

Vol 5 Iss 1

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ConNotations

The Quarterly Science Fiction, Fantasy, & Convention Magazine

Mars in 3 Colors

Author Kim Stanley Robinson

Plus Book Reviews, Television, Movies, Videos,
Comics, Games, Music, Costumes, Conventions

"...cool local sci-fi 'zine..." — Dave Walker, Arizona Republic

*"...packs the contents of any five sfzines into one issue.
Best price-performance ratio..." — Factsheet Five*

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

Hello:

Along with subscribing to *ConNotations* (check enclosed), I wanted to let you know you just *can't* give so much info for so little dough... so how do you?

Tons of con dates (thank you) is exactly what I've been looking for, and then there's all those clubs and APAs...

Tanks tons,
Wendy Friess
Vista, CA

ConNotations exists because of the merciful funding of CASFS, our ever-growing list of advertisers, and our subscribers.

Dear Margaret and Gang,

...I have a question to you and Bruce [Farr] — my understanding was that you guys were in charge of programming for Winnipeg [Worldcon '94]. For me, Arizona fandom is famous for its open-minded programming, allowing alternative sciences, differing ideas (UFOs, etc.) to be presented. At least that's how it was at NASFiC '87, WesterCon '88 and '92, when I visited you. So I am curious, what happened, as Winnipeg programming was very strict, very conservative, only 1 or 2 panels which may have been considered borderline alternative science. Have you been issued guidelines? I would much appreciate if you could publish a response. Thanks.

Please keep up the good work with *ConNotations*. It's a very enjoyable and real professional magazine.

With Best Regards,
Tom Endrey
Flushing, NY

Bruce was in charge of programming, and I (amongst many) helped with his publications, mailings, and scheduling. We sent out a list of topic ideas to hundreds of potential participants, including a lengthy list of new age or alternative science topics. However, we could only schedule what attending participants were interested in presenting. And no, fortunately, guidelines have not been issued.

Dear *ConNotations*,

You sent me a copy of *CN* some months ago (as a trade issue), but since I have no copies of my zine

Spud left to send you, I thought I'd send a loc instead. Commentary on your writings:

I turn the page and notice a letter from a friend and correspondent of mine I have yet to meet, Harry Andruschak. Maybe we should get Kermit the Frog to sing "It's a Small World After All."

I thot "Light Magic" was really a rather well done little fantasy. Delightful. Obviously Peter L. Manly has a lot of talent and I hope he gets somewhere with it.

"JMS on Writing" makes some sense. My trouble is that a month ago I got a copy of *1995 Writers' Market* with addresses of all kinds of magazines, but I can't seem to break beyond writing letters most of the time. I like to write letters, but fiction gives me trouble. This is probably the reason I am not a pro. Well, I don't seem to have much talent for sf as such. All those stories have been rejected. But humor and satire come easily to me. Maybe I should concentrate in that area. The named digest lists about 40 humor magazines to write to that pay money. Maybe some of your people could write for them too. Hell, maybe we could all make a little money, you know? (I have always been self-taught as a writer, maybe because I started out as being self-taught in sex. When I was 20 and finally got a girl to help me, things improved greatly.)

Correspondent Catherine Mintz is doing an article about the three SF films of Stanley Kubrick for *SF Eye*, a semi-prozine, I believe. She tells me that Kubrick has *A.I.* in the works for Spring 1995. That's the title. Finally cyberpunk will strike the public consciousness in a big way. This film ought to make quite a splash. I guess you dudes have heard about it already.

What do you think of *Earth 2*? To tell ya the truth, I haven't seen it yet; but I plan to this Sunday.

I can't get into most of the tv shows mentioned, but I do like *The Adventures of Brisco County Jr.* Clever show — good japes on time-honored themes.

Don't know much about comics anymore. I'm one of those fools who threw them all out at the end of adolescence. But I do know that a comic book artist and old friend Steve Stiles recently sent me a catalog of comics and the prices asked were unbelievable. I mean, I always had a special liking for *Little Lulu*. They're asking approx. \$150 a bound set for them, and there are four of these

sets. If I want the entire run of *Little Lulu* it will cost me \$600. I have decided that I don't want to nostalgia about *Lulu* all that much.

Not to mention those fantastic Carl Barks' *Uncle Scrooges*. Well, at least they are reissuing those.

But as for action hero comix, I was never into those in a big way. Always preferred funny animal comix.

I see that my old friend F.M. Busby has a new book out. He is probably most famous for the fabulous fanzine he used to put out with his friends *Cry of the Nameless*, from sunny Seattle. ("Sunny Seattle" — I think of that as magic irrealism.)

You say "Whither Fandom?" Well, personally, I will talk to anyone. Fanzine fandom has [the perceived reputation of being] elitist and snobbish and exclusionary. There are a few people in fandom like that — real **gung ho** types, but I personally don't like them very much. I myself was always glad to send out *Spud* to anyone who asked for a copy. And did. Most fans will. Then after you have sent them a couple of locs they'll invite you to their parties at the cons. We fanzine fans are like *Dracula*; we can always use their new blood. Otherwise we become typically too inbred and involuted, and who needs that?

Best,
Gary Dendorfer
Trenton, NJ

P.S. I like the musical group *Meat Puppets* from your part of the country.

Other P.S. I revere the Hopi, who have much to teach the rest of mankind about the relationship between human beings and the rest of the creatures on earth, and the earth itself — hopefully before it is TOO LATE.

Thanks for your loc, and good luck with Spud! To respond somewhat, Peter Manly is getting the adventures of Princess Irulana officially published in Dragon Three-Two-Niner, by local Integra Press. (Check future issues for possible advertising of same.)

As the TV goes, we enjoyed Brisco even though sometimes it made us groan. Too bad it's gone. We also like Earth 2 and catch it every week.

Yes, the Meat Puppets originated here, as did the now-famous Gin Blossoms. — Margaret

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 in 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 *siff* 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 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 March 1, 1995; mailing date is March 8, 1995. **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 know we've changed this again, but not in an interesting way... ¶ 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), and 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 10,000 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

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FEATURED FICTION

Green Mars. 2

Fiction by Kim Stanley Robinson

A tantalizing excerpt from our featured author's Hugo Award-winning novel about colonizing and terraforming our red buddy.

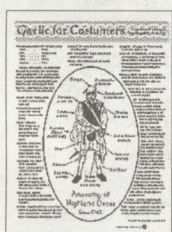


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Compiled by Randwulf

A glossary of Scottish Highland dress, from your toorie all the way to your brogues.

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ConNotations is sold by friendly merchants, and a portion of the proceeds are used to benefit science and literacy charities around the country.

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Vicüñan Forbidden Dance

Llamabada

GREEN MARS

KIM STANLEY
ROBINSON

Here's an excerpt from Kim Stanley Robinson's latest novel, the Hugo award-winning *Green Mars*. See page 10 for our interview with the author.

Red Mars was a #1 science fiction bestseller, a Hugo award nominee for best novel, a Nebula award winner for best novel, and a critical triumph. Now Kim Stanley Robinson returns with the new novel in his epic saga of the colonization of Mars.

