth having. When Warner hits his stride, he's really good. He hits it here on "Relics," where old Scotty reflects on the old Enterprise — and possibly himself. "The Watchers" has a nice double harmony part with singer Kathy Mar. And "Take My Advice" is a nice poke at the Troi character on *ST:TNG*.

Acoustics aside, you should go out and buy these CDs if you can, because if Leonard Zubkoff makes a lot of money doing this, maybe he can get his next projects into a real studio for the treatment they deserve. What I wouldn't give to hear these people recorded correctly (or for that matter, Joe Bethancourt, Leslie Fish, Nancy Freeman...).

If you have a filk or pertinent folk tape or CD available, either in stores, at cons or by mail order, the Con Curmudgeon wants to hear it. If he likes it, overnight stardom is assured! Send a copy to him at *ConNotations* ASAP. ☺

**By The Con Curmudgeon**



**The Duras Sisters**  
*Masquerading as Human*  
DD-003CD • 4 1/2



**Larry Warner**  
*On Deck #11*  
DD-002CD • 4 1/2



# Movie News & Previews

## 24 Frames

By  
**Matthew  
Frederick**

### Genre Reviews

I'VE NEVER BEEN A BIG FAN OF *JIM CARREY*, PRIMARILY because of the characters he portrayed on *In Living Color*, but he was a wonderful surprise in this great comic book adaptation.

**The Mask** tells the story of the meek and downtrodden banker Stanley Ipkiss, who never gets an even break until the day he finds an ancient mask floating in the bay. The mask transforms him into a superhero, of sorts, who has the power to alter his face and body — heck, the world around him — into just about anything he



Ed Wood

can imagine. If you're a comics fan, think of a much-wackier Plasticman.

The special effects are so smooth in this film, you can't tell where Jim Carrey's facial and body contortions end and the effects begin. The wonders of digital technology are truly stunning.

The movie is hilarious, to boot, with excellent acting, directing, writing, costumes,



Ed Wood

musical numbers — you name it. If you like comedy or superheros at all, don't miss this classic (on video about the time you read this).

**UNDERWHELMING** — *JACK NICHOLSON* PLAYS a werewolf, *Michelle Pfeiffer* plays his love interest, and *James Spader* plays a jerk who gets peed on in *Wolf*.

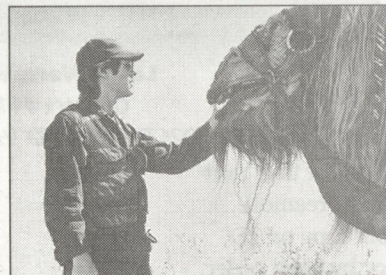
The story is actually pretty good, and has several plot twists



Stargate

that keep you guessing, even up to the end. The story of a man who doesn't believe he's a monster, and *Ben Kingsley's* portrayal of someone who wishes he was, are both outstanding, and if the script was about 30 minutes long, it would have made a great *Tales from the Darkside*.

As it is, though, it's missing something — with the single exception of Kingsley, all of the



Stargate

acting was flat. The direction and writing just didn't hold up, either — the pacing was off, with some elements receiving too much focus (like Pfeif-

er's mundane life), and others too little (like where these werewolves came from).

Overall, the movie is a decent drama, but isn't by any means a great werewolf movie (see "Short Notes" section for a another possibility).

**MOST FOLKS HAD VERY LITTLE POSITIVE TO SAY ABOUT *Dick Tracy***, and neither did I. Its only real strong points were its costumes and mood. Similar comparisons will be made with **The Shadow**, but I feel it at least has a more interesting plot and some cool special effects.

**Alec Baldwin** is Lamont Cranston, a man with a shadowy past that seems to include drug use and being a nasty warlord. He is turned around, though, and taught to control his dark side and fight for the right. He's set up a great network of agents all over the city, from cab drivers to paperboys, policemen, and more. They all wear an incredibly conspicuous large red ring, but somehow their secret holds.

The movie is full of slick fake technology, especially the Shadow's HQ. The over-the-edge personalities and fantastic lighting make for a movie that's a lot of fun, especially if you like the world of pulps from which the story is drawn.

I recommend the movie, though I know lots of folks who weren't thrilled. Definitely catch it on video.

**PERHAPS I DON'T GO INTO THE THEATRE WITH AN OPEN mind** often enough — when I heard that **Jean-Claude Van Damme** was starring in this film, I prepared myself for the worst but was pleasantly surprised.

Not that JC was particularly good, mind you... he's an action figure come to life, and that's all I expect from him. The story, though, and the supporting characters, were great. Sure, it had all of the problems that time travel stories always suffer from (self-referential films like *T2* are the worst), but it was still an exciting yarn, with enough science fiction elements to satisfy the fan in me, and enough violence to keep any teenager happy.

If you're an action fan or a JC fan, check it out in the theatre for sure. If you're a SF fan and are just looking for a movie, check it out in the theatre, too. Everyone else, rent it and microwave some popcorn — you won't be terribly disappointed.

I'D LIKE TO START BY POINTING OUT THAT WHILE **EDWARD D. Wood, Jr.** might have been the worst director of all time, his *Plan 9 from Outer Space* isn't even close to the worst movie ever made — compared to classics

like *Robot Monster*, it's Oscar material. It really is very bad, but there's no way it's the worst. Now that that's cleared up, let's move on to a good film.

**Johnny Depp** portrays **Ed Wood** as a director whose vision far exceeded his taste. As always, Depp's performance is outstanding: Wood's passion for filmmaking, his happiness as a cross-dresser, and his total suspension of disbelief are abundantly evident in every scene. **Sarah Jessica Parker** portrays his early girlfriend, Dolores Fuller, who finds out why her angora sweaters are always missing when she first reads the script for her part in *Glen or Glenda*, where she portrays the confused-but-loving girlfriend of a cross-dresser.

A performance apart is that of **Martin Landau** as **Bela Lugosi** — Oscar material, indeed, with outstanding makeup from the incredible **Rick Baker**. His portrayal of the movie legend is probably the best performance I've seen all year, and since he'd be nominated as a Supporting Actor, he doesn't even have to go up against the Gumpster.

This film will keep you laughing from beginning to end, and will touch the heart of anyone with a dream. *Caveat (of sorts)*: you probably need to be a fan of either films or wacko visionary to appreciate this film — I'm both, so I loved it and very heartily recommend it.

THE FIRST WORD THAT COMES TO MIND when I think about **Stargate** is "cool!" That just about sums it up — the costumes, the effects, the sets, even the plot: cool.

**Kurt Russell** portrays Colonel Jack O'Neil, a hardened military man with a death wish. **James Spader** is an

Egyptologist with some pretty far out ideas, including ones that claim the pyramids are much older than the folks who theoretically built them.

They join together on a project to figure out what a huge circular device unearthed at Giza is and what it does (opens a Stargate to a world on the other side of the galaxy). Their missions are quite different: Russell wants to make sure there's nothing dangerous on the other side of the gate, and Spader wants to find out how it was created, and by whom.

The folks on the other side of the gate have a lot to say about it, too, but I won't reveal just what, or why.

Several of the costumes really stand out, particularly those of Anubis and Horus. Ra is portrayed by **Jaye Davidson**, who admits he took the role entirely for the money (\$1 million) — it's a good thing he wasn't doing it for professional satisfaction, since he never speaks (he's always dubbed) and is played by another actor when his mask is on.

The film is far from perfect — you're plopped down right in the middle of several scenes at the very beginning, and it takes a few minutes to get your bearings. The pacing is uneven, too, with some real dragging in the middle. And once you understand the overall plot, the resolution is a long time coming.

Nonetheless, *Stargate* is a good SF flick, with spaceships and aliens, puzzles and action, comedy and romance. Catch it quick, while it's still in nice theatres — it's cool!

THE STUDIO WAS NICE ENOUGH TO PUT OUT print ads for **Mary Shelley's Frankenstein** with the admonition "Be Warned" — take heed, and save your dough.

**Kenneth Branagh** is one of my favorite all-time actor/directors. He was brilliant in *Dead Again* and *Much Ado About Nothing*. A new master. As such, I was completely mortified — the direction is its biggest fault.

On the positive side, the film actually does follow Shelley's classic tale, completely unlike the old **Karloff** version. The sets, costumes, and props were all beautiful, the makeup effectively gruesome, and the acting all quite good. **John Cleese** is a particularly nice surprise as a man who independently worked towards Frankenstein's goal but abandoned it when he realized his folly — unless you know to look, you won't even recognize him.

That's all I have nice to say.

The direction was terrible: dizzying camera moves, amateurish MTV-style jump cuts, and wildly-variable pacing are all inexcusable from someone so talented. The makeup, while gruesome, proves that Doctor Frankenstein would have flunked out of scarecrow school, much less surgery class. **Robert DeNiro** was a waste of salary as the creature — he played the role just fine, but so could any of a thousand other actors.

Logic problems abound: in one scene, the creature tells the doctor to "meet me on the frozen sea" **AND HE DOES** — sure, the doctor was mad (he wouldn't have been able to do the things he did to his new bride otherwise), but he wasn't stupid. One more example: during his first experiment, the doctor obviously spends a

lot of time collecting amniotic fluid, but for his second, he must have stopped and picked some up at the 7-Eleven.

"Make it so!"

One of the scenes was particularly bad: for some reason, the Swiss in the late 19th century apparently wallpapered and carpeted their castles using Napalm as glue (in a fiery scene reminiscent of *Barton Fink*), and stored dynamite in their basements.

Remember the studio's kind words: Be Warned!

## Non-Genre Reviews

GEORGE LUCAS HAD A DREAM BACK IN 1972 when he was working on *American*

*Graffiti* — to make a madcap film about a 30's radio station, which he describes as cross between *The Thin Man* and a *Three Stooges* film. That's a pretty accurate portrayal of the wackiness entitled **Radioland Murders**, starring **Brian Benben** as the main murder suspect trying to clear his name, and **Mary Stuart Masterson** as his wife and the only sane person in the film. If you're a fan of either the *Thin Man* films or of slapstick, you're sure to love this film (I did) — otherwise, check it out on video.

I SUPPOSE I SHOULDN'T BE SURPRISED, BUT here's yet another movie starring **Sylvester Stallone** with a paper-thin plot: **The Specialist**. Not even **Sharon Stone** saves the day — she plays a character who spends all day pretending she loves a man she hates, and then expects us to believe she actually likes Stallone. I didn't find the big love scene erotic since I assumed Stone was faking the whole thing like she did with her parents' killer. The movie's only saving grace is the action and explosions — if, and only if, you're a fan of these, by all means check this movie out.

**CHARLIE SHEEN IS A JERK. YES, IN HIS LATEST** movie, **Terminal Velocity**, and yes, in every interview I've seen or read [*strike one*]. **Nastassja Kinski** is gorgeous and alluring — yes, a man's point of view, but I have to say something positive [*ball one*]. The movie was shot in Phoenix and Tucson, and many locations are recognizable [*ball two*]. The movie assumes that the local authorities are complete and total idiots, along with much of the KGB, and much of the audience [*strike two*]. Some of the skydiving scenes were great [*ball three*]. The plot would have made a lousy parachute, it was so full of holes [*strike three*]. A movie can't depend on throwing a car out of an airplane to keep its viewers happy — this film reaches terminal velocity after its first three minutes.

## Previews

**Star Trek: Generations** should be out shortly after you read this, and its ending will then be revealed. As I write this, though, rumors abound — a test screening of the film was shown September 13th, and rumor has it the audience wasn't pleased. Producer **Rick Berman** and Paramount denied it, but more filming was done after the test, purportedly for the ending scenes. One *ST* staff source says that changes were "drastic" — a brand-new enormous set was built outside Las Vegas for the reshoot. **William Shatner** says his character definitely dies in the film, and that he'll miss future Kirk outings, but the refilming supposedly includes his death scene, where now he dies in a "nebulous, not-quite-biological fashion." I sincerely hope Kirk is finally, really,

Randomly-selected subscribers received pairs of tickets to see a special sneak preview of *Stargate*, thanks to MGM/UA and the Evans Group.

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JAMES SPADER

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truly, actually, definitely, undoubtedly, unquestionably dead — it's time.

Patrick Stewart came up with his own title for the movie, *Star Trek: Rites of Passage*, and it was almost used. It's really a much more interesting title, but using the word *Generations* tells potential moviegoers that it would be about the *Next Generation* cast — oh well...

Richie Rich was a favorite comic when I was a child — I particularly liked the SFnal items, including his robots and fantastical machines. I'm not particularly looking forward to *Macaulay Culkin*, though. He's joined by *John Larroquette* and *Ed Hermann* in the upcoming film.

To boost Macaulay's sagging career, try the near-simultaneous release of *The Pagemaster* where he plays a boy who discovers that books are actually pretty cool. He's led on an adventure by three books, namely Adventure, Fantasy, and Horror. A live action performance by *Christopher Lloyd* and voice performances by *Whoopi Goldberg*, *Patrick Stewart*, *Leonard Nimoy*, *Charles Fleisher*, and *Phil Hartman* should liven things up a bit.

Jean-Claude Van Damme jumps into the big video game kick in *Street Fighter*, the story of a U.N. commando and his band of street fighters on a mission to rescue innocents from the psychopathic Bison played by *Raul Julia*. Jean-Claude's next role may be that of a man who receives the implanted brain of a scientist in Columbia's thriller *Afterlife*.

In an effort to make the world a better place, scientists *Arnold Schwarzenegger* and *Danny DeVito* decide to make it possible for anyone to carry a baby, including Arnold, in *Junior*. *Ivan Reitman* (*Ghostbusters*, *Twins*) directs.

### In Our Lifetimes

Manimals return with New Line Cinema's remake of the H.G. Wells classic *The Island of Doctor Moreau*, with, quite possibly, *Marlon Brando* as the bad doctor. The 1977 version starred *Burt Lancaster* in the role of a man who would have been a great leader in the current Furry Fandom movement.

An author's name can certainly sell movies (witness the plethora of "Stephen King's" as well as the more recent "Bram Stoker's," "Mary Shelley's," and "Anne Rice's"), and *Roger Corman* knows it — that's why he's coming out with *Dean Koontz' Watchers 3*. Of course, Koontz didn't write parts 2 or 3, and this time he's suing to keep his name from being attached to the title. Corman's production company is, in turn, suing him back, claiming their original contract gives them the right.

Mel Gibson will likely star in *Ray Bradbury's Fahrenheit 451*, with the screenplay written by Bradbury himself. Gibson will star as the book-burning fireman Guy Montag. Yeah, a movie version came out in 1966, but with any luck this one will be a lot better.

Contrary to what I said last issue, *Michael Keaton* won't be back in *Batman Forever* — try *Val Kilmer* (*Real Genius*, *Willow*, *The Doors*) instead, with *Nicole Kidman* (*Far and Away*) as his love interest. For a real change of pace in Hollywood, money wasn't the issue — Keaton became reluctant about the role when

CONTINUED ON NEXT PAGE

## JUNIOR OPENS NATIONWIDE ON WEDNESDAY, NOVEMBER 23

FROM IVAN REITMAN, THE DIRECTOR OF "GHOSTBUSTERS," "TWINS" AND "DAVE"

ARNOLD SCHWARZENEGGER      DANNY DEVITO      EMMA THOMPSON

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# JUNIOR

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**Tim Burton** backed out of the director's chair. He was also disappointed about Batman's lack of depth — his personal development has really taken a backseat to the villains. While most folks never believed he'd make a decent superhero, I'll certainly miss him in the role now (he was a great Bruce Wayne!).

Always fashion-conscious, Batman's new costume will sport a great new feature — he'll be able to turn his head! Robin will also get a sporty new costume (similar to the one worn by Robin II in recent Batman comics). The Riddler will sport his classic green-tights-covered-in-question-marks, along with a classy question-mark-covered suit. Not to be left out, both the Batcave and the Batmobile will be revamped, along with a brand new Batwing. Remember, kiddies: Image is everything, Substance is nothing.

**James Cameron** is contractually bound to make **Spiderman** his next film, but the sharks in human-skin suits may interfere, to wit: (read this without taking a breath) in 1989 Marvel Comics sold Spidey movie rights to 21st Century Pictures, who when broke, sold TV broadcast rights to Viacom and feature rights to Carolco and video rights to Columbia/TriStar, but now since it looks like the movie will fly, 21st Century is suing all of those people to get the rights back, and Menachem Golan, who used to be the head of 21st Century, is suing to have his name added as producer, and Carolco is suing Viacom to get the TV rights and is suing Columbia/TriStar to get the video rights, so Viacom is suing Carolco and 21st Century saying they had an even earlier agreement with 21st Century for the TV rights as well as the right of first refusal for a feature film, so, to make everything simple, MGM is suing Marvel saying they had first dibs. Both Carolco and and Cameron's Lightstorm Entertainment swear the lawsuits won't slow the movie.

If a movie is actually made, it seems Cameron is hoping to put **Arnold Schwarzenegger** in a Doctor Octopus suit.

Yes, you can expect a new **Doctor Who** movie from Spielberg's Amblin Entertainment, but no, contrary to rumors, **Harlan Ellison** won't be scripting it.

Your mission, should you choose to accept it, will be to watch the **Mission: Impossible** remake coming next summer from Paramount. Tom Cruise stars and produces, and Brian DePalma directs. It'll be written by David Koepp, who helped write *Jurassic Park* and *The Shadow*.

Remember the early 70's? Bell bottoms, Nixon, and the classic ABC show *The Immortal*? Well, two out of three ain't bad, and you'll get a chance to refresh your memory on the third when *Dr. James Gunn's*

1968 book **The Immortals** is made into a feature film. The story takes place in a future where antibiotics no longer work, and only the rich have antibodies that work — their blood is precious indeed, though probably not blue.

Attention gamers: many years of hope and rumor appear to be coming together — a **Dungeons & Dragons** film appears to be on the way. Reports list it as "a very high budget" production, with **Stan Winston** (*Terminator 2*, *Jurassic Park*) running the special effects. More next issue.

**Robin Williams** will star as a man who was trapped in a jungle board game as a child and is finally released 25 years later in **Jumanji** — hot on his tail are a passel of deadly creatures bent on the destruction of society. His love interest will be played by Bonnie Hunt (*Beethoven*).

True animation fans can rejoice — legendary **Chuck Jones** is writing and producing his first theatrical **Looney Tunes** cartoon in 25 years — it will probably be attached to a Warner Brothers film release this Christmas season. Who's starring, you ask? Those immortal violence masters *the Roadrunner* and *Wile E. Coyote*.

*The Lion King* will be released again this Christmas, which isn't a big deal, but it will be accompanied by a four-minute preview of next summer's **Pocahontas** — the *Lion King* preview before *The Three Musketeers* proves the system works. Of course, that preview held the best three minutes of the movie (the Circle of Life segment) — as the old adage goes, never judge a movie by its trailer.

Japanese animation fans are still spitting about Disney's insistence that *The Lion King* isn't based on Osamu Tezuka's *The Jungle Emperor*, which spawned the TV cartoon series **Kimba, the White Lion** which was shown in the United States in 1966. Some of the movie's scenes are virtually identical to the comics, but Disney says "no one associated with the film, no producer, animator or director, has ever heard of this" television series. How pathetic.

**Pinocchio** wanted to be a real boy, but maybe **Francis Ford Coppola's** upcoming animated version will make him feel a little better, where he'll be virtually real via intense computer animation.

**Carl Sagan** (who may be legally called a "butt-head astronomer" according to a recent lawsuit) will see his book **Contact** on the silver screen late next summer. **Jodie Foster** is set to star as the radio astronomer who receives and decodes the first extraterrestrial radio signals picked up on Earth. George Miller (the *Mad Max* trilogy, *Lorenzo's Oil*) will direct.

Sometimes budgets get a bit out of hand — last issue, I mentioned the **Kevin Costner**

feature **Waterworld** looked like it would have an incredible budget of \$60-\$100 million dollars. Now it looks like **Waterworld** may be drowning as Hollywood's most expensive film at more than \$135 million, a figure it's incredibly unlikely to make back. A tsunami alert at the beginning of October forced the evacuation of the set in Hawaii, which didn't help the budget at all.

This kind of budget is making studio executives wonder why movie tickets cost the same regardless of the film (or its cost). Plays and concerts have variable costs, depending upon the popularity of the performance and performers, so why not films? **Waterworld** is being shot entirely on sets that are floating in the water, which is so logistically difficult the movie was bound to cost more. This begs some consideration — would you pay more to see **Kevin Costner** in *Waterworld* than in his current flick *The War*? Of course, this wouldn't be great news for fans, since SF epics tend to cost much more than something you can shoot in your living room.

Director **Terry Gilliam** (*Time Bandits*, *The Fisher King*) will direct **Bruce Willis**, **Brad Pitt**, and **Madeline Stowe** in **12 Monkeys**, the story of a man who travels back in time to find the revolutionary who created a virus that drove the Earth's population underground.

Disney's got more animation on the way — 1995 should see **Pocahontas** and **The Hunchback of Notre Dame**, 1996 brings **The Legend of Fa Mulan**, **Hercules**, and **The Toy Story** (computer animated, with music by **Randy Newman**), with 1997 bringing **Fantasia** (or *Fantasia Revisited*, or *Fantasia Again*, or something). Somewhere in there will be the stop-motion **James and the Giant Peach**.

An eleven-year-old runaway boy is taken under the wing of Merlin, the mysterious owner of a magic store, in **The Sorcerer's Apprentice**. They team up to fight the evil Morgana, a government scientist attempting to steal Merlin's secrets.