Nearly a generation has passed since the first pioneers landed, but the transformation of Mars to an Earth-like planet has just begun. In *Green Mars* the colonists will attempt to turn the red planet into a lush garden for humanity. They will bombard the atmosphere with ice meteorites to add moisture. They will seed the red deserts with genetically engineered plants. Then they will tap the boiling planetary core to warm the surface. But their plan is opposed by those determined to preserve the hostile and barren beauty of Mars. Led by rebels like Peter Clayborne, these young people are the first generation of children born on Mars, and they will be joined in their violent struggle by original settlers Maya Toitovna, Simon Frazier, Sax Russell. Against this cosmic backdrop, passions, rivalries, and friendships will explode in a story as big as the planet itself.

The American rescued by Coyote and Maya was no more or less remarkable on first acquaintance than any other person Michel had met on Mars; more inquisitive perhaps, more ingenuous it seemed; a bulky shambling man with a swarthy face and a quizzical expression. But Michel was used to looking past that kind of surface to the transformative spirit within, and quickly he concluded that they had a mysterious man on their hands.

His name was Art Randolph, he said, and he had been salvaging useful materials from the fallen elevator. "Carbon?" Maya had asked. But he had missed or ignored her sarcastic tone and replied, "Yes, but also—" and he had rattled off a whole list of exotic brecciated minerals. Maya had only glared at him, but he had not appeared to notice. He only had questions. Who were they? What were they doing out there? Where were they taking him? What kind of cars were these? Were they really invisible from space? How did they get rid of their thermal signals? Why did they need to be invisible from space? Could they be part of the legendary lost colony? Were they part of the Mars underground? Who were they, anyway?

No one was quick to answer these questions, and it was Michel who finally said to him, "We are Martians. We live out here on our own."

"The underground. Incredible. I would have said you guys were a myth, to tell you the truth. This is great."

Maya only rolled her eyes, and when their guest asked to be dropped off at Echus Overlook, she laughed nastily and said, "Get serious."

"What do you mean?"

Michel explained to him that as they could not release him without revealing their presence, they might not be able to release him at all.

"Oh, I wouldn't tell anyone."

Maya laughed again.

Michel said, "It's a matter that is too important for us to trust a stranger. And you might not be able to keep it a secret. You would have to explain how you had gotten so far from your vehicle."

"You could take me back to it."

"We don't like to spend time around things like that. We wouldn't have come close to it if we hadn't noticed you were in trouble."

"Well, I appreciate it, but I must say this isn't much of a rescue."

"Better than the alternative," Maya told him sharply.

"Very true. And I do appreciate it, really. But I promise I won't tell anyone. And you know it isn't as if people don't know you're out here. TV back home has shows about you all the time."

Even Maya was silenced by that. They drove on. Maya got on their intercom and had a brief bursted exchange in Russian with Coyote, who was traveling in the rover ahead of them, with Kasei, Nirgal, and Harmakhis. Coyote was adamant; as they had saved the man's life, they could certainly rearrange it for a time to keep themselves out of danger. Michel reported the gist of the exchange to their prisoner.

Randolph frowned briefly, then shrugged. Michel had never seen a faster adjustment to the rerouting of a life; the man's sangfroid was impressive. Michel regarded him attentively, while also keeping one eye on the front camera screen. Randolph was already asking questions again, about the rover's controls. He only made one more reference to his situation, after looking at the radio and intercom controls. "I hope you'll let me send some kind of message to my company, so they'll know I'm safe. I worked for

Dumpmines, a part of Praxis. You and Praxis have a lot in common, really. They can be very secretive too. You ought to contact them just for your own sake, I swear. You must have some coded bands that you use, right?"

No response from Maya or Michel. And later, when Randolph had gone into the rover's little toilet chamber, Maya hissed, "He's obviously a spy. He was out there deliberately so we would pick him up."

That was Maya. Michel did not try to argue with her, but only shrugged. "We're certainly treating him like one."

And then he was back out among them, and asking more questions. Where did they live? What was it like hiding all the time? Michel began to be amused at what seemed more and more like a performance, or even a test; Randolph appeared perfectly open, ingenuous, friendly, his swarthy face almost that of a moon-calf simpleton — and yet his eyes watched them very carefully, and with every unanswered question he looked more interested and more pleased, as if their answers were coming to him by telepathy. Every human was a great power, every human on Mars an alchemist; and though Michel had given up psychiatry a long time ago, he could still recognize the touch of a master at work. He almost laughed at the growing urge he felt in himself, to confess everything to this hulking quizzical man, still clumsy in the Martian g.

Then their radio beeped, and a compressed message lasting no more than two seconds buzzed over the speakers. "See," Randolph said helpfully, "you could get a message out to Praxis just like that."

But when the AI finished running the message through the decryption sequence, there was no more joking. Sax had been arrested in Burroughs.

At dawn they drew up with Coyote's car, and spent the day conferring about what to do. They sat in a cramped circle in the living compartment, their faces all lined and etched with worry — all except their prisoner, who sat between Nirgal and Maya. Nirgal had shaken hands with him and nodded as if they were old friends, although neither had said a word. But the language of friendship was not in words.

The news about Sax had come from Spencer, by way of Nadia. Spencer was working in Kasei Vallis, which was a kind of new Korolyov, a security town, very sophisticated and at the same time very low-profile. Sax had been taken to one of the compounds there, and Spencer had found out about it and made the call out to Nadia.

"We have to get him out," Maya said, "and fast. They've only had him a couple days."

"The Sax Russell?" Randolph was saying.

"Wow. I can't believe it. Who are you all, anyway? Hey, are you Maya Toitovna?"

Maya cursed him in livid Russian. Coyote ignored them all; he hadn't said anything since the message had arrived, and was busy at his AI screen, looking at what appeared to be weather satellite photos.

"You might as well let me go," Randolph said into the silence. "I couldn't tell them anything they won't get out of Russell."

"He won't tell them anything!" Kasei said hotly.

Randolph waggled a hand. "Scare him, maybe hurt him a little, put him under, plug him in, dope him up and zap his brain in the right places — they'll get answers to whatever they ask. They've got it down to a science, as I understand it." He was staring at Kasei.

"You look familiar too. Never mind! Anyway, if they can't tweak it out, they can usually do it more crudely."

"How do you know all this?" Maya demanded.

"Common knowledge," Randolph said. "So maybe it's all wrong, but..."

"I want to go get him," Coyote said.

"But they'll know we're out here," Kasei said.

"They know that anyway. What they don't know is where we are."