The year 1986 saw a search for a new James Bond, and the perfect actor was found: **Pierce Brosnan**. Unfortunately, he was contractually tied-up with the dying **Remington Steele**, so we got Timothy Dalton instead. Then 1994 saw a similar search, and finally the 17th James Bond film will feature Brosnan as the new agent 007 in **Goldeneye**, set in today's Russia (with arms dealers and mafia galore). The film will have all the Bond fixtures: an evil megalomaniac (called Trevelyan), beautiful women, a license to kill, M, Q (with Desmond Llewellyn if he's still alive), Moneypenny and exotic locations worldwide. Expect it next summer from MGM/UA.

CONTINUED ON NEXT PAGE

# Staples & Ink



## Saturday Mornings Aren't Just For Kids Anymore!

Have you looked at Saturday morning television lately? It seems that the networks have discovered that kids aren't the only ones watching cartoons anymore. Check out the line up of comic book-based TV:

*The New Adventures of Batman and Robin* picks up where *Batman: The Animated Series* left off, same great style, all new stories, and the Boy Wonder! You can follow their exploits in the comic, *Batman Adventures*.

This is followed on **Fox** by *The Tick*. *The Tick* is based on a comic by **Ben Edlund** and is one of the funniest superhero take-offs I have ever read. The cartoon has some of the great bits from the comic, and a lot of new material by Ben Edlund. For those of us who have been waiting for new *Tick* comics, this is a pleasant substitute. If you haven't read *The Tick*, it is available in two collected volumes, and assorted other comics.

Next we come to the *X-Men*. Not being a big **Marvel** fan, I was pleasantly surprised by this series. Good stories and good character development combine to make this show appeal to *X-Men* fans of all ages. Besides the plethora of regular *X-Men* titles, there is one based on the TV show, called *X-Men Adventures*. This will be one of the few *X-Men* books unaffected by the changes coming up in the regular books.

Some of the more recent ventures into the realm of comic book related cartoons are *WildC.A.T. Adventures*, and the *Marvel Action Hour*. There are of course new comic versions of these shows, as well as

the comics the shows were based on. *Marvel Action Hour* showcases the *Fantastic Four*, and *Iron Man*. It seems like every ten to fifteen years we get a new *Fantastic Four* cartoon. Let's hope this one fares better than the one from the 70's. Remember that one?

Probably the best new animated series will be the upcoming *Spiderman* show. The same people who are working on *X-Men* are reported to be doing *Spiderman* as well. I hope that this one is written as well as the *X-Men* series has been. Keep an eye out for this one!

Although based on a game, not a comic, the new *BattleTech* animated show began this fall. I have not yet seen it, but those who have seem very impressed. I believe **Malibu** is going to be doing a comic adaptation of the show.

Finally, while it seems that comic books have invaded Saturday morning, let's not forget all the great summer movies that were based on comics. *The Mask* and *Timecop* both began as **Dark Horse** comics, *Flintstones* and *The Shadow* have both had long-running comic series, and the upcoming *Interview with the Vampire* and *Star Trek Generations* have both had comics based on them.

So, when's they last time you READ a good movie? Or Saturday morning cartoon? Check it out at your local comic shop, you might be surprised by how much great reading you find! ☺

---

*Jennifer Eckhardt-Schreiber works at All About Books and Comics, and can usually be found at their new Tempe location.*

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By  
**Jennifer  
Eckhardt-  
Schreiber**

## 24 Frames

CONTINUED FROM PREVIOUS PAGE

### Short Notes

**Book Roots:** Director **Paul Verhoeven** may be putting his *Robocop* team back together to create **Robert Heinlein's Starship Troopers** by next summer... **Steven Spielberg** will produce and possibly direct **Michael Crichton's** new spec script **Twister**, the story of some scientists trying to control tornadoes (the effects should be really cool)... Filming is underway on **Crichton's** smart monkey movie **Congo**...

**Animation:** More animation is on the way — a sequel to **All Dogs Go to Heaven** and a brand-new **Puff the Magic Dragon**...

**Comics:** Classics International's comic **Grimjack** will appear on the screen, produced by **Babylon 5's** Rattlesnake Productions... **Leonard Nimoy** says the "movie potential is strong," referring to his new comic book series for Tekno Comics, **Primortals**...

**Monsters:** A genetically-engineered monster escapes from a lab and disguises itself as a beautiful young woman (currently uncast) in MGM's **Species**, starring **Ben Kingsley** and **Forest Whitaker**, with creature creation by the fantastic **H.R. Giger**... Everyone's favorite **Gojira** (aka **Godzilla**) will be back with a budget of "whatever it takes," where our computer-generated buddy saves the Earth from an alien invasion under the direction of

**Speed's** Jon De Bont... As long as we're talking about big things that start with "G," try out **Gigantor**, from the 60's cartoon of a boy and his robot... **James Cameron** and FX-meister **Stan Winston** are talking about doing a really powerful werewolf movie, in a sort of remake/sequel, **An American Werewolf in Paris**... If you're into remakes, try out **John Carpenter's** remake of **Village of the Damned**, a tale of an alien invasion via children...

**And:** Apparently thinking the original just wasn't nutty enough, **Larry Gelbart** will write and produce a remake of **The Nutty Professor** starring **Eddie Murphy**... Probably the most successful piece of shareware to date is the PC-compatible game **Doom**, which will be coming to the big screen... ☺



## The Simple Shirt

# Costuming 101

By  
**Jeanne Hilary-Burroughs**

CONNOTATIONS HAS INCLUDED A COSTUMING column since its second issue; we've taken a fairly eclectic approach to subject matter, trying to include topics of interest to both novice and somewhat more experienced costumers. We've published articles on adapting modern patterns, identifying and using basic styles, making accessories and trimming, and having fun with hall costumes; however, the most positive feedback we've received has been for the beginning clothing patterns we've done: T-tunics, hosen, and cloaks. Well, we always try to give the customers (or at least the costumers) what they want, so in this issue we offer another pattern: A Simple Shirt/Chemise. This shirt/chemise pattern is both very easy and very versatile; it can be adapted for both men and women; it can be used (depending on fullness, neck and wrist finishing, and length) for period costumes from the 10th through the 18th century (and even later for peasant styles), and it makes a comfortable modern ladies' nightgown.

As always, begin with making decisions and taking measurements. Will your shirt be low or high necked; collared or banded; fancy or plain? These choices

must be made now. While this shirt is uncomplicated to make, once made, it is difficult to alter.

1) Measure from the nape of the neck to where the shirt/chemise will end, then add 2-3 inches for hem and seam allowances. Remember, until

the late 1800's men's shirts were usually

longer than they are now, often mid-thigh or even knee length.

2) Measure from the nape of the neck to the wrist, or wherever the sleeve will end, then add about 4 inches for fullness, hem and seam allowances.

3) Assemble your materials.

You'll need soft, lightweight fabric to equal two times Measurement 1 plus Measurement 2, a little bit (1/4 to 1/2 yard) more for bands, collars, facings, etc., thread to match, a tape measure, a ruler or straight-edge, chalk or other marker, and cutting tools. You may also need trimming, interfacing, and closures (buttons, hooks, etc.) depending on the style you've chosen.

This shirt usually looks best if made from the full width of your fabric for the front and back, and half the width of your fabric for each arm. For an average size person, 44"-45" fabric works well. If you are very large or very petite you may wish to use wider or narrower fabric.

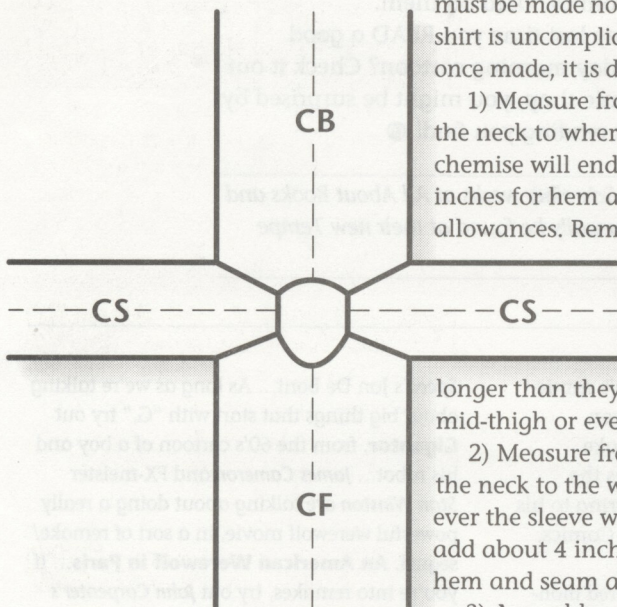
4) Cut two pieces the length of Measurement 1 by the full width of your fabric. Cut one piece the length of Measurement 2, and divide that piece evenly in half lengthwise.

5) Now for some pattern draping. This is an extremely easy technique the second or third time you use it; however, if you've never done this before we promise to be gentle and take you through it slowly, step by step.

Wear a loose, comfortable, preferably woven shirt with sleeves and a close-fitting neckline. Take a piece of ribbon and pin or tape it to the shoulder seam of your shirt as close as possible to your neck. Have it hang straight down towards the floor. Take your tape measure and measure from your under-arm seam straight across to your ribbon. (This is supposed to make a square corner.) Remember this measurement! It will hereafter be called point A. Take one of the rectangles cut to Measurement 1, fold it in half lengthwise, and mark the crease "center front." Transfer the measurement you just took to your rectangle by measuring in from the selvages toward your center front across the top.

6) Take the rectangle you just marked and pin it at that mark (point A) to the same place as you pinned your ribbon. Hold the top of the fabric (the part you just pinned to your shoulder seam), and align it parallel to the floor; align the crease with your center front (keep it square with the top of your fabric) and pin that too. Measure down the side of your fabric to where the bottom of the arm-hole will be (a little below the armhole seam on your shirt) and mark that point. Pin at this mark to the side seam of your shirt. Now check it; make sure you keep the shoulder seam in place and raise your arm above your head. If your mark has ridden up into the middle of your armpit your armhole is too shallow and will be uncomfortable; move it down an inch or so. This mark will hereafter be called point B. Fold your fabric down at a diagonal from point A to point B and pin it securely. This is the most important measurement that you will take.

7) The measurements given so far allow you to gather your shirt onto a band or collar that fits closely to your neck. If this isn't the finished look



you want, then it's time to start adapting. Decide how low you want the neckline to be in front. Mark that point NF (neck front) on the center front crease and pin it in place. How low do you want the neckline to be in back? Mark that point (NB for neck back) too. (You'll be transferring measurements to your other rectangles anyway.)

8) How wide do you want the neckline to be? This is a little trickier. Go back to the diagonal fold between point A and point B. Measure out across your shoulder from point A to the desired width, then draw a line straight down to bisect the diagonal line between point A and point B. This point of intersection is point C. IMPORTANT! Do not refold the existing diagonal! If point C is lower than point NF then you must adjust point C so that it is no lower than point NF. Do the same thing for NB.

There, you're all finished taking measurements; unpin your fabric from your shirt, being careful not to disturb your diagonal or any of the marks you've made. Now, on to the cutting.

9) Lay out the folded center front panel on which you marked all your measurements. Make sure it is smooth and flat and that the selvages are even. Use your straight-edge to draw a line from point B to point C (or point A if you have no point C). Draw another line from NF to point C or A, whichever you are using. If you want a square neckline, draw a straight line; if you want a rounded neckline, or plan on attaching a collar, draw a gently curved line. These are your cutting lines, but don't pick up your scissors yet. First, fold your back panel lengthwise, just as you did your front panel, transfer the measurements you took (points B, A or C, and NB) and draw lines as on the front.

10) Next mark your sleeves. Take the two rectangles and lay them out, right sides together. Line up the top of the sleeves with the top of the front panel and mark point B on one side of the sleeves. Now turn the sleeves perpendicular to the front panel (so that the edge of the sleeves and the selvages of the front form a right angle) and match up point B on the front and on the sleeves. Cut through all four layers of fabric on the diagonal line you drew; cut the front neckline at


this time also. Follow the same procedure with the other side of the sleeves and the back panel. If you chose a wider neckline style (point C) there may be extra fabric at the top of your sleeves; use a straight-edge to connect point C front with point C back and cut away the extra fabric. Do not curve this line; your sleeves won't lie and fit as well if you do.

11) Although there are several methods of finishing the neckline, due to space limitations I'll only be able to give one, for a drawstring casing. However, directions for how to make and apply a collar were given in the article on cloaks, and very detailed information on facings was provided in the article on T-tunics. Some instruction for making a banded neckline for a similar shirt (early 16th century) is offered in *Patterns for Theatrical Costumes* by Katherine Strand Holkeboer, and, if all else fails, call a costumer! (SW Costumers' Guild, 938-9319) OK, back to work! First, measure down 1" on the center front crease; on either side of this point, and about 3/4" to 1" apart, make two small openings: eyelets, metal or worked; buttonholes; faced slots; etc. (It's a good idea to reinforce these openings with a small piece of interfacing or extra fabric.)

12) Take each of the four shirt pieces and cut a facing the exact shape of the top and sides of the pieces and about 2" wide. Sew the four diagonal seams on both the shirt and the facing. Make sure your seam allowances are all the same width. Take the facing and fold up 1/2" along the bottom (wrong sides together); press. Sew the facing to the shirt, right sides together, matching seams. Press, then turn the facing to the inside of the shirt. Sew along the bottom edge of the facing to form a casing.

13) Sew the shirt together, from wrist to hem, matching the diagonal seams. It's a good idea to double sew the underarm area.

14) The sleeves can be finished in the same way as the neckline; cuffed or banded; or hemmed, with or without inserting a drawstring.

15) Hem the bottom; press, and enjoy your shirt. 

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# Magic The Gathering: Threat or Menace? The Game's Afoot

By Bill Scott  
and Don  
Harrington

CARD GAMES HAVE A LONG HISTORY IN FANTASY and war gaming. The old **Battleline** games *Armor Supremacy* and *Naval Supremacy* (since reprinted by **Avalon Hill**) spring to mind. *Up Front*, also by

Avalon Hill is a card game adaptation of the popular *Squad Leader* game, and a darn scary concept that is, too. In science fiction, **TimJim** games has brought out several card games, including a personal favorite, *Outpost*. However, one need only mention one name to prove the point: *Nuclear War* (from **Flying Buffalo**). If you haven't heard of it, stop reading now, you're in the wrong column.

Of course cards have a long history as collectors' items too. From Baseball stars to Mass Murderers, and from Wolverine to George Bush, one would be hard-pressed to find a subject that hasn't been put on collector's cards. In the last few years TSR's collector cards have been extremely popular, showing that gaming subjects could sell well as collectables. I will gladly admit I gave up on collecting cards when they stopped including bubble gum, but who's to say my taste is perfect?

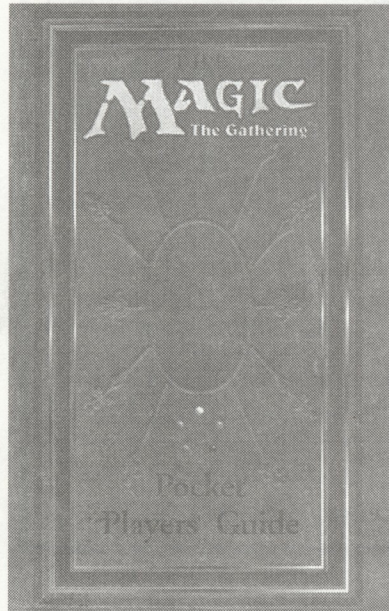
*Magic: the Gathering*, by **Wizard's of the Coast**, brought collecting and playing cards together; it has since become the biggest gaming phenomena

since **FASA's BattleTech** and has become a collector's hobby in its own right. For the benefit of those who have lived in isolation tanks for the past two years, let me explain. The game itself is simple, players use cards to "inflict damage" on their opponent. Cards can be used as power sources, defenses, special attacks and so on. First one to do twenty points damage to his opponent wins. A simple, fast, fun game takes about twenty minutes.

All in all it would normally hold your interest for about an hour then go in the drawer with the Hearts and Crazy Eights packs, never to be seen again. So why is this game so popular? Why can't one enter a game room without seeing it played? Why can't one swing a dead cat (assuming you would wish to) without hitting a *Magic* player?

This is where the collecting part comes in. You see, although a deck may have only 80 cards, there are actually hundreds of them being released. All have differing powers. All have different, high quality art. And all are randomly distributed through decks and small "booster packs." Cards also vary in the number printed making some very common, others extremely rare. Some people can't live without knowing they own every card. Others like to "power game," building up a specially tailored deck. For my part, I just like the idea that a deck I buy will be unique. It's impossible to memorize all the cards, and also impossible to know what your opposition may have in his deck. This adds a variety to the game that standard card games can't match.

Now, you may think that a card game wouldn't have the same scope for useless accessories that, say, your average role-playing game has. You would, of course, be wrong. Already I have seen *Magic: the Gathering* miniatures (very nice ones too, by **Heart-breaker**). There are also vinyl "battlemats," decorative card boxes, an accessory that is



just a list of themed cards, and (I'm not making this up) a magazine that features dramatic retelling of card games. Judging from the amount of useless paraphernalia, *Magic* is here to stay. If I knew who manufactures these accessories and stuff I'd be really worried, so go ask your game dealer.



Of course such amazing success breeds imitation...  
**TSR** has brought out its own collector card game called *Spellfire*. The game itself is slightly more complex

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than the *Magic* system. The object is to build territories while keeping your opposition from building theirs. First person with six territories wins. Cards represent magic items, artifacts, wizards, clerics, spells, holdings, etc. and interact in various ways. For example only wizards can cast wizard spells, only holdings (magic areas) from the same TSR game world can be combined. Overall a fun game but it falls down in several places.

First, the art is not original but cropped from other TSR game art and game accessories. It would have been nice to see some new stuff — even the cover art is recycled. Second, the rules are not clearly written. You'll need to go through them a couple of times and highlight the important stuff... heaven knows the authors didn't. Third, and most important, the interaction of various cards in a deck and the fact that the decks are truly random results in many cards in a new deck being unplayable. The game comes in two deck pack "ready for play" in theory, but the first pack I bought had over thirty unplayable cards. The random selection had given me buckets of spells but no spell casters. In short, be prepared to buy booster packs if you want to be sure of having playable decks and sort the cards into playable



decks before using them or you may very well be disappointed.

Finally in the JUST PLAIN WEIRD category comes the "scratch and slay" card system from **Steve Jackson**

**BattleCards.** Each card comes with some very nice art, game instructions on the back, and a variety of scratch-off dots (like instant lottery spots). Each player takes turns scratching spots off his opponents card until one wins. It takes about five minutes and renders both cards useless for future games. The hook here is that each card has certain treasure value. Send your used cards into the company and they send back a "treasure." What is the treasure? You guessed it — special limited edition cards. I spent money on this. Guess it could be worse, the next concept may be Scratch 'n Sniff combat...

Now that's off my chest Don & I can go back to describing REAL games, like *Pizza Wars* or talking about the next major *AD&D* accessory, which seems to be character class specific power tool cases or maybe reviewing the next ten-thousand-counter fifty-page *Advance Squad Leader* module (only \$700.00, cheap).

But first one quick *Magic* game, I know I'll win this time. If only I had that very rare card I saw.... ☺

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**January 13-15, 1995** • Gaming con at Old Town Ramada, San Diego, CA. See the Convention Calendar.

## Games University

**January 13-16, 1995** • Demonstration-oriented gaming con at the Red Lion Hotel, Ontario, CA. See the Convention Calendar.

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# Arizona Area Fan Facts

By Jeanne Hilary-Burroughs



MOST OF THIS NEWS IS SAD, BUT WE'LL start with a couple of happy items:

**Randy Morris (Doug Cospers' other kid)** is now married, living in California, and the couple are expecting a baby.

Co-Chairs of LepreCon 21, **Kim & David Hiatt**, have recently celebrated their 10-year wedding anniversary. Congratulations!

**Dan Smith**, long-time Phoenix fan, has finished his studies at Oak Ridge. Unfortunately, he and **CinderCat** will not be returning to Phoenix; they have moved to Washington where he has accepted a position with WPPSS (pronounced "whoops"). Not the best name for a system of nuclear power plants, perhaps, but certainly an amusing post for the Danimal.

August 18, 1994, was a grim day for Arizona's science fiction community; we lost two of our own. Early that morning **Kon Byron Hawk**, one of our active young fans, was brutally murdered; that evening **Clifton Baird**, part of Phoenix's early fannish history, died of heart failure.

Kon was born on June 6, 1969, in Goshen, New York. He was active in conventions, the SCA, and the pagan community. I can't write this column as an objective biography; vignettes of memory keep intruding: a laughing face framed by flying, sun drenched hair; a campfire and a mellow voice singing Irish songs; Art Show, providing that extra pair of hands just when they were most needed; Art Show again, caught by a particularly fine painting, responding to beauty with such enthusiasm and joy; PhringeCon, more laughter, trying so hard to be in two places at once (and almost managing it!); Mercury's child, impulsive, intense; *carpe diem*, words he lived by, reaching for life, for each moment, with eagerness and gladness; and lastly, an unwilling, disbelieving good-bye to one of the most vibrantly alive people I've ever known.

The following poem was written for Kon; it was read at his memorial services and expresses, better than any words of mine, the loss, grief, and outrage that we who loved him feel.

For Kon —

*Oh say, fellow pilgrims,  
have you heard the sad story?  
Kon Hawk, he is dead  
in his twenty-fifth year.*

*A knife in the night  
pinched off promise most rosy;  
Cut down in his prime  
for a twelve-pack of beer.*

*There's ladies lined weeping,  
men angry and silent,  
While recall and memories  
still smile through the tears.  
We met you and knew you  
and now we have lost you;  
A sad, bitter sundering  
from one we held dear.*

*We're weary of street war  
and tired of the slaughter  
And sick unto death  
as the carnage mounts high.  
It was mad drunken meanness  
and violence that took you,  
Random as lightning  
in that storm-riven sky.*

*You were a strong friend,  
and a kind, gentle lover,  
And a fine boon companion  
in good times gone by,  
Strong shoulder to lean on  
at height of the hard times,  
A hand turned to helping  
when tough tasks were nigh.*

*So we'll wake you, and miss you,  
and bid you fair journey,  
And perhaps someday somewhere  
we'll all meet again.*

*Here's a dram to the honor  
of a soul bright as silver!  
Here's a health to your memory  
and to Hell with your killers!*

*Here's a thanks for the good times  
that won't come again.*

— Rick Cook

Clif was born on April 15, 1947. He graduated from ASU with degrees in Mathematics, English, and History, and did post-graduate work there in Mathematics and Computer Science. He was a man of many varied interests and talents: mathematical theorist; member of SFWA; collector of knives and books; computer and "gizmo" junkie, who equipped his Commodore with a hard drive; cat and Samoyed devotee; Republican precinct committeeman deeply involved in local politics; and, of course, science fiction fan. Clif had been a part of Arizona fandom almost since its beginnings; he was one of the founders of RAW Games, Inc. and was the person who was most instrumental in bringing gaming into Phoenix conventions. He was one of the CASFS "originals," and among the first to strongly encourage the computerization of CASFS and convention records.

LepreCon 11 was the first local convention to employ computerized registration; Clif developed the programs that were used. He worked on local conventions, large and small, for many years, as conchair, registration, security, ops, gaming, and more. In recent years Clif wasn't involved in Fandom; he had turned most of his attention to another of his particular interests: the Special Olympics. He worked as their communications specialist, handling the electronics (cellular phones, radios, etc.), or doing whatever was needed. They held their Fall Classic the weekend of October 14-16; they dedicated these games to Clif to honor his contributions.

Clif loved playing games: crosswords, logic puzzles, and especially mind games; this manipulative streak led to some legendary feuds. Many people weren't aware that he chose his "opponents" carefully from those he expected to give as good as they got, or of his many acts of kindness. There are dozens of "Clif stories": some are private; some

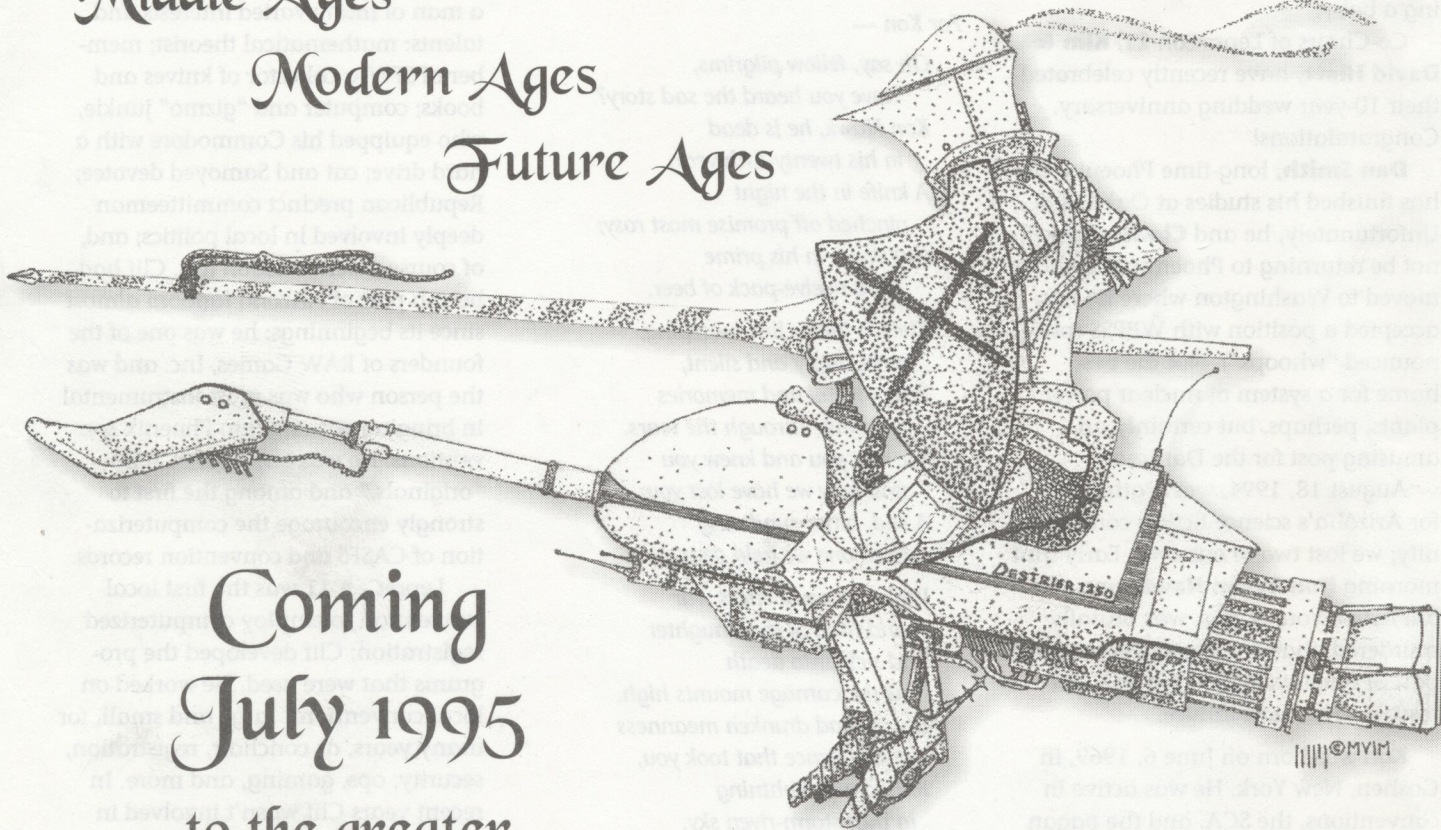
CONTINUED ON PAGE 35

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# Southwest Regional Pro News



## GREETINGS DENIZENS OF SOL3 AND FEN!

I tried to rev up the time clock this morning and discovered the battery had died, the alternator needs replacing, the transmission sounds like a box of rocks and, it appears, someone borrowed the engine. Following the age-old Niswander tradition of being fast on our feet and quick thinking, I turned to Plan B.

Using the phone saves fuel anyway.

**Elizabeth Danforth** reports she just finished illustrating a TSR module called *Marco Volo*, and is working on two more projects (editing) for them as well. Some of her art will be in FASA's *Parlainth Adventures* for Earthdawn. She is currently in progress on 12 full-page illustrations for a Wizards of the Coast project called *Ars Magica*. She will have three cards in the November release of the Wizards Of The Coast Magic expansion set called *Fallen Empires*. In addition, she is deeply involved in the newly reorganized Academy of Adventure Gaming Arts and Design, best known for the annual awards given at Origins, including the Hall of Fame Award. The reorganization is designed to open lines of communication for Pros, intermediates and non-pros interested in the game designing industry. She tells me she is currently collecting addresses from those interested who consider themselves eligible (this means anyone working in or desiring to work in the industry). For those of you who want to know more, her e-mail address on GENIE is E.Danforth@GENIE.GEIS.COM or she can be reached at P.O. Box 64082, Phoenix 85082.

**G. Harry Stine** has completed and sent to John Wiley & Sons a 93,000-word non-fiction book titled *Halfway To Anywhere* (from the Heinlein quote about attaining low earth orbit). The book deals with the present condition of and future plans for REAL spaceships and he tells me it will also be an exposé of some of the chicanery coming out of Washington DC. G. Harry has also completed the third book in the *StarSea Invaders* trilogy, titled *Third Encounter* — which is scheduled by ROC for release in May (he says it'll be out in April). His convention plans include Space Occasion in Dallas at the end of October and TusCon in November.

**Jennifer Roberson** has finished and turned *Glen of Sorrows* in to Bantam and is currently working on a collaboration with **Melanie Rawn** and **Kate Elliott** called *Golden Key*, a fantasy novel, which will be published by DAW in the U.S. and Goldmann in Germany. She says there has been a frenzy of activity in the foreign rights market, including sale of the *Chey-*

*suli* series to France (Presses Pocket), and publication of the Japanese edition of *Lady of the Forest* (Hiyakawa). She will have short stories in *Sword & Sorceress 12* and a new *Star Wars* anthology titled *Tales From Jabba's Palace*.

**Peter L. Manly's** new telescope book (Schmidt-Casgrain) is out from Cambridge. Riding on the success of his collaboration with **Rick Cook** on the novella, *Symphony For Skyfall* (*Analog*), they have agreed to do a sequel. Pete says the good news is *Analog* asked for the sequel, the bad news is that they have to find a way to top hitting Jupiter with 21 comets. By the way, *Symphony For Skyfall* has been nominated for a Nebula Award. Currently, he is working on a hard SF collaboration with **Joe Lazarro**.

**Diana Gabaldon** is about to leave on a 12-city, 6-week book tour to promote the paperback release of *Voyager* (October) and tells me there has been a one-half million print run. She is working on the 4th Jamie and Claire novel to be called *Drums of Autumn*, and also on a mystery. The audio tape of *Outlander* premiered in October as well, read by Geraldine James. Diana reports the Russian rights for *Outlander*, *Dragonfly In Amber* and *Voyager* have been sold, and that she sold a short story titled "Surgeon's Steel" to **Martin Greenberg's** anthology titled *Excalibur*.

**Chelsea Quinn Yarbro** has finished the first of four collaborations with **Bill Fawcett** — they are writing as Quinn Fawcett — to be titled *The Adventures of Mycroft Holmes*. The second book has been turned in as well. The working title is *Embassy Row*. Transylvania Press (BC) is issuing a 500 copy limited edition of her *Saint Germaine* stories, to be titled *The Vampire Stories of Chelsea Quinn Yarbro*. Quinn is currently finishing up the 9th *Count* novel, to be called *Mansions of Darkness*, set in Latin America in the 1600's.

**Larry Niven** celebrated his 25th wedding anniversary on the 7th of October and then went in for knee surgery. Along with collaborators **Jerry Pournelle** and **Stephen Barnes**, he turned in *Beowulf's Children*, the sequel to *Legacy of Heorot*. Del Rey will publish a collection of his 5 *Gil Hamilton* stories — no date yet, but it is turned in, and Larry is currently outlining a

By Adam  
Niswander

**B.D. Arthurs**  
**Edward Bryant**  
**Elizabeth Danforth**  
**Diana Gabaldon**  
**G. Harry Stine**  
**Simon Hawke**  
**Peter L. Manly**  
**Don Markstein**  
**Adam Niswander**  
**Larry Niven**  
**Jennifer Roberson**  
**Fred Saberhagen**  
**S.P. Somtow**  
**Michael A. Stackpole**  
**Walter Jon Williams**  
**Chelsea Quinn Yarbro**

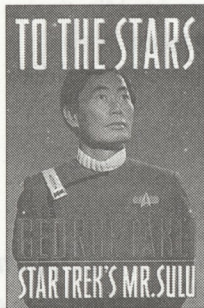
CONTINUED ON PAGE 35



## Book Reviews

# In Our Book...

Edited by  
M.R.  
Hildebrand



### To The Stars: The Autobiography of George Takei, Star Trek's Mr. Sulu

By George Takei, Pocket Books  
hc: 1994, 406 pp., \$22.00

The first thing you might ask about *To the Stars* is do we need another book on the making of *Star Trek*? The answer might be

no, since there have been several books published already and more forthcoming. The real question is do we really need to know about one of the secondary *Star Trek* stars and how *Star Trek* fits into his entire life? The answer to that question is a Yes.

Unlike William Shatner's *Star Trek Memories*, which gives little info about Shatner as a person or actor, Takei's *To the Stars* takes you through his entire life and career with *Star Trek* being only one of the many subjects covered in this book.

Takei starts out detailing his childhood experiences living in the Japanese internment camps during World War II. He provides many anecdotes of his memories from a child's point of view as well as the effects it had on his parents and other families forced to give up their lives because of their ancestry. He details the trials of his father re-establishing himself after the war and some of the sacrifices he made for his children.

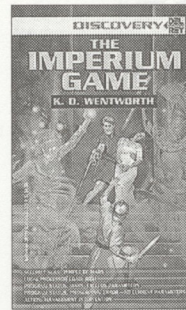
Takei follows his progress through school, getting involved in school politics and drama and his decision to forsake an architecture degree for one in drama at UCLA. He had many successes during his early career in movies, TV and the theatre which all led up to his most well-known role as Sulu in *Star Trek*.

Of the *Star Trek* years, Takei relates many personal experiences of working with his fellow actors on the TV show and the movies. He also discusses the *Star Trek* phenomenon as well, although probably not in as much detail as some fans would like. He talks about some of his problems with William Shatner and negotiations with Paramount to get a decent salary for the movies.

He also details his involvement in politics, from being a volunteer in Presidential campaigns to a candidate for the Los Angeles City Council to being on the Board of Directors for the Southern California Rapid Transit District.

Overall, this well-written book gives the reader a good insight into George Takei's life and how he overcame the odds to be a successful actor and community leader for Japanese-Americans in Los Angeles.

— Lee Whiteside



### The Imperium Game

By K.D. Wentworth, Del Rey  
Discovery pb, 242 pp.  
(+10 pp. of another novel), \$4.50

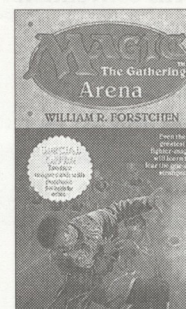
Del Rey has started a line of books from new authors and if they are all of this quality, it will be a great service to the SF field. So many publishers are unwilling to take a chance on new

writers that it often takes even a very good new writer a long time to get published.

*The Imperium Game* is not a new premise; in a future time those who wish to play at living in ancient Rome have established an underground replica, and with computer supervision and computer-supplied 'gods and goddesses' live lives much as the originals did. For those with little money, roles as thieves, slaves, etc. are cheap or they can become merchants or artisans and actually make a small amount of profit.

What makes the book different is the murder mystery and the excellent characterization. Problems start when the program for Minerva, who the programmers have made protectress of the city, fails. Trying to cope with a major bug in the program while ordering the supplies for the upcoming Saturnalia seems like problem enough to Kerickson. But when Rome's Emperor is found dead in the baths — not 'killed' in game terms but really dead, and Kerickson's fellow programmer is found dead, stabbed with Kerickson's knife, the game takes on an entirely new aspect. And when the computer-generated deities not only make appearances but demand live sacrifices as well as attempting to kill Kerickson, the author uses this not only to show how badly the programming has gone awry but how obsessive some of the players are. The well-handled and believable plot added to some solid research makes an exciting, fun novel. I recommend it highly to those who've read Roman mythology or history and SCA members.

— M.R. Hildebrand

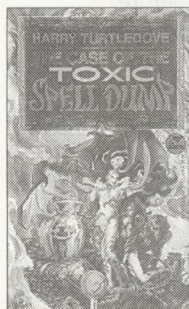


### Magic: The Gathering • Arena

By William R. Forstchen, Harper-Prism pb: 1994, 297 pp., \$4.99

*Magic: The Gathering* is the biggest thing to hit the gaming industry in many years, and *Arena* is the first book based on its mythos. In the game, players are dueling wizards with a variety of spells and

mana (power sources) to draw on. Forstchen does a pretty good job of translating it to a novel, which follows the adventures of Garth One-eye, a mysterious wizard, as he reaches for the ultimate goal of walking between the planes. The story is well told, with some interesting characters, but doesn't quite have enough material to support 300 pages — 50 pages could have been easily cut and the story would have been just as strong. **Special note for gamers:** the last page of the book has a coupon which, when accompanied by your register receipt, can be sent in for two free exclusive *Magic* cards. — Matthew Frederick

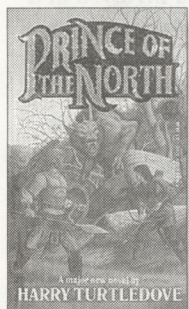


### The Case of the Toxic Spell Dump

By Harry Turtledove,  
Baen pb: 1993,  
367 pp., \$5.99

### Prince of the North

By Harry Turtledove,  
Baen pb: 1994,  
457 pp., \$5.99



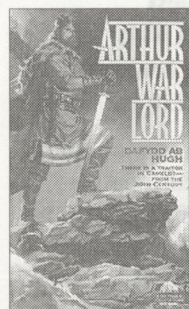
These two fantasies show two entirely different aspects of Turtledove as a writer. *The Case of the Toxic Spell Dump* is a fun take-off on today's environmental problems using a matter-of-fact style leavened with puns and one-liners. As David Fisher, Environmental Perfection Agency, attempts to check on a tip from the District of St. Columbia (D.St.C.) he finds that his investigation stirs up arson, murder, an attempt to kill him, and the kidnapping of his girlfriend. But worse than all of this is what is brewing in St. Ferdinand's Valley — it may take Angel's City off the map.

This is the first humorous fantasy Turtledove has written, but I sincerely hope it will not be the last. If you like Aspirin, you will like this one.

*Prince of the North* is in an entirely different style. Like his *Videssos* novels, it is an extremely good adventure story with excellent characterization, using a thorough knowledge of history to give a very believable background.

Gerin the Fox is ruler over a large portion of the Northlands, which were formerly part of the Elabon Empire, which has now abandoned them. When Garin's son disappears from his stronghold, kidnapped by one of three men, Garin must go to the oracle to ask for help to find the boy. While the Fox is there an earthquake destroys the temple, releasing a large number of monsters who have been imprisoned in the caverns below. The rapid spread of the monsters hurls Garin into a struggle to preserve and protect what people and lands he can. The outcome of the struggle and the resolution of several personal matters for Garin make an interesting book with a lot of action as well as some thought-provoking moments.

Despite the fact that this is the second novel written about these characters (something I wasn't sure about until after I had read the book and rechecked the list of books in the front) this volume is complete in itself. If you like well-written and thoughtful adventure fantasy, this and many more of Turtledove's books will please you. — M.R. Hildebrand

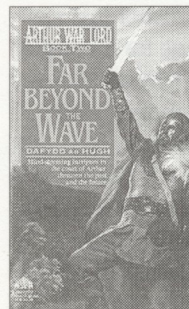


### Arthur War Lord

By Dafydd ab Hugh,  
AvoNova pb: 1994,  
300 pp., \$4.99

### Far Beyond the Wave

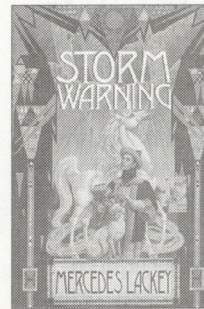
By Dafydd ab Hugh,  
AvoNova pb: 1994,  
345 pp., \$4.99



This two-part story follows English SAS officer Peter Smythe as he travels back in time to stop IRA terrorist Selly Corwin from changing England's history and eliminating the Crown. It's a bit tricky, though, because only their consciousnesses actually travel back, co-habiting in the minds of persons living at the time. Selly has gone back to the days of King Arthur, and when Peter follows, he ends up in the mind of Prince Lancelot of the Languedoc. But in whose mind is Selly?

Mystery and intrigue abound as we encounter the bard Cors Cant, the seamstress-cum-Mason Anlawdd, the wily Queen Gwynhwfyr, plotting King Artus (in the Roman tradition), mysterious King Merovee, and more.

ab Hugh does a fantastic job with these characters, as magic and the modern world meet — many of the Arthurian characters fit into Malory's version, and others are cleverly twisted. If you enjoy fantasy, intrigue, or Knights of the Round Table, buy them both at the same time, 'cause you won't want to wait even a second between the two. — Matthew Frederick



### Storm Warning

By Mercedes Lackey, DAW hc:  
1994, 403 pp.,  
\$21.95

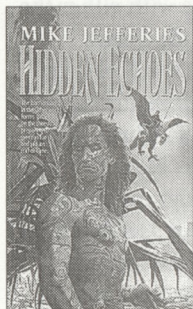
Mercedes Lackey has written what are basically four trilogies and has started two more trilogies set in the universe of Valdimar. If you haven't read any of them I usually recommend starting with either the *Arrows* trilogy: *Arrows of the Queen*, *Arrow's Flight*, and *Arrow's Fall*, or with *Oathbound* and *Oathbreakers* and then reading the *Arrows* trilogy. Chronologically the *Mage Wars* book *Black Gryphon* (first of a promised trilogy) comes first and then the *Magic* trilogy (set five hundred years before the *Arrows* trilogy): *Magic's Pawn*, *Magic's Promise*, and *Magic's Price*, but the *Mage Wars* trilogy isn't complete and the *Magic* trilogy is uncharacteristically tragic. *Oathbound* and *Oathbreakers* have only a brief connection to Valdimar itself, but *By the Sword* which follows them joins the characters from the *Arrows* trilogy and continues the story of Valdimar from there. *Winds of Fate*, *Winds of Change*, and *Winds of Fury* continue where *By the Sword* leaves off and *Storm Warning* (also the first of a promised trilogy) follows directly after *Winds of Fury*. Don't be intimidated by the number of books already written... these novels are easily read and contain characters you will enjoy meeting. I would however recommend reading the previous books

before picking up the latest.

In *Storm Warning* we are told more about the Empire to the East and introduced to a new character, Karal, a novice of Karse's Sun Lord priesthood. We also follow An'desha as he attempts to adapt once more to controlling his own body and, at the same time, learns to live in a new culture and his first serious relationship.