"Besides," Michel said, "it's our Sax." ❁

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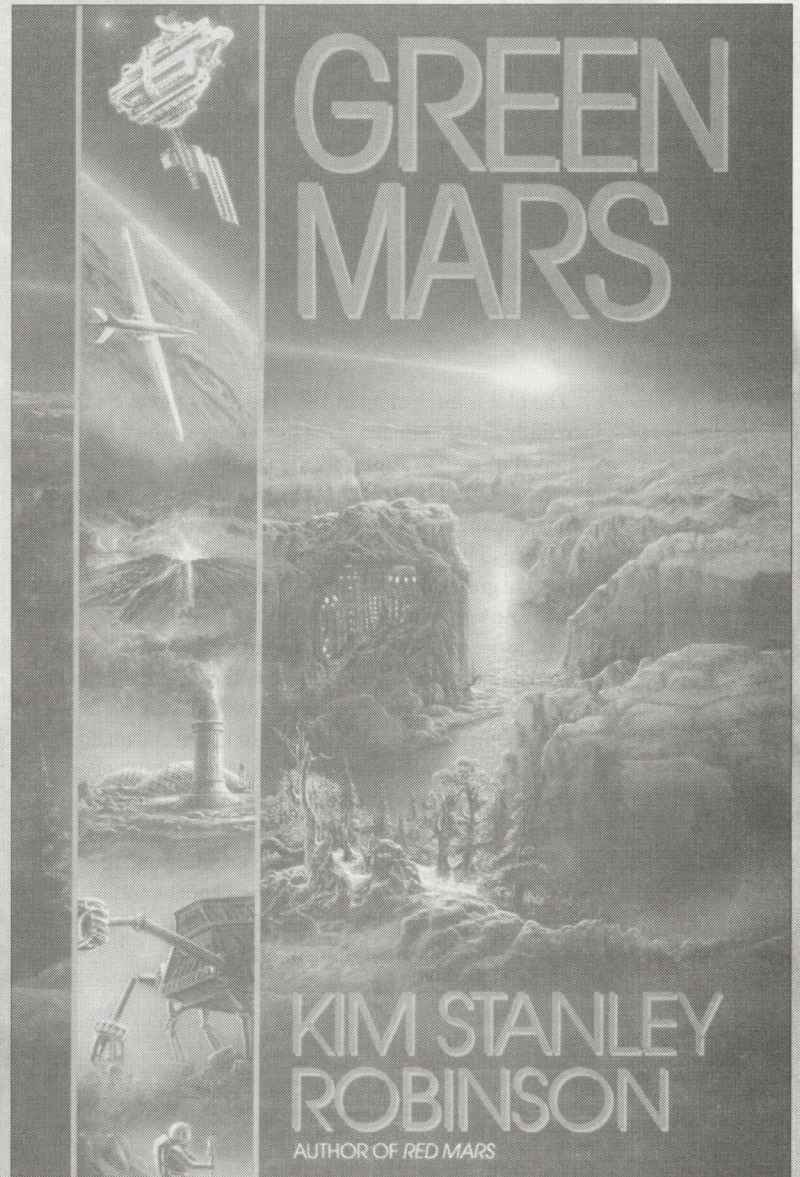
Green Mars

By Kim Stanley Robinson

Bantam Spectra, 1994

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24 Frames

Old films, new films, and a movie casting contest

By Matthew Frederick

Virus Fun

Based (very loosely) on a near-disastrous outbreak of the deadly ebola virus in Washington, D.C., **Outbreak** is a surprisingly good thriller that should appeal to almost everyone.

Dustin Hoffman stars as Colonel Sam Daniels, M.D., the lead virologist at the U.S. Army's Medical Research Institute of Infectious Diseases (USAMRIID), and **Rene Russo** is his ex-wife and the lead virologist at the Atlanta Center for Disease Control (CDC) — both do a superb job in the film, though the romance between them is not very believable.



Cuba Gooding, Jr., and Dustin Hoffman in *Outbreak*

©1995 Warner Bros.

The plot is intriguing: in 1967 the Army discovers the incredibly deadly Motaba virus in a village deep in the Congo. Rather than aiding the village, they take several samples and then destroy the village with an air-fuel bomb, wiping out any remaining infection and everyone who could spread it. Little do they know that the nearby monkeys make great carriers — they don't get sick, but they pass it from one to another (and to humans) with ease.

Fast forward to 1995: a mysterious virus wipes out a village deep in the Congo, and in comes the U.S. Army to save the day. It's the Motaba virus again, but the incident in 1967 was buried so deeply, only Major General Donald McClintock (**Donald Sutherland**) and General Billy Ford (**Morgan Freeman**) know all the details, and they're not telling for "national security" reasons.

Through a nasty chain of events (including one that had everyone in the theatre stifling their coughs and sneezes), the virus spreads through the town of Cedar Creek, California, killing hundreds and infecting hundreds more. In order to keep their secret, the Army is ready to wipe out 3,000+ American citizens unless brand-new 57-year-old-action-hero Dustin Hoffman saves the day.

The plot holes were tiny and didn't detract from the thrilling suspense. The

acting was top notch (**Cuba Gooding, Jr.**, as Col. Daniels' assistant was particularly good) and the direction was seamless. While not strictly science fiction, the film has enough fairly-tight science to qualify for a good-sized review here. Recommended for anyone.

The End of the Old Generation

OK, since the stellar release of **Star Trek: Generations**, you've all been on the edge of your seats screaming "Where's *Star Trek VIII*? The even numbered films are the really good ones!" Well, scream no more — *Trek* executive producer **Rick Berman** says you can expect a late 1996 release with no *Trek* Classic characters. Phew...

Generations was a thrill for some and a dud for others. Some of the special effects were incredible — the Stellar Cartography room's computer effects were great, and the Enterprise saucer-section wreck was a real thrill (though it seemed to defy friction after a while) — but the storyline suffered from a number of serious plot holes. The TTPS (Time Travel Plot Syndrome) stands out the most to me: at one point, Picard has the ability to go anywhere at any point in time, but rather than travelling far enough back to save his brother and avert a huge catastrophe he only moves to a point that advances the plot.

Before moving onto *VIII*, **Patrick Stewart** (Captain Picard) joins the cast of a new **Richard III** film as Clarence (perhaps with **Marisa Tomei** as Lady Anne).

On to the Future

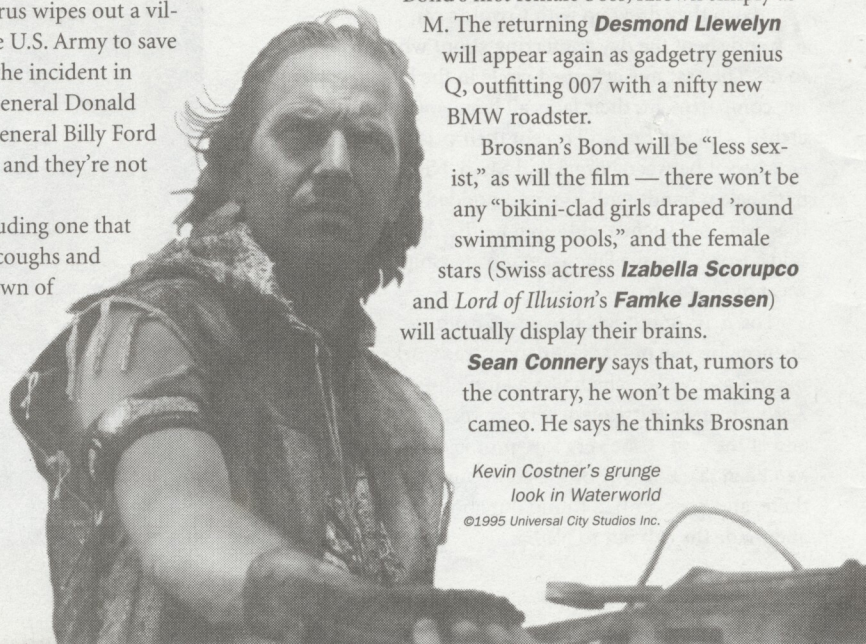
As previously mentioned, the next *James Bond* film will be **Goldeneye** starring **Pierce Brosnan** as Agent 007.

Scheduled for a November release, the 17th movie in the series will feature **Robbie Coltrane** as a Russian blackmarketeer, **Samantha Bond** as Miss Moneybags, **Joe Don Baker** as CIA contact Jack Wade, and **Dame Judi Dench** as

Bond's first female boss, known simply as M. The returning **Desmond Llewelyn** will appear again as gadgetry genius Q, outfitting 007 with a nifty new BMW roadster.