When shockwaves of magic hit the Empire and Valdimar and its allies, they destroy battle magics and the magics which ease everyday life. Soon it is apparent that they also cause changes in plant and animal life much like the strange things which still exist in the Pelagir Hills; if Valdimar and its neighbors can't protect themselves they will once again return to conditions as they were just after the Mage Wars.

As usual with Misty's writing, the characterization is excellent and the plot moves smoothly. She tells us much more about companions and introduces us to their Karse equivalents, fire cats. All in all, a very satisfactory and enjoyable new book in the *Valdimar Chronicles*. — M.R. Hildebrand



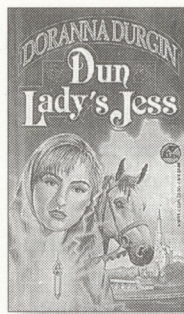
### Hidden Echoes

By Mike Jeffries,  
HarperPaperbacks  
pb: 1993, 326 pp.,  
\$4.99

Denso Alburton is a fantasy author who gleans many of his ideas from dreams — dreams

which are actually visions of another world. His agent, Harry Murmers, is contacted by a man completely covered with writhing tattoos, who refers to himself as a Waymaster, promising them piles of gold in trade for their help. Along with environmentalist Mya Capthorne, they travel to an incredible world full of bizarre and grotesque creatures poised to invade our reality. Only an incredibly unpleasant and treacherous journey can save the day.

I'm almost ashamed to admit this is the first book I've read by Mike Jeffries — it's so good, the rest have got to be great. — Matthew Frederick



### Dun Lady's Jess

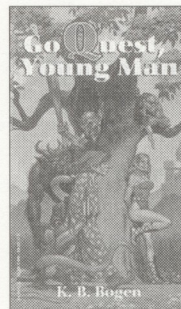
By Doranna Durgan,  
Baen pb: 1994,  
343 pp., \$4.99

Another first novel, *Dun Lady's Jess* has a very unusual twist: the major female protagonist is a mare who has

been transformed into a human. The basic plot is not that unusual — a villain is attempting to obtain secret information, and the hero comes into our world pulling the villain through as well. Allies must be found by both sides and the evil must be defeated in both worlds. What makes this book so delightfully unusual is Jess's struggle to adapt to being human, her rider's struggle to adapt to Jess's transformation, and the choices Jess must make.

Ms. Durgan has used her experience with and knowledge of horses, and some good writing to an interesting and enjoyable novel. I hope she continues to write this well.

— M.R. Hildebrand



### Go Quest Young Man

By K.B. Bogen, TSR pb:  
1994, 250 pp., \$4.95

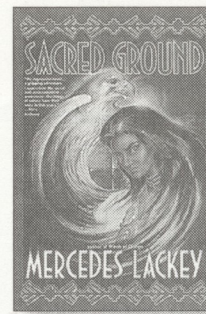
Erwyn is a journeyman sorcerer who's off to find adventure and learn more about the world and the ways of magic —

at least that's what he's supposed to be doing. He'd actually rather just settle down in a quiet village for a couple of years, but the laws of physics dictate that magic attracts magic, and adventure (trouble) finds him.

His only real talent is the ability to create sand castles of just about any size or shape: he gets many quick lessons on how to use this talent to save his life.

An enjoyable, light-hearted, quick read: recommended.

— Matthew Frederick



### Sacred Ground

By Mercedes Lackey,  
Tor hc: 1994,  
381 pp., \$22.95

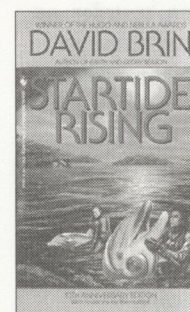
This is Mercedes' best book to date, which is saying a lot since all of her solo books and most of her collab-

orations have been at least very readable. But this book contains not only the excellent characterization and interesting plotting which I have learned to take for granted, but also a smoothness of pacing which is better than any she has done before.

The story is about a young woman, Jennifer Taldeer, who is a private investigator and an Osage and Cherokee shaman. Her grandfather goes against tradition to teach her the medicine secrets from many tribes, the forbidden "warrior's magic."

When Jennifer is asked by an insurance company to determine whether an explosion is a conspiracy or an isolated incident, she finds herself involved in a tangled web of man-made and supernatural troubles. To solve the problems which Jennifer finds she must take on both a former lover and an enemy of her own ancient ancestor.

*Sacred Ground* is not, on the surface, placed in any of Mercedes Lackey's previous universes, but I can't help wondering if perhaps Jennifer may find herself assisting Diana Tregarde in a sequel to *Jinx High*. At any rate get this one as soon as possible, it's excellent. — M.R. Hildebrand



### Startide Rising

By David Brin,  
Bantam Spectra pb:  
1993, 460 pp., \$5.99

David Brin won both the Hugo and Nebula awards for best novel ten years ago for *Startide Rising*. This anniversary

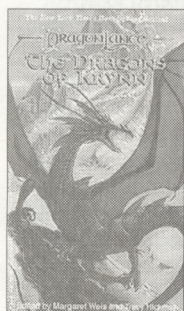
edition contains all new material, along with several corrections.

Epic in proportion, this book chronicles a starship "manned" by humans and neo-dolphins which has crash-

landed on a world nearly covered in water. The ship holds the answer to the mystery of the ages, the fate of the race that created every other sentient race in the galaxy.

Brin has created a fantastic dolphin psychology, an incredible galaxy of truly alien aliens, and a great tale of intrigue and betrayal. Great stuff — if you missed it ten years ago, or even if you didn't, read it now.

— Matthew Frederick



### The Dragons of Krynn

Edited by Margaret Weis and Tracy Hickman, TSR pb: 1994, 390 pp., \$4.95

An excellent anthology of 16 short stories, all revolving around dragons and

all taking place in TSR's *DragonLance* world. I know nothing about that world, and enjoyed the stories just the same. Particular standouts include Roger Moore's tale of a gnomish invention in "A Dragon to the Core," Nick O'Donohoe's story of how easily lies can come back to haunt you in "Dragon Breath," and Don Perrin's "The First Dragonarmy Bridging Company," which relates a tale of life among the troops from an evil Draconian's point of view. — Matthew Frederick

### The King's Buccaneer

By Raymond E. Feist, Bantam Spectra pb: 1994, 523 pp., \$5.99

This excellently written fantasy novel is about the younger brother of Borric and Erland (whose story is told in *Prince of the Blood*.) It is about Nicholas, Prince Arutha's youngest son as he grows up and finds his place in the world.

It is the fifth book in the world of *The Riftwar Saga*, but even if you haven't read any of Feist's earlier novels it's a very enjoyable book. (Although I do recommend the series highly to anyone who hasn't tried them.) — M.R. Hildebrand

### Nightmare Matinee

By G.G. Garth, Bantam pb, 134 pp., \$3.50

The book starts quickly and reads easily. The plot is well-paced, and doesn't drag. You never know what will happen next as Aaron and his friends find themselves changing into their favorite characters from the latest

horror movie. Aaron and Katrina struggle against these changes, looking for the cause.

The characters are believable and, most difficult to achieve, they act within their age group. It seems aimed primarily at ages 10–14, but I think could be enjoyed by older teens and adults as well; I did. It is well done.

— Penny Ames

### Outworld Cats

By Jack Lovejoy, Daw pb: 1994, 348 pp., \$4.99

I was totally unimpressed. The writing isn't bad but the plotline was very similar to Disney's film *The Cat from Outer Space*, and the characterization was routine (and not particularly feline.) — M.R. Hildebrand

### Prince of Sparta

By Jerry Pournelle and S.M. Stirling, Baen Books pb: 1993, 383 pp., \$4.99

"Never get involved in a land war in Asia." — Vizzini the Sicilian, *The Princess Bride*.

Well, the planet Sparta isn't quite Asia. How about, "Never get involved in a land war on Sparta." In *POS*, the Royal Spartan Army and the 5th Battalion of Falkenberg's Mercenary Legion are in a sort of land war with the terrorist army of Grand Senator Bronson and his allies. The RSA and Falkenberg's beat them once, but the terrorists are back, and winning, and they have a secret plan to ensure their victory.

*POS* is a good book. Aside from being excellent science fiction, it is an excellent study in military tactics and, though it takes place in the future, in battle conditions. I mean, what more can you say about a SF book that was suggested by a writer for a military magazine? It has war, adventure, intrigue... if you like SF, check it out; if you like war, check it out; if you like adventure... well, you know.

— Bryan C. Bullock

### Greenfire

By Louise Titchener, TSR Books pb: 1993, 313 pp., \$4.50

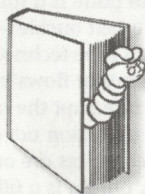
The peninsula is a land ruled by four "domi," demi-gods who each control one of the four elements via magic stones. The stones are stolen, and the daughter of the last domis of water sets out to retrieve her stone, regardless of risks or consequences.

While the book is basically a standard quest, and the ending isn't unexpected, it was an excellent read. Lots of odd plot twists and a number of interesting characters keep the whole thing moving along at a fair clip. I recommend it whole-heartedly, both as reading material and an excellent framework for a fantasy RPG campaign (it isn't actually game-related, but it should be).

— Bryan C. Bullock

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## SILVER SCREEN VAMP SECRETLY ENGAGED TO ANCIENT CHINESE DEVIL-GOD!!



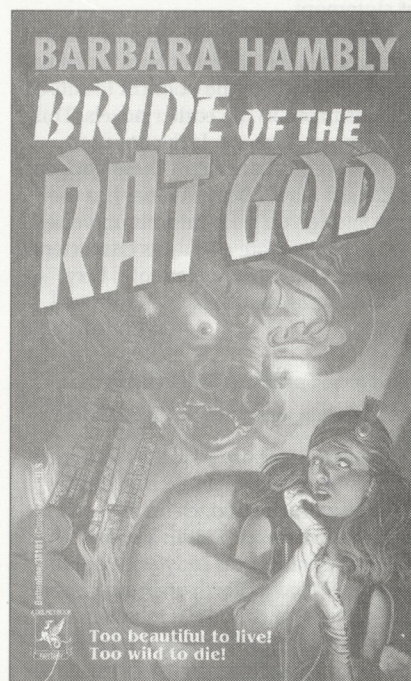
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### Honor Harrington: Field of Dishonor

By David Weber, Baen Books pb, 367 pp., \$5.99

This is the fourth *Honor Harrington* book and they just seem to get better. I believe it stands alone, but since I've read the three previous books (and remember them better than most) I have a hard time making a flat statement.

In *Field of Dishonor* Honor spends all of her time planetside on either Mantacore or Grayson dealing with the political results of the actions taken in the earlier novels. This does not mean there is a lack of tension, action, or drama, rather that these happen in a different mode. David Weber has the ability to bring you truly into his universe and to make you care about his characters. In my book, *Honor Harrington* rates very close to *Miles Vorkosigan* as a guaranteed great read. — M.R. Hildebrand

### Indiana Jones and the Sky Pirates

By Martin Caidin, Bantam pb: 1993, \$4.99

The *Indiana Jones* genre promises that men are Men, women are Women and adventure is pretty much good, clean fun — if not a little dangerous. Caidin's book doesn't disappoint us as Indy once again becomes involved in Earth-shaking current events (current for the 1930s in which the adventure takes place) which are linked to antiquities of civilizations past — this is the

stock Jones formula.

The villains in this piece, however, aren't the usual Nazis but something much more menacing with technology such as flying saucers far in advance of anything ever seen on Earth before. While Jones usually works solo (or while towing a pretty lady along) in this yarn he collects an odd-ball handful of former combat pilots, a closet witch and a couple of scholarly assassins who are willing, of course, to follow him into Hell and back. The witch, by the way, just happens to be very pretty and is attracted to Jones (no surprises here). A few of the supporting characters are well known real people alive at the time. One gets the impression that Caidin met them in his youth.

Caidin's characterization of Jones is a bit colder than that portrayed in the motion pictures. Indy does not brief his team as to his objectives, strategy or tactics and just goes charging off into the action. The team has to play it by ear. The reader is similarly in the dark as Indy does some fairly strange and unexpected things. Later, he explains that he has a security leak within the organization and couldn't afford to divulge his whole plan.

Every reviewer must find some nits to pick and mine are small. The first half of the book is plagued by typographical errors and misspelled words. There is one character who obviously was renamed after the book was finished and the "find/replace" computer program didn't catch all the renamings. Caidin is usually pretty good about technical details but he just happens to have set the scene in two of the old stomping grounds of the reviewer; Wright Field and New Mexico. He's got the team going down a road which wasn't constructed until 20 years after the action and holding meetings in a hangar which was otherwise occupied at the time. The most serious technical gaffe is a radio transmitter installed in a belt buckle — impossible with the vacuum tube technology of the time. These are minor flaws but they stop the reader and interrupt the action — and after all, this is an action adventure novel.

The flying sequences are outstanding but then again, Caidin is a pilot and has flown and owned several aircraft similar to the Ford Trimotor which is the star of the piece. The author has many books (both fiction and nonfiction) and magazine articles on aviation under his belt. It is not surprising that during the climactic air battle, one can almost hear the famous John Williams theme music. The three-engined "Tin Goose" dives on the evil bad guys while they fire back, bullets shredding the wing of Indy's crippled airplane. He has but one chance to save the World! It's a rip-snorting good yarn that will keep you reading right down to the thunderous, explosion-wracked conclusion. Trust me, Babe! — Pete Manly

### Under the Eye of God

By David Gerrold, Bantam Spectra pb: 1993, 352 pp., \$5.99

This is an exotic, far-future adventure in which Vampires (capital V) play a major role. It begins a series of novels set in a distant galaxy populated by a great variety of immigrant beings. They are in a state of crisis, a condition sustained throughout the book.

Humans were forced to flee the Milky Way Galaxy when the Predators, a race of planet-consuming, amorphous beings, come in and start to eat. The Phaestic Vampires, a human-looking cross between homo sapiens and wasps(!) were bio-engineered to defeat the Predators, who, although decimated, pursued everyone to the Palethetic Cluster, the present galactic residence. Finally the enemy was (apparently) destroyed, but the Vampires continue as rulers of all other sentients.

Their diet is classic: "A primary source of Phaestic nutrition derives from the blood, the brains, and the livers of the lesser forms of the primate family — especially humans."

Finn and Sawyer Markham are two rather amoral opportunists who find themselves caught up in the intrigues of the Lady Zillabar, a Queen of the Vampire Regency. A meeting of the Time Binders, a loose association that functions as the moral conscience of the people, is set to convene in order to decide what to do about the Vampire problem. The Lady, of course, has to stop this meeting.

The action is set on the sordid planet of Thoska Roole. Few of the characters in this novel seem to have much purpose beyond grim survival or the domination of others (if you're looking for a tale of nobility and idealism, move on). In order to ameliorate the dour tone created by this ensemble, perhaps, some three chapters are devoted to the problems of Ibaka, a genetically accelerated, cut puppy (dog; it talks!) taken prisoner along with the rest of his litter for Vampire dinner supply...

The story is told in a pompous manner. One can picture a narrator with a deep, sonorous, stentorian voice reading this. There are voluminous explanatory footnotes, some consuming more than half a page. Consuming, expanding, like the Predators...

There's not much depth to the characters. Why they are the way they are isn't explored beyond the genetic explanation for the cruelty and ruthlessness of some of them. There's a lot of typecasting...

Star Captain Neena Linn-Campbell, "of primarily Negro-Asian descent..." is one of those harsh, cold, brassy, black female stereotypes one sees throughout the media: "Neena Linn-Campbell had the soul of a bulldozer, and her gender identity remained the subject of numerous bawdy Starport jokes and speculations... wiry and caustic, she affected the waspish cynicism of one born to sin; she spoke with the gruff manners of an underworld dockworker and routinely rebuked all attempts at friendliness."

If the attitude of this novel was intended

to amuse, it didn't succeed. If it was intended to entertain an audience of cynics, it doesn't succeed in that, either; there's not enough substance. If the series continues along these lines, this reviewer sees no reason to read them. The next book will be titled *Covenant of Justice*.

David Gerrold wrote the well-known *Star Trek* episode, "The Trouble with Tribbles." He has done a lot of writing for TV since then, and teaches screenwriting at Pepperdine University. He is presently working at *Babylon 5*. Other, less trivial novels by Gerrold are *When Harlie Was One*, *The Man Who Folded Himself*, and the *Chtorr* series. — Nancy Hayes

### The Armageddon Inheritance

By David Weber, Baen Books pb: 1993, 344 pp., \$4.99

This is a sequel to *Mutineer's Moon*, which I have not read, but it stands alone. Enough information is provided to the reader to prevent floundering, without allowing the recap to intrude on the current book.

The book is military sf, heavy on action and tactics, but both plot and characterization are well handled. The basic premise of this series is the attempt to prevent one race

### Blind Faith

CONTINUED FROM PAGE 40

She took a seat across from him after she heard him settling into the chair.

"Is it true what they say about you?" he said.

She liked the lazy sound of his voice. "I don't know. What do they say?"

"You read people's thoughts?"

"Yes, I can."

"Well... I don't suppose, I mean — I was wondering if maybe you might..."

"Read your thoughts?"

"If it's too much trouble, don't — I mean you must be kind of nervous about the strangler and all."

"No, of course not."

"Thanks. What am I supposed to do?"

She slid her chair closer, held out her hands and placed them lightly on his head. For a moment she felt nothing, then she saw the face of the tall sandy-haired man, his blue eyes glittering like cracked ice, his thumbs pressing down on the windpipe of a policeman. The purple, bloated face of Sergeant Morales drifted into view, followed by the faces of the women. The haunting image of the strangler's hands paralyzed her as she felt the cold fingers of her visitor sliding over her throat. ☞

from exterminating all other life from the galaxy. Not an unusual concept, but Mr. Weber introduces some interesting and unusual twists.

The first book seems to have been concerned with the introduction of characters and technology. The major focus of this book is on the search for the civilization which introduced the ships and weapons introduced in *Mutineer's Moon*. The plot is interesting, but I kept wanting to find out more of what was happening on Earth. Earth has been essentially conquered in the first part of *The Armageddon Inheritance* and tantalizing tidbits are scattered through the book about the sociological and political problems faced by the new world government. I would very much like to see a book about the events on Earth showing the impact on various people: the powerful who have lost power, the religious who have found their faith challenged, the ordinary people whose jobs have disappeared, etc.

David Weber has written a good book, but he has given us a glimpse of a great one.

— M.R. Hildebrand

### Kingdoms of the Wall

By Robert Silverberg, Bantam Spectra hc: 1993, 307 pages, \$22.95 (pb: 1994, \$5.99)

The Wall, a monstrous cascade of cliffs, looms over a world peopled by a shape-changing race. Eons ago the first climber reached the summit and discovered the abode of the gods. Every year since, 40 pilgrims have climbed the Wall in search of knowledge and enlightenment. But things have gone awry. Most of the pilgrims are never seen again, and those that do return are insane. Poilar, descendent of the first climber, joins a Pilgrimage to seek answers from the gods. As one of 40 pilgrims, he will struggle against the physical harshness of the Wall, and the monsters that cling to its slopes. Only a handful will reach the summit to discover a terrible revelation.

*Kingdoms of the Wall* is a pleasant alien adventure novel. The story unfolds slowly, gradually introducing the reader to the alienness of this world and its people. The first 50 pages of the novel focuses on Poilar, his hopes and aspirations, his relationships with his fellow villagers, and describes in rich detail the years of trials undergone in preparation for the pilgrimage. By the end of this first section, I was thoroughly involved in the story and its characters.

I was therefore somewhat disappointed that the pilgrimage itself did not fulfill the promise of the book's opening pages. Although it occupies most of the novel, the pilgrimage itself seems to progress too quickly, perhaps because very little actually occurs along the way. The pilgrims walk a long distance, become discouraged, encounter monsters, and lose a few people. This sequence of events repeats itself a few times before the survivors reach the summit. After the first couple of encounters, I found myself hoping for something different and exciting. And I guessed the terrible secret of the summit way in advance, so the actual climax was sort of a letdown.

Overall, I enjoyed this book, but it left me wanting much more. — Melinda Hutson

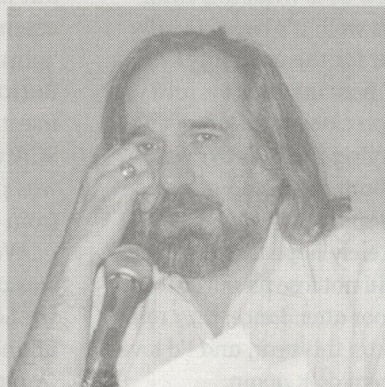
### Strong Spirits

By Elisa DeCarlo, AvonNova pb: 1994, 151 pp., \$4.50

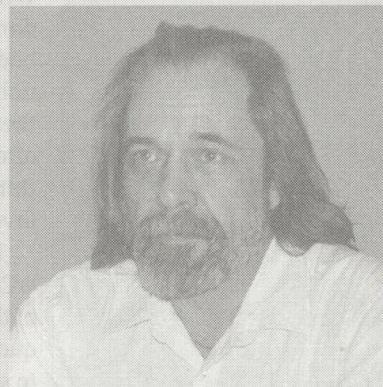
This fantasy reads much as if P.G. Wodehouse had written *Topper*; i.e., it is a ghost story whose major protagonist is a fairly vapid young man who is dependent upon his valet. It has amusing moments (the flying carpet, for example) but overall the style is dated, the humor is flat and the characters are stereotypes. (I must admit I'm not very fond of P.G. Wodehouse either.) At \$4.50 for 151 pages it is highly overpriced — I recommend saving your money.