Brosnan's Bond will be "less sexist," as will the film — there won't be any "bikini-clad girls draped 'round swimming pools," and the female stars (Swiss actress **Izabella Scorupco** and *Lord of Illusion's* **Famke Janssen**) will actually display their brains.

Sean Connery says that, rumors to the contrary, he won't be making a cameo. He says he thinks Brosnan



Kevin Costner's grunge look in *Waterworld*

©1995 Universal City Studios Inc.

will be great, and he just hopes “they put humor in the script. That’s what was wrong with the **Timothy Dalton** Bond movies. They weren’t funny at all.”

TriStar pictures said they planned to spend “whatever it takes” to create a blowout **Godzilla** film, but it looks like “whatever” is limited to \$70 million. *Speed* director Jan De Bont was set to direct the famous Japanese beast, but needed a budget of \$135 million to include the planned 400–500 computer-generated special effects from Digital Domain (compare that to the 61 effects in *Jurassic Park*). De Bont says he didn’t want to “screw up the script just to fit it into a certain budget,” so he left the project.

The studio is now looking for a new director while *Aladdin* writers **Terry Rossio and Ted Elliott** trim their script to fit financial constraints. It’s said to Americanize the big green guy, with a deeper storyline and no “camp.”

Now De Bont has signed to direct Amblin’s ILM-effects-heavy **Twister**, about scientists attempting to control tornados. Written by **Michael and Anne-Marie Crichton**, filming begins in May.

Jeffrey Katzenberg (ex-Disney guru), **David Geffen** (record and film production king), and **Steven Spielberg** (master of the universe) joined forces to form a new movie studio called DreamWorks SKG. They plan to create a wide variety of high-quality movies, and their first animated epic looks like it’ll be a grand version of **The Ten Commandments**.

Warner Brothers doesn’t want to be left out in the cold in this latest animation surge, so expect **King Tut** sometime in 1996.

Kurt Russell plans another breakout when **John Carpenter** directs **Escape From L.A.**, a \$35 million follow-up to his 1981 *Escape From New York*.

The Mummy is back as Universal puts a production into gear with an early-April filming start. **Clive Barker** was originally involved, then **Joe Dante** (*Gremlins*, *The Howling*), and then **George Romero** (*Night*

of the Living Dead), but all bowed out in the end. Now **Mick Garris** (*The Stand*, *Psycho IV*, *Sleepwalkers*) writes and directs a “very scary and very romantic” version.

1980 brought us **Sam Jones** and the most campy version of **Flash Gordon** to date — now **David Goyer** is scripting a new version that should go into production this year. He promises to play it straight, but his previous writing credits (*Blade*, *Dr. Strange*) don’t bode well.

I mentioned **Puff The Magic Dragon** last issue, but mistakenly identified it as an animated feature — **Kathleen Kennedy and Frank Marshall** will be bringing us a live-action version. When they’re finished, their next production will be *Jurassic Park II* (no kidding!), scheduled for a summer 1997 release.

Oliver Stone is in fact bringing us a new version of **Planet of the Apes**, but the premise looks completely different from the original (book and movie): a genetic defect in all humans comes to the surface resulting in a huge and growing infant mortality rate. Scientists travel back in time to mankind’s beginning to prevent the defect from being introduced and discover a world ruled by technologically-advanced apes.

Originally scheduled for release this summer, we’ll have to wait until fall to see **Julia Roberts** as Dr. Jekyll’s maid **Mary Reilly** — the ending lacked “focus” and is being reshot.

Two issues back I mentioned that **Kevin Costner’s Waterworld** had a budget of \$60–100 million. Last issue I reported the movie was over budget at \$135 million — the most expensive film ever made. Now that post-production is nearing completion, it looks like the total might be as much as \$165m. It’ll be virtually impossible for the film to break even, much less make a profit (in 1994 only *The Lion King* and *Forrest Gump* cleared more than that).

Part of that expense was the cast (**Kevin Costner**, **Dennis Hopper**, **Jeanne Tripplehorn**, and hundreds of extras) and the 500-member crew. The film takes place in a post-apocalyptic water-covered Earth after the polar ice caps have melted; as a result, everything was shot at no small expense on a massive atoll built from over 1,000 tons of steel.

Additionally, the production company wanted to be as ecologically sound as possible. For example, they spent \$500,000 dismantling the atoll, and spent \$100,000 in fees for permission to start a large, contained oil fire while opting in the end to spend a lot more computer-generating the smoke.

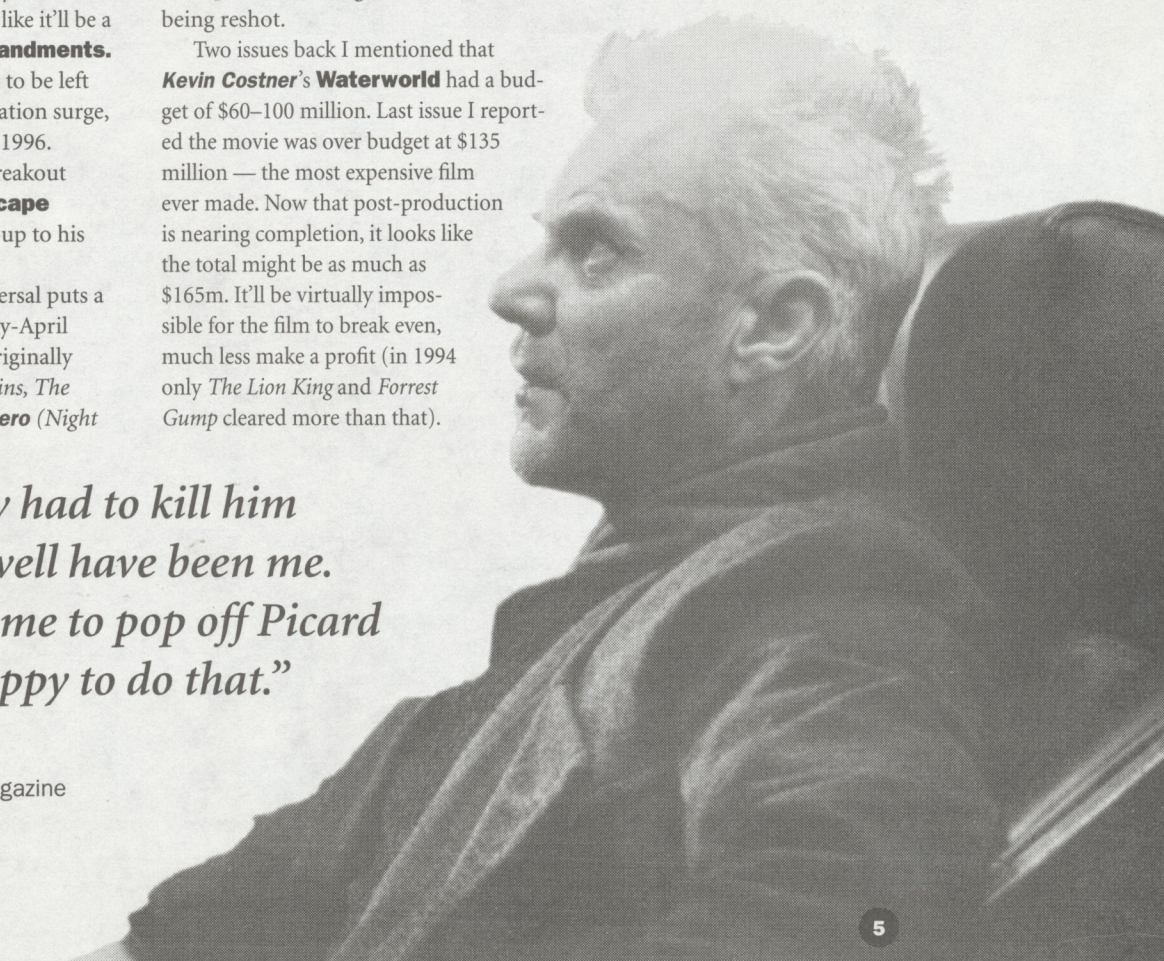
William Gibson’s short story **Johnny Mnemonic** will be released as a feature film in May with **Keanu Reeves** as the courier with information planted in his brain. The producers couldn’t afford Gibson for the novelization, though, so **Terry Bisson** will write.

Other studios are hopping on the cyberspace bandwagon, too. **Sandra Bullock** (*Demolition Man*) filmed several scenes for Columbia’s **The Net** in the exhibition area of last fall’s Comdex computer trade show; MGM is working on **Hackers**; and Disney’s to bring us **f2f** (face to face), the story of a serial killer who uses the net to stalk his victims.

“MOVIES” CONTINUED ON PAGE 39 ▼

“Look, somebody had to kill him and it might as well have been me. And if you want me to pop off Picard as well, I’ll be happy to do that.”

So says **Malcolm McDowell** in the April 1995 *Premiere* magazine when asked about killing Kirk in *Star Trek: Generations*.



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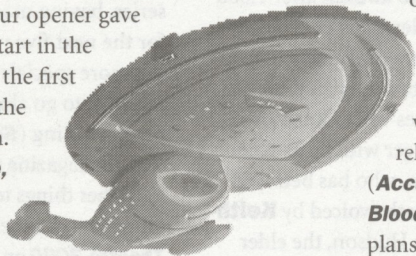
SF Tube Talk

Television gets even more new shows, while some pass on

By Lee Whiteside

Deep Space Voyaging

Star Trek: Voyager debuted in mid-January amid a lot of press coverage touting the new Captain Janeway played by **Kate Mulgrew**. Kate took over after their original choice, **Genevieve Bujold** bowed out after two days of filming, deciding that she and *Star Trek* really weren't made for each other. The two-hour opener gave the UPN network a good start in the ratings, and the ratings for the first few weeks held up against the other network competition. Over on **Deep Space Nine**, the ratings haven't been up to last season's performance and if they don't improve much, expect Paramount to make some changes with the fourth season and maybe more *TNG* related guest appearances.



The Year the Great War Came Upon us All...

Over on **Babylon 5**, the overall storyline has picked up with the emergence of the Shadows and the Narn/Centaurs hostilities going full bore. New episodes starting in late April will include "And Now for a Word," which gives a different perspective on the world of B5; "And There All the Honor Lies" (**Peter David**) B5 deals with a threat that has never been faced openly on *Star Trek*; "Knives" (**Larry DiTillio**) has Londo's ascension putting him in a potentially lethal conflict with one of his oldest friends. "In the Shadow of Z'ha'dum" gives us some surprises about Morden and reveals one element in the exploration of Kosh, and "Confessions and Lamentations" is a very grim, intense episode about how people deal with the possibility of plague. "The Long, Twilight Struggle" is probably the biggest episode of the entire two years to date, story and FX and character wise, and will have a profound effect on the series that Straczynski compares to a cross between "Signs and Portents" and "Chrysalis;" ...and "Divided Loyalties" will produce a stunning revelation about one of *Babylon 5*'s major characters.

Things are also picking up in other areas for *Babylon 5* related items. DC comics debuted the *Babylon 5* comic series in December with the first issue written by **J. Michael Straczynski** (who is also providing the storyline for subsequent issues, keeping the comic tied in to the continuity of the TV series). The debut issue focused on the events of the season opener from the perspective of Jeffrey Sinclair and his part of the overall storyline will continue to be a part of the comic.

A limited signed and numbered edition CD of *Babylon 5* soundtrack music by **Christopher Franke** was released in November (debuting at the LosCon convention and

quickly selling out via electronic word of mouth). The regular commercial release should be out in March and should be available in most well stocked record stores. The regular release will adding some second season music to the mix.

The first of three *Babylon 5* novels from Dell (**Voices** by **John Vornholt**) is out now with two more planned for release later in the year (**Accusations** by **Lois Tilton** and **Blood Oath** by **John Vornholt**). Dell plans to make them a regular series provided the first batch do well in the bookstores. (Check the book review section for the scoop on *Voices*.)

Also check the toy stores for **Babylon 5 Micro-Machines** from Galoob featuring twelve different ships from the series.

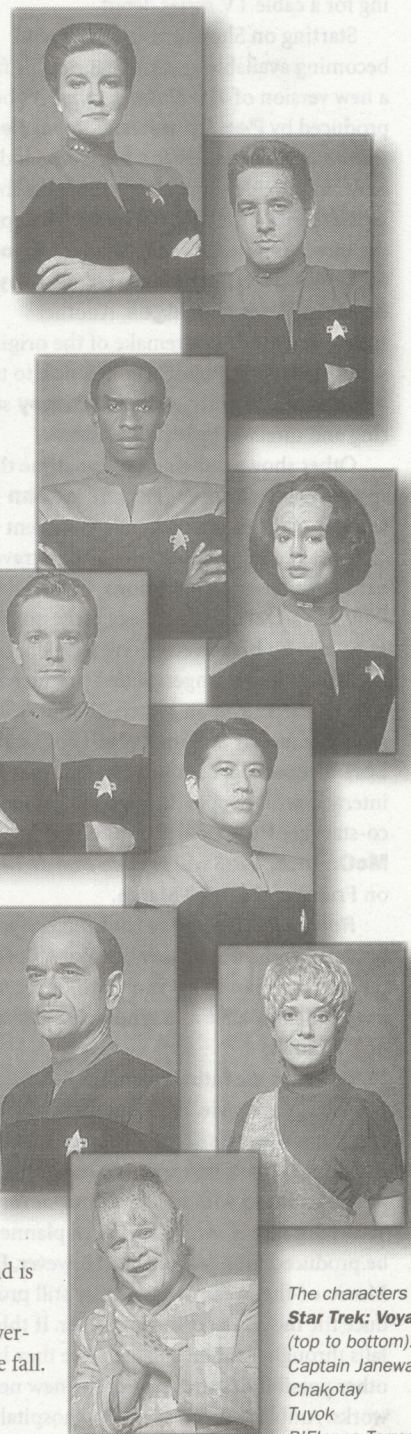
Sunday Night SF

The big surprise on Sunday nights is that **Earth 2** has turned out to be a decent show and is generating a loyal following. Here in Phoenix, the 5pm time slot made the show harder to catch since the NFL games always ran long but with football season over, it should start on time now.

Lois & Clark appears to be the ratings winner over **seaQuest** although Fox's move of the **Simpsons** to that time slot has taken a bite out of both SF shows. **seaQuest** looks to be a likely candidate for non-renewal while **Lois & Clark** has been getting decent ratings and is in much better shape. If the rekindled romance in recent episodes ups the viewership, its likely the show will return in the fall.