— M.R. Hildebrand ☞

## Switched at Birth?



HORROR AUTHOR  
Charles L. Grant

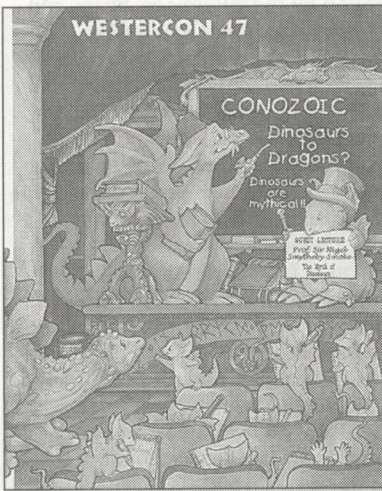


HORROR AUTHOR  
Adam Niswander



## SF&F Convention Reviews

# ConClusion



### Wandering Through the Westercon

July 1–4, 1994 • Los Angeles, CA  
Reviewed by Leslie Fish

I must say that this was one of the best-organized conventions that I've attended all year. The programming did exactly what it said it would. The filkers got two rooms (one for smokers) that were well-supplied with ice water, placed far away from the bar, and allowed to run all night.

The all-night film program really did run all night, and the films included lots of new and lively original stuff as well as some rarely-seen classics. The Art Show was huge and full of high-quality pieces. The Dealers' Room was huge and howling. The panels were diverse and interest-snagging, and the parties were numerous and fun.

It's a real pity that Westercon was under-attended — barely over 1,000 members. The con's quality deserved a better turnout.

Having attended several cons and SCA events this year, I'm convinced that slacking attendance is a national malaise and not a judgment upon any convention or fandom in general. What ails us is what ails mundanes as well; it's been a really bad year for the economy, nobody has any money, and there's precious little left over after paying the bills to even think about splurging on our favorite sport.

I sincerely hope that the Westercon did not lose its shirt because of the poor attendance; they ran a quality con this year, and I'd love to see them do it again.

### CorsairCon 4: Voyage Through Hell

July 29–31, 1994 • Phoenix, AZ  
Reviewed by Zetta Konrardy

As hotel liaison (a position I have held many times) I encountered nothing but difficulties in contracts, information and general hotel cooperation — Holiday Inn strikes again! In planning our room block, the manager was baffled by their 'new' computer system and allowed me to choose as my personal room one on the 'broken' list. A broken front door lock on the street access side was finally repaired by old friends attending the con and by my husband. Then on Sunday, our in-room air-conditioner blew up in Shadrick's face (smoke, sparks and non-performance at 112°).

Attendance was not quite up to expectation and made some activities (like Pyrate Olympics) difficult to coordinate. Cassandra Dillie ran a very successful "Stowage Room" for the younger set; they also participated in the Olympics.

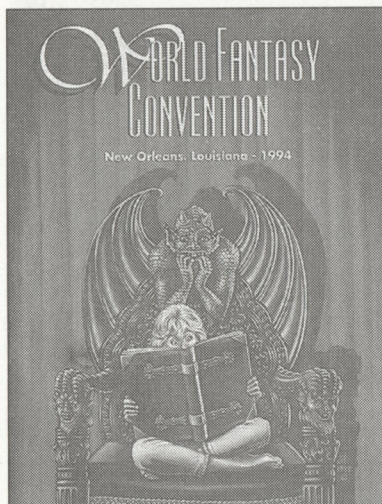
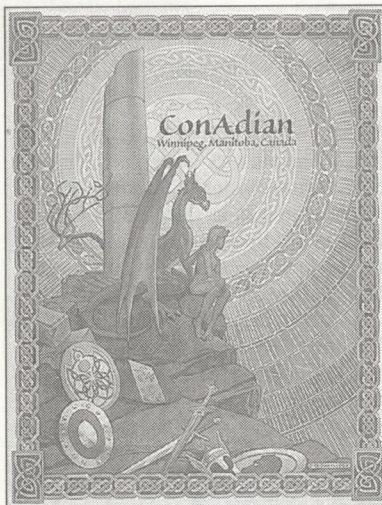
Lyle Dillie as our DM and game coordinator hosted a new 3-D *Dungeons and Dragons* temple, the hit of the gaming room, 14 hours of fun (and did a nice job with alternative game check-out, too).

The room air-conditioner units went down in the Dealers' Room requiring massive transference of stock for the dealers during the repair of equipment, adding to the fun.

The Dark Ones did a first class job providing alternative hospitality and Security (with special thanks to Will MacDonald for "10-Forward," a meet-and-greet retreat that was more social than ConSuite).

The masquerade suffered in the sound aspect but the prizes were well-deserved. The crowded assembly room was well managed by the generous 'johnny-on-the-spot' volunteering of Jeanne Hilary-Burroughs. A very successful shanai/rapier tournament ran by Andy Wise and other members of the SCA was well-received. Another live-action game was planned but cancelled due to grounds damage from a tropical storm.

We had some fun Regency dancing, and there was a poorly accepted modern dance on Saturday. Dr. Le-Ho's adult entertainment room was a breast-taking, er, breath-taking, phenomena. There was a Captains' Meeting that was disrupted by a disgruntled attendee. This man returned and caused more trouble later — big kudos for superior performance by David Foster and Jeff Jennings as security.



Beware the Pirates, and all types of conventions that are becoming so much harder to organize. Mayhaps another SmurfCon? Peace. [SmurfCon is a small occasional Phoenix gathering of those who want to learn more about running conventions and share suggestions for improvement.]

## Bubonicon 26

August 26–29, 1994 • Albuquerque, NM  
Reviewed by M.R. Hildebrand

As always, this year's Bubonicon provided a wonderful opportunity for stimulating conversation with fascinating people. Like TusCon, Bubonicon boasts a high pro-to-attendee ratio; this year's guests included Mike Stackpole, Liz Danforth, and Simon Hawke, all engaging conversationalists. [Also in attendance were: Suzy McKee Charnas, Stephen R. Donaldson, Jennifer Roberson, Fred Saberhagen, Melinda Snodgrass, Robert Vardeman, Walter Jon Williams, Jack Williamson, and Roger Zelazny, to name a few.] Bubonicon offers a good chance to interact with pros in a more personal setting.

One of this convention's most interesting events was an "actual" Bajoran wedding. The couple wrote their own vows, borrowing from only the best (Shakespeare, for one), the warrior of honor was a Klingon female, and, emulating Bajor's matriarchal society, the bride gave the groom's mother a gift of thanks, then the groom did the same for the bride's mother. It was charming.

Most of Bubonicon can be described as small [340 attendees] but choice: a high quality Art Show; informal but intelligent gaming, and so on. The amenities are much the same: a quiet, solid, fan-friendly hotel in a wonderful city (Albuquerque has the best dinosaur museums around and a terrific Indian cultural center).

For anyone coming from Phoenix, getting there can really be half the fun. Crossing the high plateau during monsoon season means thunderstorms and a sky so close one can almost reach out and touch it; it's the best light show available anywhere.

## ConAdian, Worldcon 1994

September 1–5, 1994  
Winnipeg, Manitoba, Canada

Reviewed by Bruce Farr

The 54th World Science Fiction Convention was held in Winnipeg, Manitoba, Canada. For those of you not familiar with Canadian geography, go to North Dakota and go north. For those of you not familiar with American geography, go to South Dakota and go still further north. The Guests of Honour were author Anne McCaffrey, artist George Barr, fan Robert Runte, and toastmaster Barry Longyear.

This was intended by Anne McCaffrey to be her last Worldcon. She has said that she's getting rather worn out by the crowds, hours of signings, and hectic schedules. She indicated to all that she had a great time and was honoured by being GoH. At the Worldcon she did two autograph sessions for the convention plus one long session for her publisher. McCaffrey-related events included a "Gather" Friday night that featured a large ballroom done up as a "Hold." Also attending ConAdian were the various authors who have been writing in partnership with Ms. McCaffrey.

Statistics: Including one-day memberships, about 3800 attended the convention. There were about 350 Main Programme items, 80 Filk events, 350 people on the Programme, 450 people working the convention, 80 pros autographing, and 1100 hotel rooms filled by attendees on each of the peak nights.

The Dealers' Room featured a wide selection of the usual, though some dealers (and artists) were kept away by anticipated problems with customs. Some of those problems did in fact occur, in spite of advance work done by the con committee. This kept the Dealers' Room smaller than many past Worldcons, and the Art Show much smaller. The art, however, included some excellent Canadian artists not usually seen at Worldcons.

Programme items that were reportedly unusual and well-received included the "Klingon Dating Game," a *Star Trek* parody play (which ran two nights), "Archeology of the Future," Spider's Place (which was a Callahan's Saloon substitute, with live singing by

friends of Spider and Jeanne Robinson) at a nearby bar, "How to Read Like an Editor," "Is Modern SF a Reactionary Literature?," "What Is Really Killing the Backlisting of Good Books," "Liar's Panel on How to Get Published," and "Being A Pagan in Professional Society." Worldcon this year developed many Programme ideas by asking the prospective participants what they would like to see done as topics.

Almost all activities of the convention were held in the Winnipeg Convention Centre, which I think was the best facility for a large convention I've ever seen. The Con Centre itself included stores selling flowers, candy, stationery and copying services, several restaurants, and other popular shops. The con also used the in-Centre Cinema (seating 600) to show much of the Film Programme. The Centre included a hall seating about 2200 that was sufficient for the Hugos and Masquerade. Both events went almost flawlessly, with the unusual switch of the Hugos on Saturday night and the Masque on Sunday. About 50 groups and individuals were in the Masque, and was the usual high-quality show.

Worldcon wishes to thank the crew from Phoenix, Arizona that helped put on the Programme this year. The Division (which included Films, Gaming, Filking, Main Programme, Autographing, KaffeeKlatsches, and Video) was run out of Phoenix. Those assisting in the Phoenix area included Lea Farr, Bruce Farr, Matthew Frederick, Margaret Grady, Vanessa Hand, Eileen Phillips, Nancy Freeman, Eric Hanson, Jeanne Hilary-Burroughs, Diane Elliott, Lee Whiteside, Amy Gould & friends, Gary Swaty, Kim Martin, Kira Farr, Mike Willmoth, and Maryeileen Flanagan.

### Looking Ahead...

Worldcon '95 in Glasgow, Scotland and subsequently NASFiC in Atlanta, Georgia. '96 Worldcon will be in the metro Los Angeles area, and San Antonio will host in 1997.

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## CopperCon Unplugged

September 9–11, 1994 • Casa Grande, AZ

Reviewed by Chair Matthew Frederick

When Hotel Liaison Sharan Hoyle first suggested holding CopperCon 14 all the way out in Casa Grande, I mentally pshawed the idea immediately: “Casa Grande is a dusty little dump in the middle of the desert,” I thought, “Who would want to go all the way out there?” Apparently, about 615 dedicated fans.

The Francisco Grande is a pretty little resort about an hour from either Phoenix or Tucson (as such, our Tucson membership was higher than usual). They were *extremely* fan friendly, an unusual trait — it looks like at least two future Phoenix conventions will be held there (the “Welcome

CopperCon” sign was nice, but the “Goodbye, see you in May” sign on Sunday was incredible). The General Manager is a peripheral fan, and put some cool signs on every floor, the elevators were dubbed shuttles, and each of the committee’s sleeping rooms were named (mine was “Darth’s Dungeon”).

Things went as smoothly as can be expected on Thursday evening and Friday morning for set-up, and Friday afternoon’s program went well — Phoenix fan Gary Swaty won the Great Egg Drop contest, constructing an impressive egg-cushioning device from a maximum of 20 plastic straws and 30 inches of masking tape.

About 4:00 or so, a big storm rolled in, bringing with it very strong winds, driving rain, and lots of lightning. The show was impressive, with lightning striking almost constantly for a while; the storm seemed to be rotating around the Casa Grande area. And then it happened...

At about 6:00pm, lightning struck one of the transformers controlling power leading to the hotel, and an immediate brown-out/blackout began, with minimal power to the Tower hotel rooms (enough to run the TV in the Video Room, but not enough to run the VCR) and full power to the Convention Center. A few minutes later, lightning struck the other transformer leading to the hotel, and we achieved full black-

out. The hotel had emergency generators and emergency lights, so we weren’t plunged entirely into darkness — the generators were used to keep the Convention Center lit. This meant, though, that phone service was out for the entire hotel, the pump that brought water to the Tower rooms was out (one flush left per room!), and that the elevators were no-go (two wheelchair-bound folks were stuck on their floors). Before too long, the Convention Center was left only with its emergency lighting. To add to the fun, lightning struck a palm tree on the far side of the golf course: *voilà*, instant fireball. Luckily, the rain came up right away and put the fire out.

By this time darkness had fallen, and a pro-who-shall-remain-nameless arrived

## CopperCon 14

via limousine from the Phoenix airport. Sadly, though, she had a touch of the flu, and got sick in the car — by the time I got to the Convention Center, the limo driver was pacing impatiently, wanting money to clean up his upholstery. And of course our Banker was in town making a deposit, so no cash was readily available. When it rains...

Several other minor problems then promptly made themselves known, and things got really fun. The logical thing to do, then, was Meet the Pros. Guest of Honor Vernor Vinge, Fan Guest of Honor David Hungerford, and I all spoke briefly, and the mixing began (for fen, pro, and the bartender).

Two committee members, Margaret Grady and Erika Moe, volunteered to brave the storm and go into town to buy flashlights — their return saved the day, allowing a helpful security team to lead people to and from their rooms. The hotel supplied candles for every room that asked.

Lest you think the blackout put a damper on things, let me point out that Meet the Pros was a success, a game of *Traveller* continued in the dark with players “rolling Zen dice,” the Magic tournament took place under emergency lights, filking began early, and the restaurant was grilling food over a flame — as a rule, folks seemed to be having a blast! The Video Room, Japanese Animation, and Drive-in

Movie suffered the worst, and most of the programming had to be postponed. Many attendees were disappointed that our astronomy panel had to be cancelled (our telescopes couldn’t see through clouds)...

At 11:00pm-ish, the power was restored, greeted by a mixed cheer and groan — lots of people were able to go back to their rooms, but the filkers turned the lights back off in their room.

A great start for the con, which shall be forever more known as CopperCon Unplugged. California pro Dan Hooker wrote “What unique entertainment you folks arranged on Friday night — a Tesla coil display in the desert skies and a five-hour demonstration of what it would be like to suffer power deprivation in the aftermath of a disaster! ...In the end...there were no murders and no riots. All in all, a successful con.” Clark Jones of Tempe, AZ said “For me, at least, the power failure was something of a blessing as I got to talk to people on a one-to-one basis.”

Saturday morning brought a well-attended model rocketry launch from G. Harry Stine, and the afternoon saw a popular filksinging concert and a paper airplane contest from off the eighth floor. The Masquerade contest went well that evening, with a nice variety of interesting costumes including a great Edward Scissorhands recreation, a Baby BEM, and Dead Elvis. Following the contest came the wedding of Adam Niswander and Jo Webber — it was definitely a fannish ceremony (with references to grokking and being water brothers), performed nicely by 2150 A.D. author Thea Alexander. Like any good wedding, tears were visible throughout the audience.

The Dark Ones held a particularly enjoyable party, with no security problems. In fact, the whole convention went by without any actual security incidents. Our lack of drop-in partiers made a big difference (we were just too far away) — e-mail from Neal R. put it well: “I think moving the con out to Casa Grande eliminated all the problem riffraff.”

Sunday brought a raffle to benefit Reading Is Fundamental and the Casa Grande Public Library, a new feature for CopperCon (dubbed the RifRaffle)

— we raised more than \$600 for the two. The Art Auction was immensely popular, too (the lack of LepreCon in the spring probably brought more art buyers to CopperCon).

There are lots more good things to say, and a few complaints to raise, but overall things went extremely well. Michelle Ellington of El Paso, Texas, summed it up when she wrote "In short, it was a great con, as much for all the events I didn't get time to do as all the ones I did. You should always leave a con wishing it was just one day longer."

## CopperCon 14, Part 2

Reviewed by David Hungerford

When I drove up to the Francisco Grande Resort that fateful Friday, I was hoping for an interesting and memorable con. Little did I know....

The first hint came at Registration, where I was informed that I had been randomly selected Fan Guest of Honor. This was a heavy responsibility for someone who had attended only two previous cons. Once I recovered from the shock, I drove back to Phoenix to collect the rest of the people I was bringing. When I got back to the con, the power was out. The next few hours were, as has been chronicled elsewhere, the defining moments of the con, when the spirits of cheerful unflappability and adaptability came to the fore in everyone.

Meanwhile, we all went out for dinner. (I could tell you about climbing to the 8th floor of the tower in the dark and the rain, and especially the wind, to collect one of the party, or how I forgot to set the parking brake at the restaurant and my car rolled into another car while we were eating, but I won't.) Upon our return, I immediately headed for the filk room ("Hi, I'm Dave. And I'm a filker." "Hi, Dave!"), reasoning that people who have sung in hallways and stairwells and drowned out lounge singers and karaoke weren't going to let mere darkness bother them. They didn't. In fact, they wrote songs about it. And when a lone voice rose up saying "Let there be light!" and the lights immediately came back on, well, it was only appropriate.

Saturday was marginally less eventful, if just as much fun. I puttered around for a while until it was time for the *Magic* tournament. Understand, I don't play *Magic*. I entered solely because a friend of mine couldn't decide which of his two good play decks to use, and I was dumb enough to volunteer to play one of them. That I would end up in a tie for second place while my friend (Hi, Nick!) lost in the third round was therefore somehow inevitable. I tore myself away from that just in time for the GoH dinner. Much to my surprise, I did not spill food on myself nor did I say anything of surpassing idiocy.

Next up was the Masquerade, at which I was expected to give an award. Understand that my knowledge of the art of costuming is essentially zero. I approached this, therefore, with no little trepidation. The costumers didn't make it easy on me: what I saw didn't range from "bad" to "good" but rather from "good" to "exceptional." I eventually made my choice on the basis of "what looked cool." And of course, the wedding was... a wedding. Weddings are pretty much automatically awesome.

Next I checked out the SF Pictionary game. I had a good time, and I wasn't the only one. I reluctantly left that for the Adult *DS9* dramatic reading. In a fit of mild insanity, I had previously consented to read the part of Dr. Bashir. My face turned many shades of red. My eyebrows were up around my hairline most of the time. I had a lot of fun. After that, I adjourned to the filk room for the remainder of the evening.

Things are supposed to slow down a little on Sunday. Not this time. The RIF Raffle (I won twice), the art auction (I didn't bid), my one trip to the Dealers' Room because that was the only time I had time to do so (lots of cool stuff, but no copies at all of *A Fire Upon The Deep*. Curious.), the cool movie previews, trying to get everyone and everything out of the rooms in time to check out, yeesh, what a day! And that was before the Dead Dog Filk, the perfect ending to a great con.

It was pushing midnight before I finally left. Conclusion? I loved it. It was better than I imagined possible. I'm already preregistered for next year. See you then.

## A Message from the CopperCon 16 Chair

by Lee Whiteside

As I write this, CopperCon 16 is almost two years away and we are beginning the search for a hotel. I have some ideas on guests for the convention, but I don't plan on finalizing any of them until we get closer to the convention. In the meantime, I'd like to hear from you if there is anyone you would like to see as Guests of Honor (Author, Artist, Actor, or Fan) or any other suggestions you might have to make the convention one you would enjoy attending or participating in.

With the convention occurring right after the 1996 WorldCon in Los Angeles, we have an opportunity to bring in some guests who aren't normally available for a southwestern U.S. convention.

Write to me at the CASFS Post Office Box (CopperCon 16, P.O. Box 62613, Phoenix, Arizona 85082-2613) or email me at leew@indirect.com or 76044,502 on Compuserve.

## World Fantasy Convention 1994

October 27-31, 1994 • New Orleans, LA  
Reviewed by Bruce Farr

The 20th World Fantasy Convention was held near the French Quarter in New Orleans, Louisiana, providing a getaway for those who preferred a distraction. The highlight of WFC for us was touring the longest-surviving graveyard in New Orleans and listening to the spiels about voodoo and whoodoo queens buried there. I must admit that scheduling a major convention next to a tourist attraction does take some of the heat off of the con committee. Reportedly, the attendance this year again reached the prescribed limit of 750.

Guests of Honor included authors Tim Powers, George R. R. Martin, Kate Wilhelm, Damon Knight, George Alec Effinger, and artist Jill Bauman. The convention had a VERY shaky pre-con period, reflected in one way that we never were advised of pros who would be attending the convention.

CONTINUED ON PAGE 38

novel with **Bill Rotsler** about Hollywood and low-budget movies.

**Fred Saberhagen** is finishing *Dancing Bears*, a shape-changing fantasy set in Russia in 1908. He will have a short story appearing the *The Williamson Effect*, the TOR anthology set in Jack Williamson's universe, and TOR is releasing an anthology of *Swords* stories titled *An Armory of Swords* by other writers set in the *Swords* worlds.

**Edward Bryant** is working on finishing *Flirting With Death*, his collection of horror and suspense short stories to be published by Deadline Books — it should be out by the end of the year. He has a high profile story in the current *Omni* titled *The Fire That Scours*, and tells me he's awaiting the fallout since it has its basis in religion. He is currently working on the Rocky Mountain Book Festival in Denver. They expect over 400 authors and some 40-50 thousand attendees.

Ed also told me that **S.P. Somtow's** film *Ill Met By Moonlight* will have a limited commercial release at an art theater and that the preview audience absolutely loved it.

**Walter Jon Williams** (recently a newlywed) has a new book coming in April titled *Metropolitan*, a high-tech, cutting-edge, urban fantasy to be published by Harper/Prism. He has also sold them a sequel, currently untitled. He has the cover story in **Mike Resnick's** anthology *Alternate Outlaws*. The story is titled "Red Elvis." Walter is working on the 3rd book in the *Drake Majstral* series for TOR.

**Don Markstein** is currently writing the comic book version of *Mighty Morphin' Power Rangers*, and his book *Hot Tips from Top Comics Creators* has now been published by Fictioneer Books. He also is occasionally called upon to translate/rewrite scripts for European Disney comics. He also has a new venture called *Hank O'Hare* (a rabbit adventurer) about to be published by Alliance Comics — something for parents to read to their kids.

**B.D. Arthurs** reports he has a short story titled "Angel Blood" coming in 1995 from DAW. The anthology title will be either *Heaven Sent* or *Angel Fantastic*.

**Michael A. Stackpole** has been busy as usual, from signings for his

novel *Once A Hero* through attending Bubonicon in Albuquerque as GoH. Currently he is finishing the first of his *Star Wars X-Wing* books slated for release in February 1996 from Bantam. When that is done, he will complete *Eyes of Silver*, a stand-alone fantasy also from Bantam. He is scheduled to do a *BattleTech* book titled *Malicious Intent* due for release next summer. His book *Dementia* is a dark future murder mystery scheduled for release in November from ROC, to be followed in December by *Bred For War*, his 9th *BattleTech* novel. He also reports that *Once A Hero* just went into its third printing.

The Adam's Books Writers Group is pleased to announce publication of its second collection of short fiction which premiered at CopperCon 14. It is, of course, *Antholog Two* and contains stories by **GiGi Dane, Annis Shepherd, Steve Martindale, Ethan Moe, Larry Reiner, Jason Christian** and yours truly.

**Simon Hawke**, who just celebrated his 43rd birthday, is teaching two classes per week at Pima Community College, Dragonslaying 101 and an advanced Dragonslaying workshop, as well as finishing up his Masters degree. He just completed the 3rd and last book in the *Reluctant Sorcerer* trilogy, working title, *The Ambivalent Sorcerer*. He is now working on his next novel, *The Broken Blade*, for TSR. He will

be lecturing on writing F & SF at NAU during the first week of December.

I am pleased to report that Integra Press will get the trade paperback Advance Reading Copy – Uncorrected Proof of **Adam Niswander's** third book in *The Shaman Cycle* series, titled *The Hound Hunters*, into the October 1994 World Fantasy Convention registration bag with the hardcover due to premier at World Horror in Atlanta in March 1995. At CopperCon, Integra contracted with **Kevin Murphy** to do the cover for the first novel in my *Magic* series, *The Repository*, scheduled for release in October 1995. I also sold a short story titled "Charity" to the **Stefan Dziemianowicz & Martin Greenberg** anthology titled *100 Vicious Little Vampire Stories* scheduled for publication by Barnes & Noble in mid-1995 and had a non-fiction article published in the *Horror Writers Association Newsletter* (May/June 1994).

Last, Jo (Niswander) Webber and I would like to thank all of you who attended CopperCon 14 and our wedding. We had a blast and hope you did too.

Well, I gotta go find someone to work on the Time Clock — my bump of mechanics being a deep dimple — so I can continue to roam farther and farther afield in search of ever expanded pro news. Until the next ish of this honorable rag, have a superior life! ☺

## Fan Facts

CONTINUED FROM PAGE 21

have entered fannish apocrypha; and some are still circulating. There are tales of punched badges and the time his badge was punched; the atrium at the Hyatt Regency, change raining down several stories to land on top of his head, and a button saying, "Ask Clif about pennies from Heaven;" and SNEEHO asking a certain former con-chair if he were Clif Baird.

Anyway, I'd like to share one more: The Night Clif Saved My Life. Years ago I was working as a home health aide; my patient was slowly dying, and it was my job to provide care during the long, too quiet nights. Between two and three I'd often get sleepy, so Clif would call and we'd talk until I was awake enough to function. One night we were talking and he realized (I'm not sure how) that I wasn't drowsy but succumb-

ing to carbon monoxide poisoning. He couldn't call "911" (he didn't know the address and I was much too impaired to tell him) so he yelled, bullied, and insisted until, slowly and clumsily, I managed to open the doors and windows and shut the heater vents. He repeatedly ordered me to put down the phone, go stick my head out the window, take several deep breaths, then pick the phone back up and talk to him; it was easier to just do it than to argue. In this way clarity slowly returned, and I was able to assess the situation: flushed skin and cherry red lips, dizziness, headache, and all. I called for help and my patient and I were both OK, but the inspector who came out later confirmed that if action had not been taken neither of us could have survived until morning. So thank you, old friend, for the past ten years and all my remaining tomorrows, and fare you well. ☺

SUNDAY	MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY
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# Convention Calendar

Compiled by Margaret Grady

This file is compiled by Margaret Grady from information provided by Saul Jaffe with the SF-Lovers Archives at Rutgers University, and Filthy Pierre's SF Convention Register, both © 1994, as well as from various flyers picked-up and mailings received. If you'd like your convention listed, send information to the address on the back cover!

### TUSCON 21 (Arizona)

**November 11-13, 1994** • "Best Little Con in Southern Arizona Returns!" to the Best Western Executive Inn, 333 West Drachman, Tucson, AZ; (602) 791-7551. GoH: Judith Tarr; TM: Ed Bryant; FGoH: John Theisen; Guests: Jennifer Roberson, Liz Danforth, Mike Stackpole, Simon Hawke, Catherine Wells, Katherine Lawrence, Jannie Lee Simner, Larry Hammer, John Vornholt. Memb: \$25 ATD, \$12.50 child. Info: TusCon 21, Box 26822, Tucson, AZ 85726; (602) 881-3709 (Cristi Simila); email: imposter@vnet.ibm.com.

### LOSCON 21 (So. California)

**November 25-27, 1994** • General SF/F con at the Airport Hilton, Burbank, CA. GoH: Lois McMaster Bujold; Special GoH: Julius Schwartz; Artist GoH: Alicia Austin; Editor GoH: Kristine Kathryn Rusch; Fan GoH: Robbie Cantor. Events include: Casino night, Afternoon tea, Cabaret, live broadcast. Memb: \$35 ATD. Info: LASFS, 11513 Burbank Blvd., N. Hollywood, CA 91601.

### SILICON 2.0 (So. California)

**November 25-27, 1994** • General SF/F con at the Red Lion Inn, San Jose, CA; (408) 453-4000; rms \$68 flat. Guests: Ken Macklin, Patricia Davis, Kent Brewster, Katherine Kerr, Teresa Edgerton, Jennifer Roberson, Wizards of the Coast, and more. Memb: \$40 ATD, \$30 child (under 16), \$100 family. Info: A Wrinkle in Time, 19970 Homestead Rd., Cupertino, CA 95014; (408) 255-9406; email: awit@netcom.com.

### CONTEX 12 (Texas)

**November 25-27, 1994** • Generals SF/F Con at the Holiday Inn Medical Center, 6701 S. Main St., Houston, TX; (800) 465-4329; rms \$55. Artist GoH: Robert Daniels, Fan GoH: Karen Meschke. Events include: Writers wkshp, charity auction, scavenger hunt, Breakfast of Champions buffet, wall art contest. Memb: \$20 until 11/1/94. Info: Friends of Fandom, Box 541822, Houston, TX 77254-1822; (713) 550-1367.

### SMOFCON 12 /

### FANHISTORICON 2 (So. California)

**December 2-4, 1994** • Con for people who run conventions at the Airport Hilton, 2500 Hollywood Way, Burbank, CA; (800) 643-7400; rms \$72. Events include: Fannish inquisition, Simulation game, demos of con-running software. Memb: \$45 after 11/1/94. Info: SCIFI, PO Box 8442, Van Nuys, CA 91409-8442.

### RIALLACON (Arizona)

**January 6-8, 1995** • Gaming con at the ASU campus (MU), Tempe, AZ. Memb: \$15 for the weekend, \$10 for one day. Events include: 24 hr. gaming, well-stocked Con-Suite, panels, appearances by celebrities, and premiere of *Immortal* live performance. Info: Precedence Publishing (602) 894-1812.

### BATTLECON (So. California)

**January 13-15, 1995** • Gaming con at Old Town Ramada, San Diego, CA; (800) 255-3544. Memb: \$15 until 11/30/94, \$20 ATD. Gaming Contact: Roger Treat c/o Chula Vista Wargamers, 3622 Polk Ave., San Diego, CA 92104. Info: Trags Distributing, 3023 Hancock St., Ste C, San Diego, CA 92110; (619) 688-1156.

### GAMES UNIVERSITY (So. California)

**January 13-16, 1995** • Demonstration-oriented gaming con at the Red Lion Hotel, Ontario, CA; (909) 983-0909; rms \$55 sgl/dbl, \$65 tpl/quad if booked before 12/21/94. Memb: \$20 until 11/15/94, \$22 until 12/31/94, \$25 ATD (payable to "Ultraviolet Productions"). Info: Games University, PO Box 668, Upland, CA 91785; (909) 598-9696.

### CONFURENCE 6 (So. California)

**January 13-15, 1995** • Furry fandom (anthropomorphic) con, themed "Magic & Transformation," at Airporter Garden Hotel, 18700 MacArthur Blvd., Irvine, CA 92715; (714) 833-2770 or (800) 854-3012; rms \$57 sgl-quad. GoHs: Alan Dean Foster, Ellisa Mitchell, Ed Zolna. Events include: artists' alley, and Fur-Le-Dance (cabaret). Memb: \$20 until 12/1/94, \$25 until 1/1/95, \$30 ATD; \$10 supporting. Info: Confurence, PO Box 1958, Garden Grove, CA 92642-1958; (714) 530-4993; BBS: (714) 530-2554; email: sylys@netcom.com.

### OZ RENDEZVOUS 2 (Nevada)

**January 20-22, 1995** • Wizard of Oz con at MGM Grand Hotel, Las Vegas, NV; rms \$95 sgl/dbl. GoHs: Mickey Carroll (Munchkin) and Roger Baum (grandson of L. Frank Baum). Events include: Emerald City theme casino, Flying Monkey bar, Oz buffet restaurant, magic & special fx show, Oz cocktail party \$22, theme park \$15 adult/\$10 child,

## GENERIC CONVENTION REGISTRATION FORM

Name: \_\_\_\_\_

Badge Name: \_\_\_\_\_

Address: \_\_\_\_\_

City/State/Zip: \_\_\_\_\_

Country: \_\_\_\_\_ Phone: \_\_\_\_\_

Enclosed is \$ \_\_\_\_\_ for \_\_\_\_\_ memberships in the upcoming \_\_\_\_\_ convention. (See Convention Calendar for appropriate mailing address.)

Please send me more info on:  Masquerade  Art Show  Dealers' Room

Volunteering  Other: \_\_\_\_\_

Dealers' Room entry \$2. Info: Beyond the Rainbow Collectors' Exchange, Box 31672, St. Louis, MO 63131; (314) 271-2727 Elaine Willingham or (702) 891-2075 Sandy Hudak.

### **LIFE, THE UNIVERSE, AND EVERYTHING XIII (Utah)**

**February 1-4, 1995** • SF/F literary con at Brigham Young University, Salt Lake City, UT. GoHs: Lois McMaster Bujold, Patricia McKillip; Artist GoH: NeNe Thomas; Guests: M. Shayne Bell, Sam Longoria, Michaelene Pendleton, more. Memb: \$15 until 1/20/95, \$20 after (free to Brigham Young and Utah Valley State College students). Info: Symposium '95, PO Box 360, Orem, UT 84059-0369; (801) 373-5980; email: lmonsojo@student.uvsc.edu.

### **AGOG 8 (Arizona)**

**February 10-12, 1995** • "A Gathering of Gamers" 24-hr. gaming con at the Tucson Convention Center, Tucson, AZ (make rm reservations wherever, but make them early as the big gem show is also in town). Memb: \$10 until 1/1/95, \$13 ATD, \$7/day ATD (payable to "Gamers Haven"). Info: Gamers Haven, 2241 E. Broadway, Tucson, AZ 85719; (602) 623-8548 Mike Jones; to run a game, call (602) 623-8548 Casey Tollman.

### **MILLENNIUM FALCON (So. California)**

**February 17-19, 1995** • Media con in Silicon Valley, CA. GoH: Kevin J. Anderson. Memb: \$40 until 1/14/94, \$50 ATD. Info: 1506 Pyramid Ct., San Jose, CA 95130.

### **LEAPCON '95 (So. California)**

**February 18-19, 1995** • *Quantum Leap* con at the Burbank Hilton and Convention Center, Burbank, CA; (800) HILTONS; rms \$79. Memb: \$40. Info: LEAPTIME, Inc., PO Box 16495, N. Hollywood, CA 91615-6495; email: d.drophy@genie.geis.com.

### **THE SIX WIVES OF GALLIFREY ONE (So. California)**

**February 24-26, 1995** • *Dr. Who* and other Media con at the Radisson Plaza Hotel, Irvine, CA; rms \$79. Guests: John Anthony Blake, Larry Stewart, Eric Hoffman. Events include: "Gallifrey Tonight" talk show, Cabaret of Stars, Time Meddler Cotillion Dances, High Tea, Whopardy, Win, Lose or Regenerate, Sci-fi Bongo. Memb: \$35 until 1/31/95, \$40 ATD. Info: Gallifrey One, P.O. Box 3021, N. Hollywood, CA 91609; (818) 752-9656; email: rbourget@aol.com.

### **CON-DOR 3 (So. California)**

**February 24-26, 1995** • General SF/F con at the Town & Country Hotel, 500 Hotel Circle, San Diego, CA 92108; (619) 291-7131; rms \$70 sgl/dbl. GoH: Jennifer Roberson. Events include: *Magic* tournament, casino party, regency & rock dances, performance by the Jubilatores. Memb: \$25 until 2/10/95; chil-

dren under 12 free. Info: Con-Dor, PO Box 15771, San Diego, CA 92175; (619) 447-6311.

### **1995 WORLD HORROR CON (Georgia)**

**March 2-4, 1995** • Horror con at the Sheraton Colony Square, Peachtree & 14th St., Atlanta, GA 30361; (800) 422-7895; rms \$92 sgl/dbl, \$102 tpl/quad, \$225 suites. Guests: Alan M. Clark, John Farris, Neil Gaiman, R.L. Stine, Alice Cooper. Memb: \$65 until 11/30/94, \$75 after. Info: World Horror Con '95, Box 148, Clarkston, GA 30021-0148; (404) 921-7148; email: e.kramer5@genie.geis.com.

### **FANTASY WORLDS FESTIVAL '95 (No. California)**

**March 10-12, 1995** • General SF/F con at the Marina Marriott, Berkeley, CA. Guests: C.J. Cherryh, Jane Fancher, Marion Zimmer Bradley, Diana Paxson, Cynthia McQuillan & Dr. Jane Robinson, and more. Memb: \$30 until 1/1/95; \$35 until 3/1/95; \$40 ATD (make payable to "Marion Zimmer Bradley"). Info: Marion Zimmer Bradley, PO Box 72, Berkeley, CA 94701.

### **REVELCON 6 (Texas)**

**March 17-19, 1995** • Media relaxacon (for those over 21) in Houston, TX. Events include: Birthday party, breakfast buffet, entertainment (all incl. in memb. fee). Memb: \$40 (child \$15) until 12/31/94; \$45 (child \$20) until 2/28/95; \$50 to the con, no ATD (make payable to "Candace Pulleine"). Info: Revelcon Press, Box 980744, Houston, TX 77098; (713) 526-5625.

### **CORFLU 12 (Nevada)**

**April 7-9, 1995** • Fanzine con at Jackie Gaughin's Union Plaza Hotel, 1 Main St., Las Vegas, NV 89101; (800) 634-6575. Events include: Banquet, Fan Achievement Awards. Memb: \$45 in advance, \$50 ATD. Info: Joyce & Arnie Katz, 330 S. Decatur, Box 152, Las Vegas, NV 89107; (702) 648-5677; email: crossfire@aol.com.

### **AMIGOCON X (Texas)**

**April 21-23, 1995** • Literary SF/F con at the Quality Inn Airport, El Paso, TX. GoHonour: Michael Moorcock; Author GoH: Judith Tarr; Artist GoH: Peggy Ranson. Memb: \$10 until 12/31/94. Info: AmigoCon, PO Box 3177, El Paso, TX 79923; (800) 585-8574; email: RichBrandt@aol.com.

### **CON-TROLL 3 (Texas)**

**April 21-23, 1995** • Literary SF/F con at the Ramada NorthWest, 12801 NW Freeway, Houston, TX 77040; (713) 462-9977. GoH: Katherine Kurtz; Artist GoH: Lubov; TM: Greg Bennett. Events include: Professional entertainment, Charity Piñata Bash, Real Food, Troll Stomp dance, NASA exhibits & speakers, charity auction, troll bashing. Memb: \$20 until 12/1/94, \$25 until 3/15/95, \$35 ATD. Info: Con-Troll, PO Box 740969-1025, Houston TX 77274; (713) 895-9202.

### **INSITECON (So. California)**

**May 12-14, 1995** • *Somewhere in Time* 15th anniversary celebration at the Sheraton Universal Hotel, Universal City, CA; (800) 980-1212. Events include: Gala banquet & cocktail reception (incl. in memb. fee), screening of film, Mon. tour of hotel on Coronado Island (\$59.50 incl. bus and banquet). Memb: \$75 until 3/31/95 (make payable to "Insite"). Info: InsiteCon, Box 1556, Covina, CA 91722.

### **CONDUIT 5 (Utah)**

**May 12-14, 1995** • SF/F literary con in Salt Lake City, UT. GoHs: Kristine Kathryn Rusch, Dean Wesley Smith; Artist GoH: David Cherry; Gamer GoH: Larry Elmore. Memb: \$17 (child \$15) until 12/1/94, \$19 (ch. \$17) until 3/1/95, \$23 (ch. \$21) until 5/12/95, \$27 ATD. Info: CONduit 5, c/o Dave Powell, 2566 Blaine Ave., Salt Lake City, UT 84108-3359; (801) 467-9517.

### **LEPRECON 21 (Arizona)**

**May 26-29, 1995** • Art-oriented SF/F con at the Francisco Grande Resort, Casa Grande, AZ; (800) 237-4238; rms \$39 patio, \$49 tower. Guests: Laura Brodian Freas, Frank Kelly Freas, Nancy Strowger. Memb: \$20 until 1/1/95. Info: Leprecon, Inc., PO Box 26665, Tempe, AZ 85285; (602) 945-6809 Mike Willmoth or (602) 849-3338 Doug Cosper; email: mwillmoth@bix.com.

### **BAYCON '95 (No. California)**

**May 26-29, 1995** • SF/F literary con at the San Jose Red Lion Hotel, San Jose, CA. Memb: \$40 until 12/31/94, \$45 until 2/28/95, \$50 until 5/5/95, \$55 after. Info: BayCon '95, PO Box 10367, San Jose, CA 95157; (408) 450-1788.

### **COSTUME CON 13 (Ontario, Canada)**

**May 26-29, 1995** • Costuming convention at the Sheraton Toronto East Hotel & Towers, 2035 Kennedy Road, Scarborough, Ontario M1T 3G2; (800) 325-3535; rms C\$87. Memb: C\$45/\$35, C\$25/\$20 supporting. Info: Costume Con 13, Suite 0116, Box 187, 65 Front Street West, Toronto, Ontario Canada M5J 1E6; (416) 699-5512; email: 76437.1712@compuserve.com, c.lyon4@genie.geis.com.

### **WESTERCON 48 (Oregon)**

**June 30-July 3, 1995** • Western US regional SF/F con at the Red Lion/Jantzen Beach & Columbia River Hotels, Portland, OR. GoH: Vernor Vinge; Artist GoH: John Foster; Fan GoH: Elayne Pelz. Memb: \$40 until 12/31/94, more after (Children 5 and under free, 6-12 half-price); \$20 supporting. Info: Westercon 48, Box 2584, Portland, Oregon 97228-2584; (503) 283-0802; email: 74007.3342@compuserve.com; westercon.48@genie.geis.com.

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## **DRAGONCON / NASFIC '95 (Georgia)**

**July 13-16, 1995** • North American Science Fiction Convention at the Atlanta Hilton & Towers and Atlanta Civic Center, Atlanta, GA; (404) 659-2000; rms \$99 sgl/dbl, \$129 tpl/quad. Other hotels: Westin Peachtree Plaza, (404) 659-1400, rms \$95; Ramada Hotel, (404) 659-2727, rms \$82. GoHs: Bjo Trimble, Timothy Zahn, Michael Whelan, Orson Scott Card, George Alec Effinger. Memb: \$50 until 3/15/95. Info: NASFIC '95/ DragonCon, Box 47696, Atlanta, GA 30362; (404)925-2813; email: vanyel@crl.com.

## **INTERSECTION/53rd WORLDCON (Scotland)**

**August 24-28, 1995** • Space & Time is the theme for the Worldcon at the Moat House International Hotel and Scottish Exhibition and Conference Centre, Glasgow, Scotland. GoHs: Samuel R. Delany; Gerry Anderson. Memb: \$125 after 9/30/94; \$25 supporting; (children under 7 \$10, children 7-15 \$25). Info: (US address) Worldcon '95, c/o Theresa Renner, Box 15430, Washington D.C. 20003-0430; (301) 345-5186. (UK address) Worldcon '95, c/o Bernie Evans, 121 Cape Hill, Smethwick, Warley, W. Midlands B66 4SH, UK; email: intersection@smof.demon.co.uk.