New Shows, Dead Shows, Maybe Shows

In addition to *Star Trek: Voyager*, January saw the debut of three weekly series that sprung out of the **Universal Action Pack** series of TV movies. Going into syndication are **Hercules: The Legendary Journeys** and **Vanishing Son**, which were the highest rated shows in the



The characters of **Star Trek: Voyager** (top to bottom):
 Captain Janeway
 Chakotay
 Tuvok
 B'Elanna Torres
 Tom Paris
 Harry Kim
 Doctor Kes
 Neelix

Photos ©1994
 Paramount Pictures

Action Pack. Going to cable on the USA Network is **William Shatner's Tek War** series. Look for fewer appearances by Shatner on the weekly series than in the movies due in large part to his heavy schedule promoting **Star Trek: Generations**. The debut episode of *Tek War* got the highest rating for a cable TV series debut.

Starting on Showtime in March and becoming available via syndication this fall is a new version of **The Outer Limits**. It's being produced by **Pen Densham (Robin Hood: Prince of Thieves, Space Rangers)** and looks to provide some interesting new shows in the spirit of the original series. The opening movie is a (loose) adaptation of **George R.R. Martin's Sandkings** starring **Lloyd, Beau** and **Dylan Bridges**. Another rumored episode is a remake of the original series episode "I, Robot" (no relation to the **Asimov** story) with **Leonard Nimoy** starring and directed by his son, **Adam**.

Other shows showing up sometime this spring include **Sliders** (Fox) from **John Landis** which is about a college student who creates a device which allows him to travel between alternate dimensions. Co-starring is John Rhys-Davies as a college professor who joins him on his travels, along with his girlfriend and a soul singer. *Sliders* premieres with a 2-hr. movie on March 22, and will air each Wednesday at 8pm. **VR•5** (Fox) stars **Lori Singer** as a computer hacker that interacts with people through virtual reality; co-stars are **Penn Jillette** and **David McCallum**. **VR•5** will replace **M.A.N.T.I.S.** on Friday nights mid-March.

Robocop: The Series has been dropped by their syndicator Rysher but Robo's production company, Skyvision, is looking to keep the show alive as a syndicated package of TV movies.

Based on the ratings from the "Dark Horizon" TV movie, Fox has ordered at least two more **Allen Nation** TV movies ("Body and Soul," "The Change"). Fox has decided not to go ahead with the **Amblin Doctor Who** pilot movie, which had been planned to be produced for a May airing. However, Fox' Movie-of-the-Week division may still produce the movie to air in November. If this falls through, Amblin still feels like they have other possibilities with one of the new networks. Amblin's success with the hospital drama **ER** and decent results with **Earth 2** looks to have earned some points for Amblin with the network suits.

On the horizon for this fall, look for an **X-Files** spinoff of some sort from Fox and *X-Files* creator **Chris Carter**, plus another

series created by former *X-Files* producers **Jim Wong** and **Glen Morgan** called **Space** about a group of *Top Gun* type pilots in space.

Disney's Gargoyles and Aladdin, Not Just for Kids

Disney's attempt to grab some of the viewers that watch shows like the animated **Batman** and **X-Men** is **Gargoyles**. It airs Fridays on the Disney Afternoon (KUTP-45) and features the voices of **Ed Asner, Jonathan Frakes** and **Marina Sirtis**. The show deals with a group of Gargoyles transplanted from England to New York who awaken after 1,000 years of sleep. They befriend a NYPD detective, Eliza, who helps them find a new home after it is no longer safe to stay with their transplanted castle. Frakes voices Xanatos, the bad-guy power-monger with Sirtis voicing the gargoyle Demona, who has betrayed her former partner, Goliath (voiced by **Keith David**). Ed Asner voices Hudson, the elder Gargoyle and mentor to Goliath. There are also three teenage gargoyles (Broadway, Lexington and Brooklyn) and Bronx (a dog-like one) to round out the crew. The show is definitely more mature than any of the other Disney Afternoon shows and is definitely worth catching. The five-part opening story "Awakenings" has been released on home video and makes for a good introduction to the show. The initial 13 episodes have already aired with 42 new ones airing starting in the fall when the show goes to four days a week.

Also debuting this year from Disney is a daily **Aladdin** series, featuring the voices from the movie except for the Genie, who is voiced by **Dan "Homer" Castellaneta**. The series maintains the spirit of the movie, although at times you may wonder if the Genie is really all that powerful. Celebrity guest voices on the show have included **Matt Frewer, David Warner, Johnathan Brandis, Jason Alexander, Kate Mulgrew, Bebe Neuwirth, Michael Dorn, and Malcolm McDowell**. The humor is not aimed only at kids and contains a lot of in-jokes, Disney and otherwise. The best SF one was in an episode with Matt Frewer's character, Chaos, where he is changing the appearance of some of the characters and guests in the royal court. After giving Iago a human head (not unlike that of **Gilbert Gottfried**'s), he changes one couple into half-kangaroos followed by changing another couple into a sperm whale and a vase of flowers (we didn't hear the vase say "Oh No, Not again", though.)

Sci-Fi Channel Slowly Spreading in the Valley

In local news, The Sci-Fi Channel is reaching more homes in the Phoenix area as Dimension cable slowly expands their system's capabilities. Tempe joined Mesa late last year and many East and Central Phoenix homes can now get the channel as well as other channels with shows of interest. The Sci-Fi Channel is still mainly repeats of old network shows, pruned for the demands of current commercial time needs. They have started airing the original **Twilight Zone** series, having made an exclusive agreement for the next five years. They have been having more specials and made-for-SFC movies recently, to go along with their other original programming (**Sci-Fi Buzz** and **Inside Space** magazine shows are the best ones).

Other things to look for on some of the other new channels include **Mystery Science Theatre 3000** on Comedy Central, **Max Headroom** and **Twin Peaks** occasionally on Bravo, **Space Ghost Coast to Coast** on the Cartoon Network (a very bizarre talk show with non-animated guests), **Coming Attractions** (with trailers from upcoming movies) and occasional specials on E!, and **Eerie, Indiana** and the Australian young-adult sf series **Ocean Girl** on the Disney Channel.

Affiliate Flux Finally Finished in Phoenix?

More local news: as this issue of *ConNotations* goes to press, it appears that the shuffling around of networks and syndicated shows has finally come to an end (except for one last iteration this fall when a new UHF station debuts in town). See the accompanying chart for the current location of the various SF TV shows in the Phoenix area.

The biggest news of the changeovers was the movement of all the *Star Trek* shows from KNXV-15 to KTVK-3. From the amount of publicity they did during the changeover, you'd think that *Deep Space Nine* didn't even exist anymore with the weeknight prime time airings of *Star Trek: The Next Generation* being KTVK's main SF show to promote. After putting *DS9* into an early Saturday evening time slot which seemed to get preempted half the time, it has settled into a 9pm Sunday night time slot (with NO repeat showing) which should be pretty stable.

The other big news was the orphaning of the **Fox Kids Network** which is a separate entity from the Fox TV Network. KSAZ-10 didn't want to air the weekday Fox shows in place of their afternoon talk shows so they

passed on the whole package. For a while, it looked like no one was going to pick them up, depriving animation fans and *Power Ranger* fans from their favorite shows. KTVK-3 came to the rescue by linking up with a Chandler farmer who owns the FCC license for UHF channel 61. KTVK will help them get started this fall with a channel carrying the Fox Kids network and other family/kids oriented programming. Until the station starts up this fall, KTVK is airing the full Fox Saturday morning lineup and selected shows from the weekday lineup scattered about on the weekends.