## **CONDIABLO/WESTERCON 49 (Texas)**

**July 4-7, 1996** • Western US Regional SF/F con at the Camino Real Paso del Norte and El Paso Convention Center, El Paso, TX. GoHs: Howard Waldrop, James P. Blaylock; Artist GoH: Brad W. Foster; Fan GoHs: Arnie and Joyce Katz; TM: Pat Cadigan. Memb: \$30 until 12/31/94; \$20 supporting. Info: ConDiablo, PO Box 3177, El Paso, TX 79923; (800) 585-8754; email: richbrandt@aol.com, f.duarte@genie.geis.com;

## **L.A.CON III/54th WORLDCON (So. California)**

**August 29-September 2, 1996** • Worldcon at Anaheim Hilton, Anaheim Marriott, Anaheim Convention Center, Anaheim, CA. GoH: James White; Special GoH: Elsie Wollheim; Media GoH: Roger Corman; Fan GoHs: Takumi and Sachiko Shibano; TM: Connie Willis. Memb: \$90 until 6/30/95; children 3-12 \$35; \$30 supporting. Info: L.A.con III, c/o S.C.I.F.I., PO Box 8442, Van Nuys, CA 91409; email: lacon3-info@netcom.com.

## **LONESTARCON 2/55th WORLDCON (Texas)**

**August 28-September 1, 1997** • Worldcon at The Henry B. Gonaes Convention Center, Marriott Rivercenter and Marriott Riverwalk, San Antonio, TX. GoHs: Algis Budrys, Michael Moorcock; TM: Neal Barrett, Jr.; Fan GoH: Roy Tackett. Memb: \$65; \$25 supporting. Info: LoneStarCon 2, PO Box 27277, Austin, TX 78755-2277; email: shiva@io.com, e.cooley@genie.geis.com; Web URL: <http://io.com/user/shiva/lsc2/>.

## **ConConclusion**

CONTINUED FROM PAGE 34

The main hotel, The Clarion, was a very poor host (carpeting torn up, painting in guest room areas, surly staff), but the convention managed to overcome the poor impression the hotel made by putting on a very good Program and being quite gracious. Including readings, there were up to four tracks in the Program which did a fair representation of Southern writing and themes.

The Dealers' Room was the usual fine selection of collector's titles in SF, fantasy, and horror. We were able to buy British first editions of current novels (hard to find in the US cons) and discounted prices on some limited editions. Business did not appear to be too brisk, however much we tried to underwrite the dealers personally.

The Art Show was one of the finest I recall seeing at a WFC. While sales are usually very slow, WFC instead is a showcase for the many attending editors so that artists can "strut their stuff." When we last hosted a WFC in Arizona (Tucson in 1991), we had 35 editors attend... a phenomenal number!

The program book for World Fantasy and special publications are one of

the features of the WFC. This year was no exception with a special convention book, called *South from Midnight*, that was published initially for the attendees. It included a wide selection of stories by Southern writers, many of whom were at New Orleans. The program book itself was smaller than usual, but included fine colour reproduction of Artist GoH Jill Bauman's work as well as that of many past WFC Artist GoH's.

### **Looking Ahead...**

Baltimore in 1995, London in 1996, Chicago in 1997, and Monterey, California for 1998. Interest expressed for future years include Phoenix/Tucson for 1999 or 2000, and Louisville, Kentucky for an unspecified year.

### **Reviews Wanted!**

We welcome any and all convention reviews — if you attended or worked on a convention, let us know what you thought in 500 words or less (pictures are needed, too). If you'd like to write a longer review (especially for a major regional con), please let us know in advance to avoid too much duplication (address on back cover)! ☺

## **X-Files**

CONTINUED FROM PAGE 5

45-minute episode, which is pretty incredible when you consider how much longer it takes movie companies to film a 90-minute movie!

Mr. Duchovny is a very intelligent and quick-thinking person, and cracked some jokes to put us at ease. He gave us the feeling that there was nothing he would rather do than talk with us.

**David Nutter**, the show's director, came over and joined in. (Mr. Nutter is in some of the episodes of the show, and since we learned that, we've been able to spot him in every one so far this season.) The cast and crew are still astounded at the popularity of the show and how far it has come in the short time it's been on the air. After a short conversation they were off to shoot the next scene.

The winners were taken to wardrobe to dress for their scene and

the rest of us hung around the set and watched the crew create a rainstorm complete with thunder and lightning for the next shot.

The scene with the contest winners will be at the end of episode number six for the season, called "Ascension." They are in a shot with Mulder and a pathologist for the Army, Dr. Slaughter. The winners are milling around in the hallway outside of the lab. I don't want to spoil the series for any of you avid viewers so I won't go into detail about the upcoming episodes, but the season will definitely continue with the *X-Files* tradition of making us wonder just how much of our universe we have really explored or understand.

If you would like more information on the *X-Files*, write the fan club:

The *X-Files*  
PO Box 3138  
Nashua, NH 03061-3138 ☺

# Science Fiction Videophile



## Plan 9 from Outer Space

(aka *Graverobbers from Outer Space*), DCA Release

Cast: Bela Lugosi, John Breckinridge, Lyle Talbot, Vampira, Tor Johnson, Tom Keene, Gregory Walcott, Mona McKinnon, Dudley Manlove, Joanna Lee, Criswell.

Directed by Edward D. Wood, Jr., 1956, 78 min., B&W

OKAY — FIRST OFF, IN MY OPINION, *PLAN 9* HAS been tagged with a bad rap. Thanks, for the most part, to Michael & Harry Medved's book *The Golden Turkey Awards* (Perigee, 1980). In this book, the Medved's "award" **Ed Wood, Jr.** the honor of worst director of all time, and christened *Plan 9* the worst film of all time.

Well, to be honest, I've seen scads of films worse than this one — some with budgets at least fifty times higher....

So what's this epic about? Well that's not always very easy to tell. At first we are told one thing, later actions tell us the opposite, and later yet we get a third reason for what's going on — so pick a plot thread and run with it. It's almost like a do-it-yourself adventure.

UFO's seen over Hollywood! A massive invasion force of three aliens are conspiring to conquer the Earth (gasp!). After eight failed attempts they have hit on the most diabolical plan yet — yes, Plan 9, the animation of the dead! So, who do they animate? An old man (*Lugosi*), his wife (*Vampira*), and a hulking police inspector (*Tor Johnson*).

Sounds like we're in deep guano, but have no fear, the United States government is already on the case doing just what you would expect — trying to blow the flying saucers from the sky, covering up the total destruction of a whole town and releasing directives to the public stating that the flying saucers were just a silly rumor.

It turns out that the invasion is just an attempt to save us from ourselves. They know that the next step in our furious arms race is the development and use of the dreaded "solarite" bomb — a bomb so destructive, it uses the sun's rays as an explosive... anything the sun shines on, universe-wide, BOOM! Not such bad intentions on the aliens' part, really.

But the earthlings will have none of this: our hero "Jeff" even slaps down the head spaceman Eros (Dudley Manlove) after Eros called us earthlings stupid, headstrong, and violent! The nerve!

No, it's no *X-Files* episode, but it's loaded with lots of fun and laffs, even if Ed Wood didn't intend them. Sure, the film has no-budget sets, extra-bad

writing, loads of overacting, horrendous editing, and goofy lighting, but take all that away and what do you have? A mediocre flick.

If you leave all that stuff in you get a classic sci-fi feature that has entertained for almost forty years — not bad for a "bad" film. I suggest you go out and catch Tim Burton's *Ed Wood* in the theatre, and then on your way home rent a copy of *Plan 9 from Outer Space*, or one of Ed's other classics — *Glen or Glenda?*, *Bride of the Monster*, *The Sinister Urge*, *Jailbait*, *Night of the Ghouls*, or if you're feeling really racy, *Orgy of the Dead* (if you dare!).

See ya in the cult film aisle!

Next time — more cartoons! 📺



# CLUBS & ORGANIZATIONS

SF/F oriented organizations are welcome to send info for a free listing to *CONNOTATIONS* — Club Listings at 2040 E. Cypress, Phoenix, AZ 85006, or call us at (602) 220-9785. (If you find an address or phone number which no longer works, please let us know. Thanks!)

**WHEN CONTACTING A CLUB, PLEASE SEND AN SASE (SELF-ADDRESSED, STAMPED ENVELOPE) FOR RETURN REPLY!**

## ADRIAN EMPIRE

A medieval and renaissance recreationist club. Sword-fighting, arts, banquets, masquerades, dances. Meets every Wednesday night from 7-10pm at Encanto Park. All are welcome. Free. For details, call (602) 582-6990.

## AERIAL MIRAGE JUGGLING CLUB

International Juggling Association affiliate club meets 7-10pm Wednesday evenings at Encanto Park. No dues, everyone welcome. All levels skill exchange in many areas of object manipulation. Devils' Club meets Fridays 4pm north of the Hayden Library on the ASU campus. For more info, call (602) 267-8255, or write 4950 E. Brill Street, Phoenix, AZ 85008.

## BEAST CONNECTION (LAS VEGAS)

The Las Vegas area *Beauty & the Beast* fan club is looking for people who love romance and fantasy to join them. We have put on two successful conventions in Las Vegas. The club gives updates on star happenings, and B&B progress. Monthly meetings are at 7pm at the Nevada Power Building at 6226 W. Sahara Ave. For info send a SASE to BeastConnection, PO Box 81557, Las Vegas, NV 89150-0557, or call (702) 438-2290.

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

The non-profit corporation that puts on Copper-Con conventions, SmerfCons, HexaCons, occasional regional cons, and publishes *CONNOTATIONS*. Best described as SF/F generalists with a strong bent towards literary SF/F. Guests welcome —

## NEW ON THE LIST!

### CARTOON/FANTASY ORGANIZATION

Main anime fan club for the Los Angeles area. Monthly meetings (usually 3rd Saturday, 1-8pm) at Fantasy Castle comics shop, 8721 Glenoaks Blvd, in Sun Valley, CA. The meeting features new laser disc Japanese Anime, some American animation, student films, or TV cartoon pilot shows. Members get a monthly bulletin and can borrow tapes from the club's video library. For information, write Frederick Patten, 11863 W. Jefferson Blvd., Culver City, CA 90230.

### FRIENDS OF DOCTOR WHO

One Year membership is \$10, and includes a quarterly newsletter. Call 1-800-WHOVIAN, or write P.O. Box 14111, Reading, PA 19612 for more details.

### SHADOWKEEP BBS

Intelligent conversation, awesome graphics, stupendous door games, unworldly filebank, RPG forums, QWK message system and online RPG BBS-moderated games! Our BBS is mainly RPG oriented and we offer many services to GMs and players. No fees necessary for users who post intelligent messages! \$5 in credits to new users. Over 20 conferences and 10 doors to choose from! Shadowkeep BBS — PCBoard 15.2/M — US Robotics 28.8 Modem. Phoenix, Az (602) 245-0919; Connect at 2400-28800

meets at 8pm on the last Friday of each month in January thru September and the second Friday in October, November and December at JB's Restaurant, 2560 W. Indian School in Phoenix, AZ. Write PO Box 62613, Phoenix, AZ 85082-2613 or call Bruce Farr at (602) 274-3014 or Doug Cosper at (602) 849-3338 for more information.

## CHILDREN OF THE FIRSTBORN

The official Jennifer Roberson fan club —newsletter includes special features, opinions, poetry, and even a letter from Jennifer herself. There are new ideas always coming about like competitions and merchandise opportunities. For more information, send a SASE to: Children of the Firstborn, PO Box 110156, Campbell, CA 95011.

## DAEMON HORDE

Gaming group intent on putting the ROLE back into role-playing. Our group runs a myriad of games ranging from collectible card games to RPGs to Live Action Gaming. Meetings are held every first Saturday of the month, and gaming is held every weekend. Dues are \$5/mo. For more information, call Wild Thing (Tammy Deissler) (602) 464-1691 or Small One (Cynthia Carman) (602) 655-9557.

## THE DARK ONES

(*Därk-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 from Shadowstalker (Jeff Jennings) at (602) 978-9314.

## DAYSTAR HOLT

Arizona's first and longest-running *Elfquest* fan club. Daystar meets to talk about EQ and related stuff, develop characters, publish stories in our 'zine *Playelf* and create an annual calendar. Other common interests include music, belly-dance, camping and of course, SF. Membership is free (18 or over) and is attained by group vote after you attend two meetings or holt-related gettogethers. Meetings are usually the first Saturday of each month; for more info, call Tom or Janice at (602) 581-2258.

## EARTHLINK SCI-FI CLUB

SF generalists with some focus on comics and environmental issues. Meets at various conventions and occasions. Publishes a quarterly newsletter called *Cosmic Wavelengths*. For information contact them at 8508 E. San Lorenzo, Scottsdale, AZ 85258, or call Nohl Renz at (602) 991-8847.

## THE EMPIRE OF CHIVALRY & STEEL INC.

A non-profit medieval recreation and historical group based in Arizona. They have experts in the fighting arts as well as the creative arts, all of which will be on hand to assist you as you enter into the current middle ages. For more information, contact Bart Smith (Phoenix) 602-937-6995 or Leonard Bird (Tucson) 602-742-2432.

## FANTASTIC FICTION CLUB OF UNLV

The oldest existing fan organization in Las Vegas, this group is responsible for *Neon Galaxy*, the SF journal for the southwest (published on a semesterly schedule). Meetings are held during the Fall & Spring semesters. For info send a SASE to Paul Andricopoulos/UNLV Fant. Fict., c/o UNLV Student Govt., UNLV, 4505 S. Maryland Py, Las Vegas, NV 89154, or call Paul at (702) 739-6559.

## FINNEGINS ISLE

World's longest running *Finnegin's Wake* study group, meets on Thursday nights. Call Eric Wagner, 897-2990. Also, Eric gives free film history talks on the first Sunday of each month at Hollywood Video, 7750 E. McDowell. The topic 11/7 is "John Wayne po Fellini" at 8pm. Call (602) 941-4888 for info about film talk.

## JEDI KNIGHTS

A social club loosely based on *Star Wars* with monthly events, occasional weekend getaways, and monthly 'zine *Lightsabre*©. Meetings are the third Sunday each month with location rotating. Write for dues, meeting info, and upcoming events to Carol Alves, 2525 W. Glenhaven Ave., Anaheim, CA 92801.

## KLINGON ASSAULT GROUP

Western Fleet (Pacific time zone) is looking for a few good Klingons for their ships. Club does community service, wears Klingon fashions to conventions, and networks pen pals, as well as local activities. National monthly newsletter is \$7. For more information, send a legal-size SASE to Klingon Assault Group — QelDaS, PO Box 9406, Santa Rosa, CA 95405.

## 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 welcome — quarterly meetings are held on the second Saturday of Feb., May, Aug. and Nov. For more information, write PO Box 26665, Tempe, AZ 85285 or call David Hiatt at (602) 820-1093.

## LOS ANGELES SCIENCE FANTASY SOCIETY (LASFS)

Los Angeles based SF club. Meetings are at 8:00pm every Thursday at the clubhouse, may not be open other times. For information write LASFS, 11513 Burbank Blvd., North Hollywood, CA 91601.

## THE MAGRATHEA BBS

Discuss your favorite SF books, TV shows, and movies electronically on the Magrathea BBS at (602) 833-9216. Available for online reading and downloading are episode guides and information files for SF TV shows. 300/1200/2400/4800/9600 baud, 24 hours a day.

## MECHFORCE NORTH AMERICA

The best Mechwarriors all belong to Mechforce North America, the only Battletech players' organization sanctioned by FASA. Get quarterly newsletters, new Battletech products, and much, much more. For more information, write Mechforce North America, 2101 W. Broadway #305, Columbia, MO 65205-6018 or call (314) 445-AWOL.

### NATIONAL FANTASY FAN FEDERATION (N3F)

Correspondence and fanzine-oriented national SF club; no meetings. Publishes *The National Fantasy Fan (TNFF)*, the club zine, and *Tightbeam*, the letterzine, bimonthly. Club apa (N'APA), round robins, story contests, several bureaus & activities. Dues are \$12 per year. For more information write: Donald Franson, 6543 Babcock Ave., North Hollywood, CA 91606.

### THE PHOENIX FANTASY FILM SOCIETY

Film society for classic SF/F film. Membership is \$25 lifetime dues. PFFS also rents projectors, films, and video tapes. Contact PFFS, Box 30423, Phoenix, AZ 85067.

### PHOENIX JAPANIMATION SOCIETY

Local chapter of Japanimation/general animation oriented fans — meets monthly. Membership is free, though optional monthly newsletter is \$5/year or 50¢ per month. Call Tom Perry at (602) 996-2196 or write 3241 E. Altadena, Phoenix, AZ 85028.

### THE PHOENIX REGENCY SOCIETY

Dancing, dining, and dalliance! A chance to recreate the fun and frivolity of the Georgian, Regency, and Victorian eras. Meets on the second Saturday of each month at various locations. For more info, call (602) 973-2054.

### RAW GAMES

(Role-players & Wargamers, Inc.) is the Valley's oldest role-playing and wargaming club. Currently meeting at Carrow's Restaurant at 7th Street & Monte Vista in Phoenix every Sunday from 3pm-9pm (except during conventions and other special events). Open to new members — call (602) 849-9515.

### SCIENCE FICTION MUSEUM

A non-profit organization whose goal is to preserve all areas of SF: movie memorabilia, magazines, props, etc. For info on membership, meeting dates, newsletter *Yesterday's Tomorrows*, events, or annual Board meeting, write The Science Fiction Museum, Edward Stiner, PO Box 18091, Salem, OR 97305-8091.

### SHUTTLE VESUVIUS

New chapter of "Star Fleet" in Las Vegas which meets on the 2nd Wednesday of every month at the Sunrise Library (located in Sunrise Manor). For more info, send a SASE to Maureen & Dayne Lake, 4801 E. Sahara Ave. #125, Las Vegas, NV 89104, or call (702) 641-6269.

### SOUTHERN NEVADA AREA FANTASY AND FICTION UNION ("SNAFFU")

A non-profit general SF&F club in Las Vegas, creators of fanzine *Situation Normal??* and sponsors of SilverCon. Write SNAFFU, Attn: Aileen Forman, PO Box 95941, Las Vegas, NV 89193-5941.

### THE SOCIETY FOR CREATIVE ANACHRONISM

In the Kingdom of Atenveldt doth lie the Principality of the Sun (Arizona); within fair Principality can be found five Baronies: Atenveldt, Mons Tonitrus, Twin Moons, Sun Dragon and Tir Ysgithr. For information on any of these, or for general information on thy past tomorrows, thou mayest contact: Mistress Rhianwen o Enfys DisBerod (Linda Peck); Kingdom Seneschal, 1403 W. Orchid Ln, Chandler, AZ 85224, (602) 821-9675 until 10pm; or in Phoenix, Mistress Helen Jennet (Pam Foley) 3019 N. 14th St. #407, Phoenix, AZ 85014, (602) 631-9134 until 10pm.

### SOUTHWEST COSTUMERS' GUILD

The Arizona chapter of the International Costumers' Guild. Dedicated to exploring, teach-

ing, researching and enjoying all aspects of costuming. For more information write PO Box 39504, Phoenix, AZ 85069; or call Mahala at (602) 938-9319.

### S.T.A.R. SAN DIEGO

The largest SF society in the San Diego area. Initially a *Star Trek* club, S.T.A.R. has grown and widened its perspective to include interests in fantasy, gaming, costuming, writing, films, animation, computers, and much more. Meetings are on the 3rd Saturday of each month, and are free (one-time \$1 voting membership available). S.T.A.R. has about 100 active members and is over 20 years old. For more information, call (619) 286-0377, or write S.T.A.R., PO Box 15373, San Diego, CA 92175.

### STELLAR WIND

Join the U.S.S. STELLAR WIND, a STARFLEET correspondence ship and receive our bi-monthly newsletter, *The IntraStellar Medium* featuring fan-fiction based on member-created characters. All this for \$11, including a membership handbook. SASE to Allyson M.W. Dyar, 221 9th St. #C-203, Kirkland, WA 98033-6010 or email<dyar@netcom.com> for further info.

### STONEHENGE BBS

Enjoy over 60 online games including *TradeWars 2002*, *StarFight*, *The Pit*, *Dirty Play*, *Usurper*, *LORD*, and *Battle Grid* (new, like *Battletech*). Topical message boards, E-Mail, and Network Echoes. 1000's of files to download: utilities, games, GIF pictures, & more every day! Stop by and give us a try... Stonehenge BBS (602) 947-2223, FidoNet 1:114/120, 300-9600bps, V.32/V.42bis, 24 hours a day.

### TARDIS

Science fiction media fan club with interests in sf television such as *Dr. Who*, *Star Trek*, *Blake's 7*, *Red Dwarf*, and others. Memberships (\$15) include a monthly newsletter (The TARDIS index File), TARDIS business cards & a TARDIS key. Subscriptions to the newsletter are available for \$12.50 a year. Meets every two weeks at various locations around the valley. Contact Diane at TARDIS, Box 63191, Phoenix, AZ 85082, or leave a message at (602) 962-9415.


### UNITED FEDERATION OF PHOENIX

The Phoenix area *Star Trek* club. Meets every two weeks at various locations around the Phoenix area. For information, write PO Box 37224, Phoenix, AZ 85069 or call Jim Strait at (602) 242-9203.

### UNITED WHOVIANS OF TUCSON

A well-informed and very active *Dr. Who* club. \$12 yearly membership includes four issues of their fanzine, written by semi pro's and other dedicated fans. For more information contact Tracy A. Murray, PO Box 77513, Tucson, AZ 85703, or call (602) 290-6045.

### VAMPIRES' LAIR

We welcome all submitted art, short stories, interviews, reviews and vampire fan info available to print. For more info, write to Donna Glaser, 1390 Home Ave., Menasha, WI 54952. Become one of the Children of the Night! 

## Thank You!

I, Diane Elliott, would like to take the opportunity to thank persons who helped me greatly on CopperCon 14:

<i>Lee Whiteside</i>	<i>Bonnie McCormick</i>
<i>Stephanie Bannon</i>	<i>Erika Moe</i>
<i>Frances Burns</i>	<i>Eileen Phillips</i>
<i>Steve Burroughs</i>	<i>Jim Strait</i>
<i>Craig Dyer</i>	<i>Richard Taylor</i>
<i>Matt Frederick</i>	<i>Susan Utike</i>
<i>Ray Gish</i>	<i>Starrie Wright</i>
<i>Amy Gould</i>	<i>And ANYONE else</i>
<i>Margie Grady</i>	<i>that I might have</i>
<i>Jeanne Hilary-</i>	<i>inadvertently for-</i>
<i>Burroughs</i>	<i>gotten — you know</i>
<i>Sharan Hoyle</i>	<i>who you are!</i>
<i>Kim Martin</i>	

...for lending stuff, being of support, making donations, being Staff, just plain helping out, and other stuff too numerous to mention!

## Thank You!

# knowledge is power

Right now, politicians are making decisions about your health, your future and the money in your pocket. And they're not talking to you about it first.

## Get the facts 1 800 ROCK VOTE

1.800.762.5868

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# PANTECHNICON

## Hugo, Hugo, Who Got the Hugo?

Hugo and Campbell Award winners presented at the Winnipeg Worldcon, ConAdian —

**Novel:** *Green Mars*, by Kim Stanley Robinson

**Novella:** "Down in the Bottomlands," by Harry Turtledove (*Analog*, January 1993)

**Novellette:** "Georgia on My Mind," by Charles Sheffield (*Analog*, Jan. '93)

**Short Story:** "Death on the Nile," by Connie Willis (*Asimov's*, Mar. '93)

**Non-Fiction Book:** *The Encyclopedia of Science Fiction*, edited by John Clute and Peter Nicholls

**Dramatic Presentation:** *Jurassic Park* (Universal; Directed by Steven Spielberg; Screenwriters, Michael Crichton & David Koepp)

**Professional Editor:** Kristine Kathryn Rusch

**Professional Artist:** Bob Eggleton

**Original Artwork:** Space Fantasy Commemorative Stamp Booklet, by Stephen Hickman (U.S. Postal Service)

**Semi-Prozine:** *Science Fiction Chronicle*, edited by Andrew I. Porter

**Fanzine:** *Mimosa*, edited by Dick and Nicki Lynch

**Fan Writer:** Dave Langford

**Fan Artist:** Brad W. Foster

**John W. Campbell Award:** Amy Thomson (best new writer)

*There were 491 valid ballots received, about 13% of the Worldcon membership.*

## Klingon Lit 101

The Klingon Language Institute, located in Flourtown, PA, is publishing a Klingon rendition of *Hamlet*, and has received requests for a translation of the *Bible* (...the perfect gift for the Christian who has everything).

The Klingon language, created by linguist Marc Okrand, is very efficient. "You don't say goodbye," he said, "you hang up the phone."

Okrand swirled together grammar and sounds from real languages, including those spoken by Pacific Northwest tribes, the Japanese, English and Germans. Okrand wrote *The Klingon Dictionary* listing 2,000 words.

The Klingon Language Institute intends to play poker speaking only Klingon, 'though one might worry about misunderstandings. Instead of getting a new card, a player could be punched if he uses "Hlqlt," the Klingon equivalent of "hit me."

## Sidetrrip to the Emerald Isle, Anyone?

A note of interest perhaps to those planning on going to Intersection, the Worldcon in Glasgow (Scotland) next year: a 12-day "fan only" tour of Ireland is being planned, to finish up at the con. See the Blarney Stone (but don't kiss it if you know what's good for you), visit the Guinness brewery, get some Waterford crystal, see the Book of Kells, and see all forty shades of green in this magical land... all this and a special dinner with **Katherine Kurtz** and **Anne McCaffrey**! For more information, call Ron Ontell at American World Wide Travel at (800) 869-2171.

## Your Chance to Design an Alien

Viacom Consumer Products, Paramount Television Group and Playmates Toys are sponsoring a "design an alien" contest. The winner gets to portray that alien on an episode of *Star Trek: Deep Space Nine*. Entry forms are included in Playmates collectible *Star Trek* toys — entry deadline is March 31, 1995.

## Ya-ta-hey, Bambi

Disney is joining hands with the Arapaho Nation to help teach the kids their native language by translating the film *Bambi* into Arapaho. Apparently the language is dying — the youngest fluent speaker is 43 years old — and *Bambi* fits well with the Arapaho culture and environment, as well as providing a way to get to children. (*Bambi* has also been translated into Cantonese, Danish, Hebrew and Hindi!) *And yes, we know, Ya-ta-hey is not Arapaho.*

## Warp 7, Mr. Chekhov

Miguel Alcubierre, an expert in relativity theory at the University of Wales said he had proved mathematically that it was possible to travel faster than light. He said it was simple, that he'd done the calculation in less than one day, and that it involved distorting space, giving the effect of unnatural speed. Who knows, however, if it could ever be put into practice.

## ConChinas

Jeanne Hilary-Burroughs

### Sunday Night: Corpus Coyote



**Coyotl:** demiurge, cultural hero, consummate trickster...

# PANTTECHNICON

## The Nielsen Plague

*A Tale of Suspense and Suspensions by Ladnar Lockwhite*

The USS Enterprise drifted aimlessly through space. Her drives were cold, her crew immobile, a plague ship.

It had started three weeks previously when a young security lieutenant returned from a tryst with an Arghellian dancing girl. Not having taken "precautions" he came back with a case of the most deadly of STD's — Nielsen's Disease.

Within one day the lieutenant was seized with uncontrollable diarrhea. This is the first symptom of Nielsen's Disease — the reruns.

Within a week the lieutenant's performance of his duties had become so poor that he was demoted from lieutenant to ensign to crewman. This is the second symptom — a loss of ratings.

In the second week the security crewman had fallen into a deep coma. This marked the final stage of Nielsen's Disease — a hiatus that leads eventually to cancellation of all life functions.

At this stage, Nielsen's disease was transmissible by airborne spores. Within a few hours the entire crew was affected. Kirk had lost his ability to command. Scotty had lost all power and could nae take much more of this.

Only two people remained ambulatory. Mr. Spock was protected by his Vulcan physiology. Dr. McCoy kept going on pure stubbornness. Around the clock they worked in the ship's bio lab seeking a cure for the epidemic.

At last McCoy announced, "I think I've got it. The computer model indicates that a blend of rytallin and zenite, ground and emulsified in a solution of alcohol and theragin, should kill the disease organism. I'm mixing them now."

Spock cautioned, "Those chemicals can be highly unsta...."

The first officer did not have time to complete his sentence, for the room was suddenly engulfed in acrid smoke and the sound of an explosion!

"Doctor, I have told you many times before," Spock remarked as the two retreated from the smoking laboratory, "You must learn to control your emulsions."

Next — Nielsen Plague The Next Generation: Riker-Mortis.

## Mr. Verne's Wild Ride

Euro Disney is building a new version of Space Mountain based on (Frenchman) Jules Verne's classic *From Earth to the Moon*, and is confident this will bring them out of their financial slump.

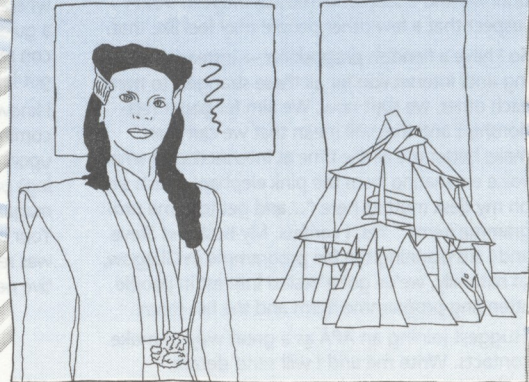
Opening June 1, 1995, the ride will propel would-be astronauts from a giant 19th century cannon and hurtle them upside down and in the dark on a corkscrewing ride through the asteroid belt. (Just like the French to get excited by a corkscrew.)

## It Came from Tucson

A new comic-oriented magazine, *It*, is being published out of Tucson, AZ. The first issue contains interviews with Neil Gaiman, Charles Vess, and Matt Wagner. Issue #2 features interviews with Kelley Jones and Chris Ware, and spotlights *The Shadow* then to now. Each bi-monthly issue has articles, commentary, reviews and comic strips. Contact them at Black Page Press, 118 E. Navajo #1, Tucson, AZ 85705.

## Chrysalis Hair Club for Beings

AMBASSADOR DELENN, PRES.



"I'm not just the President... I'm a member!"

## Rest In Peace

**Peter Cushing** (over 60 Horror & SF films, including *Dr. Who & The Daleks*, *The Mummy*, and *Star Wars*)

**Raul Julia** (*Addams Family*, *Addams Family Values*)

**Burt Lancaster** (*Island of Dr. Moreau*)

**Jessica Tandy** (*Cocoon*, *Cocoon: the Return*, \*batteries not included)

**Robert Bloch** (many novels, notably *Psycho* and 3 *Star Trek* episodes, including "Wolf in the Fold")

**Karl Edward Wagner** (Fantasy & Horror editor and author)

## 1994 N3F Short Story Contest

Amateur writers — the National Fantasy Fan Federation (N3F) is having its annual SF/F short story contest (cash prizes)... deadline is December 1, 1994. If you want more details and an entry form, call Margaret at (602) 220-9785.

## CN Needs...

- Good short fiction
- Column on new scientific discoveries
- Interviews with authors, artists, etc.
- Reviews of conventions
- Reviews of fanzines (we get many)
- Photographers to take pics at Cons and other events

**LET US KNOW IF YOU CAN HELP!**

## Earth to ConNotations...

CONTINUED FROM INSIDE FRONT COVER

Dear Matthew:

...Like so many other people, I'm making quite an effort to get to Intersection, the 1995 Worldcon in Glasgow and I'm hoping very much to meet new friends. But I'm shy. I'm scared of walking up to people and initiating the conversational skirmishes until we find a subject of mutual interest. And I suspect that a few other people may feel like that. So I have a fiendish proposition — instead of waiting until Intersection for all these strangers to meet each other, we start now. We aim for paper relationships and that will mean that we can then make better use of the time at Intersection. A small voice emanating from the pink elephant which sits on my desk mutters here "...and get to some programme items." Yes, I confess. My husband Steve and I are planning the fan programme in Glasgow, so naturally, we've got a vested interest in people attending programme items and the fan room.

I suggest joining an APA as a great way to make contacts. Write me and I will send details.

[See address at the end of her third letter.]

Dear Matthew & Margaret:

I enjoyed reading *ConNotations* a lot, though there's a couple of points I'd like to think about. The Kaffeeklatsch idea — I think it was also tried out for ConFiction, the Dutch Worldcon and certainly it's an integral part of the fan and childcare programming for Intersection — these are the parts I'm dealing with. One of the main aims of the fan programme will be to attract new fans, while letting the more experienced fan feel at ease, so I was particularly interested to read the "Whither Fandom?" piece by Jeanne Hilary-Burroughs. There are two main obstacles to getting into fandom — the people you meet initially and what happens next.

It is so easy to welcome people to fandom — a little positive body language when they hesitate on the edge of a group, a word or two of greeting, even talking about science fiction to find that initial subject of common interest. But perhaps it's more important to consider what happens next. I firmly believe that every group, no matter how

esoteric, must have a constant and regular supply of new blood. A group without new members may be comfortable, but it has no future.

One of the strands of the fan programme at Intersection will be giving a series of introductory talks for people who have perhaps tried one area of fandom and who want to explore another. There will be a series of "So you want to be a..." Another idea we are tossing about is that the fan programme shouldn't always stay put in the fan area — that is where those Kaffeeklatsches will come in, or perhaps a guided tour of the Art Show. (I've heard too many con reports from exhausted fans who have literally got lost in the Art Show at large cons.)

I know how difficult it is to get news about forthcoming SF and what projects authors are engaged upon. That was one of the most exciting (and tiring) parts of my job when I edited *Matrix*, the news magazine of the British Science Fiction Association. Your news coverage is extremely impressive — I was really pleased to be able to read such a definitive news column. My heartfelt congratulations!

Jenny Glover  
16 Aviary Place

Leeds, West Yorkshire, UK, LS12 2NP

*We think it's a great idea for people heading to Scotland to make international contact ahead of time! Write her! Write her! (Even if you're not going...)*

Dear Sir:

As President of the Science Fiction Fan Club of China, I write this letter to you with the sincere hope that we'd have the opportunity to enter into direct and most mutual beneficial relations with you.

The Sci-Fi Fan Club of China is the sole nationwide club in China for SF Fans from all walks of life.

The history of the Club dates back to 1988. Its establishment marked a milestone in the development of Speculative Fiction in China. The Club has been developing by leaps and bounds since then and we now have members ranging from scholars to businessmen, from university graduates to white collar employees. They are all enthusiastic SF fans.

Activities of the club include a bi-monthly fanzine, an annual session, pen-pals among

members, and the exchange of SF books and information. Our fanzine *Nebula* is the only fanzine in China. Now we are trying our best to improve its format, printing and content.

We are in good relations with *SF World* — the only SF magazine in China. It was honoured with the "Best SF Magazine Prize" by WSF in 1991, when WSF held its annual meeting in China.

With China's big population and the development of science and technology, the number of Chinese SF fans is increasing rapidly. We predict that in the near future the Club will become the largest one in the world.

We believe that our relationship with you will definitely benefit both of us in many respects. We believe all SF fans are friends regardless of their race, nationality, sex, or age.

First of all, we can exchange information, which means you will get to know firsthand what is happening in the SF circles in China. We can exchange ideas, which means a lot of inspirations to the writing and appreciation of Speculative Fiction. We can exchange books, which means you will get a valuable collection of original Chinese SF books — with English translation by our translators. In the case that any of you members shall have the chance to visit China, we will do everything to make his or her stay a most enjoyable one.

The member of the two organization will have the chance to become pen-pals. You don't have to worry about the Chinese language. Most of our members' English is good enough to write letters.

In return for your information and help, we will send you the *SF World* — the only SF magazine in China, as well as our fanzine — *Nebula*. We will translate them into English so that you can get more from them.

We wish to become the best friends with you! I find that the statement carried by spacecraft Voyager which was written by former U.S. President Jimmy Carter, can best express our feelings: This is a letter from a distant world. It represents our hope, determination, and our good will in a vast and awesome universe. We hope someday we can join a community of "SF fans in the entire world"! Looking forward to your prompt and favourable reply! Faithfully yours,

Yao Haijun

101 Red Flag Wood-yard  
Zhu Mu Chang, Yi Chun,  
Hei Long Jiang Province,  
The People's Republic of China

*Well, y'all, let's write these guys and find out what it's all about! The more letters, the better! (We've sent them some issues of CN already, and are awaiting their response... hope they got through.)*

Dear Staff:

*ConNotations* v.4 #1 just arrived. Thanks a lot! It continues to be excellent reading. I notice that you say that this issue contains "The final CN installment" of Peter Manly's stories of Princess Irulana. I've been enjoying them, and since I am not on the Internet, I would appreciate it if you would forward my compliments to the author. [Consider it done.] "Light Magic" looks like the beginning of a longer and more serious adventure, which I will look forward to reading in the *MZB* magazine or wherever it appears.

Fred Patten  
Culver City, CA

## ConNotations Donation Form

Name: \_\_\_\_\_

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City: \_\_\_\_\_ State: \_\_\_\_\_ Zip Code: \_\_\_\_\_

Enclosed is \$ \_\_\_\_\_ for \_\_\_\_\_ issues of *ConNotations* (max 8 issues).

Enclosed is \$ \_\_\_\_\_ just to help cover your expenses. (Thanks!)

*ConNotations'* advertising revenue isn't sufficient to support its printing and mailing costs (all work done is on a volunteer basis). It costs approximately \$5 to send four issues of *ConNotations* to your door within the U.S. (see inside front cover for other countries). If you have not attended a CASFS or LepreCon convention lately, please send at least \$5 for the next four issues. We always appreciate any additional (tax deductible) donations to help pay printing and mailing costs — we can't do this alone.


**Check your mailing label: a \* or a 1 after your name means this is your last issue! Subscribe Now!**


PLEASE MAKE CHECKS PAYABLE TO CONNOTATIONS AND MAIL THEM TO PO BOX 62613, PHOENIX, AZ 85082-2613.


# ConNotations Puzzle #4 — Stargates


Here's the premise (please fully suspend your disbelief!): You're part of a stellar cartography team, you've received sketchy details on three different sectors, and it's your job to figure out the location of the astronomical bodies. The grids below represent three different sectors of space (three different puzzles), each containing one long stargate (four grid squares in length) two medium-length stargates (each three squares long), three mini-stargates (each two squares long), and four black holes (one square each). The stargates may be oriented either horizontally or vertically, and no two bodies will occupy adjacent grid squares, EVEN DIAGONALLY. The numbers along the right side and below each grid indicate the number of grid squares in the corresponding rows and columns that are occupied by bodies.

In each of the puzzles below, one or more pieces of information are shown to start you off. These may show empty space (indicated by an "X"), a black hole (a diamond), or the middle (a square) or the end (a triangle) of a stargate. The puzzles get harder as you go — if you solve all three (there are two slightly-varied answers for sector 3, either is fine), send them along with your name and phone number to the address on the back cover and we'll send you a prize!

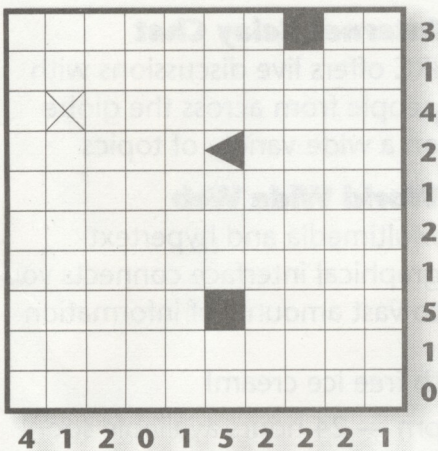
 Empty Space

 Black Hole

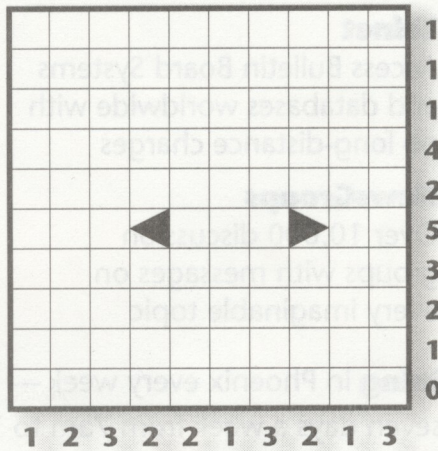
 Middle of a Stargate  
(will continue either left and right or up and down)

 Mouth of a Stargate  
(will continue in the direction of the flat side)

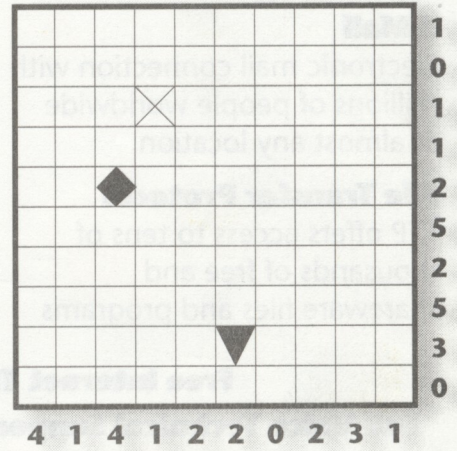
## Sector 1



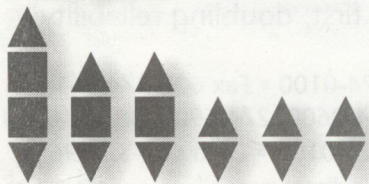
## Sector 2



## Sector 3



### Stargates



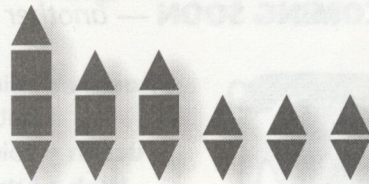
### Black Holes



### Empty



### Stargates



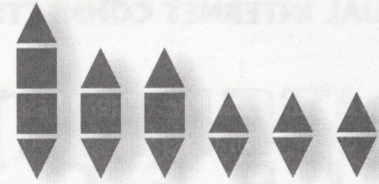
### Black Holes



### Empty



### Stargates



### Black Holes



### Empty



## Anagram Puzzle Answers from Vol. 4 Iss. 1 (Green Hexagon cover):

1. Battlestar Galactica
2. Bladerunner
3. Forbidden Planet
4. Raiders of the Lost Ark
5. Ghostbusters
6. Interview with the Vampire
7. Jurassic Park
8. Logan's Run

9. Star Trek: The Next Generation
10. Lost in Space
11. The Empire Strikes Back
12. Lucifer's Hammer
13. Star Wars
14. Total Recall
15. Nine Princes in Amber
16. Stranger in a Strange Land

Six correct answers were received: Diane Elliott, Steve Martindale, Nick Shannon, Jason Trisko, David Willoughby, and Starrie Wright! Nick Shannon also correctly responded to the logic problem from Vol 3 No 3. Thanks, y'all, and hope you liked your prizes.

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## ConNotations

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