KTVK has also signed up with the fledgling Warner Bros. Network (The WB), which currently has nothing of interest to SF fans (other than their use of Michigan J. Frog as their mascot). They will eventually have a Kids network of their own, including new episodes of *Animaniacs* and maybe additional shows based on DC Comics characters (Warner Bros. owns DC). The WB is also likely to add some SF shows as they expand to additional nights.

Early January saw the debut of the United Paramount Network (UPN) on KUTP-45 whose main attraction is *Star Trek: Voyager*.

Using *Trek* to jump start the network has given UPN much higher ratings than The WB's initial ratings and it is likely that Paramount will expand nights as early as this fall. Paramount is also planning some week-end kids programming and have reportedly been talking with Disney. I wouldn't be surprised to see some sort of animated *Star Trek* show on UPN before too long.

So, aside from pre-emptions for Suns games on KUTP or ASU basketball games on KTVK, the schedule for most SF TV shows here in Phoenix should stay stable for a while. ☺

Phoenix SFTV Schedule

| MONDAY | TUESDAY | WEDNESDAY | THURSDAY | FRIDAY |
|---|--|--|--|---|
| 7:00p UPN 45 <i>ST: Voyager</i> ① | 8:00p UPN 45 <i>The Watcher</i> | 7:00p UPN 45 <i>Babylon 5</i> ① | 9:00p WB 3 <i>ST: The Next Generation</i> | 4:00p UPN 45 <i>Gargoyles</i> |
| 8:00p USA <i>Tekwar</i> ① | 9:00p WB 3 <i>ST: The Next Generation</i> | 8:00p FOX 10 <i>Sliders</i> | | 7:00p FOX 10 <i>VR•5</i> |
| 9:00p WB 3 <i>ST: The Next Generation</i> | | 9:00p WB 3 <i>ST: The Next Generation</i> | | 8:00p FOX 10 <i>The X-Files</i> |
| | | 10:30p WGN <i>Vanishing Son</i> **② | | 9:00p WB 3 <i>ST: The Next Generation</i> |
| | | 11:30p WGN <i>Hercules: The Legendary Journeys</i> **② | | |
| SATURDAY | | SUNDAY | | |
| 11:00a FOX 10 <i>Hercules: The Legendary Journeys</i> ① | 10:30p CBS 5 <i>Highlander: The Series</i> ① | 5:00p NBC 12 <i>Earth 2</i> | 7:00p USA <i>Tekwar</i> ② | |
| 2:00p WB 3 <i>Star Trek (The Original Series)</i> | 10:30p ABC 15 <i>Sightings</i> | 5:00p WGN <i>Hercules: The Legendary Journeys</i> ③ | 9:00p WB 3 <i>Star Trek: Deep Space Nine</i> | |
| 4:00p ABC 15 <i>Vanishing Son</i> ① | 11:30p ABC 15 <i>Forever Knight</i> | 6:00p WGN <i>Vanishing Son</i> ③ | 10:30p ABC 15 <i>Space Precinct</i> | |
| 5:00p UPN 45 <i>Babylon 5</i> ② | 12:30a ABC 15 <i>The Extraordinary</i> | 7:00p ABC 15 <i>Lois & Clark: The New Adventures of Superman</i> | 11:30p WGN <i>Hercules: The Legendary Journeys</i> ① | |
| 6:00p UPN 45 <i>Star Trek: Voyager</i> ② | 1:30a ABC 15 <i>Vanishing Son</i> ② | 7:00p NBC 12 <i>seaQuest DSV</i> | 12:00a CBS 5 <i>Highlander: The Series</i> ① | |
| 9:00p FOX 10 <i>Hercules: The Legendary Journeys</i> ② | | 7:00p WGN* <i>Highlander: The Series</i> | 12:30a WGN <i>Vanishing Son</i> ① | |

① First airing of week's show on that channel
 ② Second airing of week's show on that channel
 ③ Third airing of week's show on that channel

* *Highlander* shows on WGN air a week after other stations
 ** *Vanishing Son* and *Hercules* second showings are sometimes on Tuesday
 ST Abbreviation for *Star Trek*

NOTE: Both KUTP (*Suns*) and KTVK (ASU) are likely to move shows around due to sports programming. KNXV may also do this due to ABC sports and specials.

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Mars in 3 Colors

An interview with Author Kim Stanley Robinson about his Mars series, winning a Hugo Award, and life in Antarctica

*Kim Stanley Robinson is a bright new face in the science fiction world. His first novel **The Wild Shore** was critically acclaimed in 1984, with each novel a success since. In 1993, his **Red Mars** was nominated for a Hugo, and eventually won the Nebula Award. In 1994 **Green Mars** won the Hugo.*

Stan now resides in Davis, California with his wife of twelve years, Lisa, and their five year old son, David.

First I want to congratulate you on winning the Hugo for *Green Mars*. It was probably very satisfying. Any comments about winning the Hugo? Well, just that I'm awfully happy to win it. It's an incredible collection of novels that have won the Hugo and I'm happy to be part of that group.

And right before that *Red Mars* won the Nebula. That's right.

So, you must feel great about the whole series. Yes. It's particularly nice because I'm still working on *Blue Mars*, so it's very encouraging. I feel like I'm on the right track and have to finish it off properly.

Where were you when you heard about winning the Hugo? I was up in the Sierras. I couldn't go to Winnipeg because my wife was in Denver until Saturday morning of the Worldcon weekend, and I didn't really think I was going to win, so I figured I would pass because it was going to be very difficult to get up there. So I went to the Sierras with a couple of friends and we were camped on a ridge. One of my friends had a cellular phone that we took along with us. I had given the number to my editor, Jennifer Hershey, at Bantam. She tried to call but never got through. About 10pm Pacific time, I knew it was midnight Central time, and that it must have happened. So I tried calling Lisa down in the Sierra foothills.

Jennifer had called Lisa after she couldn't get me. I got Lisa just barely. And my two friends had basically fallen asleep, so I found out standing out there in the cold on a mountain ridge. A really wonderful place to find out.

I'm kind of getting the impression from past times talking to you that you like to be out in the middle of nowhere. Yes. I'm a big fan of backpacking and mountains. Going out in the deserts.

And you do it quite a lot, don't you? Yes. As much as I can, given that I live in a small town and I have child care responsibilities. I get up several times a year. One of the reasons I like living in Davis, California is that I can get up into the Sierra Nevadas very quickly. That's really my favorite mountain range.

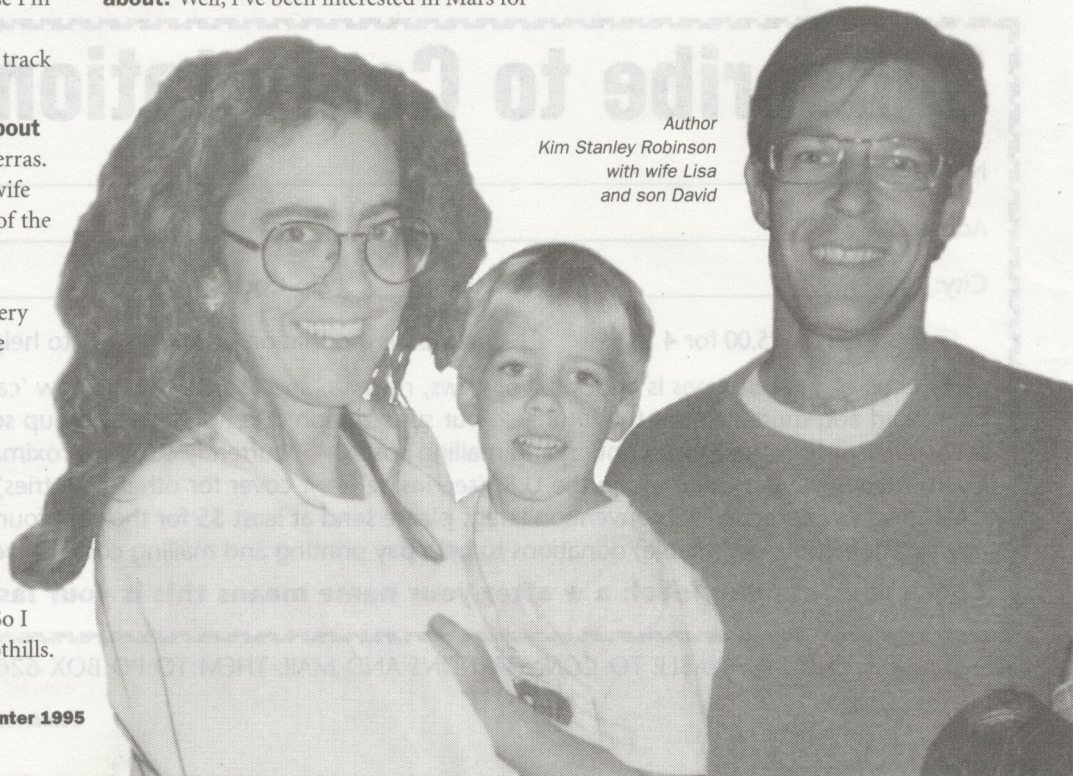
It's a beautiful area. I've trout-fished up there. I've seen people doing that and it looks like fun.

Tell us how the *Mars* trilogy came about. Well, I've been interested in Mars for

a long time because when I did research for *Memory of Whiteness* and *Icehenge* I ran across the Viking photographs and saw what it looked like, and I could see that it was basically an entire planet of mountains and deserts. So I was interested and I began to do some research and collect books; more and more with the idea that I would eventually write a single Martian novel which I thought I would call *Green Mars*. I wrote a novella called "Green Mars" to practice for it and to grab the title. That was several years ago, when I knew it was going to be years before I actually got down to the novel itself.

And that was published, wasn't it? Yeah, back in 1985, in *Asimov's*. I thought at the time that it was kind of paranoid of me, but "Green Mars" did seem like an obvious title, and quite recently I got a letter from Arthur C. Clarke saying that he would have called his latest book *Green Mars*, except he knew of the existence of my story. So his current

Author
Kim Stanley Robinson
with wife Lisa
and son David



book is called *The Snows of Olympus*. Anyway, when it came time to write this big novel I almost immediately realized that it was a lot bigger than I had thought, and that it really couldn't fit between one set of covers. I talked to my agent and he said, "Make a trilogy of it." I had never thought of it that way because I wanted it to be just one book. But I couldn't make it into one book. It was too long. So I split it into three books.

It seems to be going very well.

Yeah, I'm having fun with it, that's for sure. I don't really want it to end.

How much more work do you have to do on *Blue Mars*?

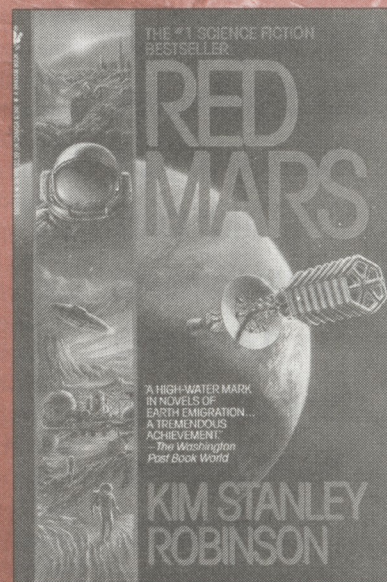
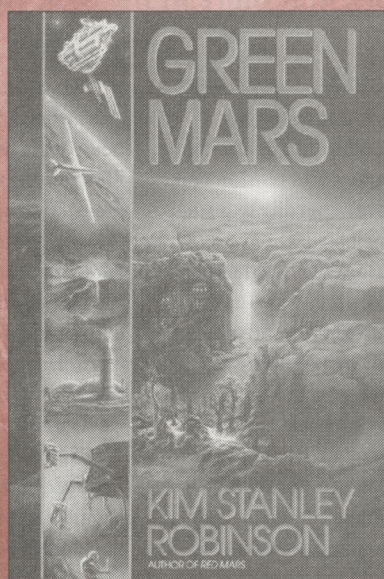
I've done the first draft at this point; and I've typed in about a quarter of it to the word processor. I figure I've got about six to nine months of work yet to do. So, I'm getting into the end game. I've been working on the project about six years now so I do feel like I'm in the last rush to get done.

So there's a light at the end of the tunnel.

I don't want to leave Mars. I've made arrangements with Bantam to do a companion volume that will be short stories, articles, poems, legends, and folk tales.

That sounds like a lot of fun. Yeah, it will be a lot of fun. I've got a lot of ideas for it, and it will mean that in essence I won't ever have to leave Mars because when that book is turned in I could always add to it in some future edition. I could add an extra story if something came to me. So essentially I can say that I'm never going to leave.

Has there been any artist's work that you've seen that has also helped you along with this series? Yes. There's been some very good art. But most of the time I discover it after I've written about it. Since I've written these books, artists have sent me their stuff and it's been really good. Michael Carroll is one, and in England, David Harding did a cover for *Interzone* when they



excerpted *Red Mars*, and it was a beautiful cover.

All right, let's change tack here. I've heard through the grapevine that you may be going to Antarctica. Yeah, that's right.

Is this research for a novel? Or is it just for fun? This is research for a novel. They wouldn't send me down there just for fun. I applied to a National Science foundation program for an artists and writers program. They send down a couple of artists and writers every year who are going to be doing work about Antarctica and need to see it.

That's great. Yeah, it is great. So the book I'll do after *Blue Mars*... well, I'll have two books that I'll be working on more or less at the same time. An Antarctic novel and the *Mars* companion volume. So I've got my post-*Blue Mars* projects set up, and I'm

pleased about that because I don't want to feel lost when I'm done.

And the Antarctic book is a logical follow-up to the *Mars* trilogy, because the way I discovered this grant was doing Mars research. They do a lot of Mars research in Antarctica because it's the most Martian place on Earth. There's kind of a crossover where the warmest temperatures and the wettest places on Mars are about the same as the colder, drier places on Antarctica.

Well, Stan, I'm a big fan of yours and I wish you continued success with your career and your family. I hope that *Blue Mars* does well and that you keep writing for a long time. Thank you. I've got the next couple of years well mapped out. I've got a lot of work to do. ☺

Pro News

Professional authors, artists, and more in the Southwest

By Adam Niswander

GREETINGS DENIZENS OF SOL3 AND FEN. I AM HAPPY to report that the old time clock is as good as new. The mechanical intelligences on that unknown world across the universe have overhauled every gear, pulley, and tension coil in the device, and this latest voyage moved speedily to a successful conclusion.

My friend, Dagrís, has spent considerable time researching mirror image realities. It seems that certain anti-matter universes are divergent from our own, finding one particular point in history on which to split off and then moving backward, in reverse order of occurrence, through the same events as take place in our own.

This has created some interesting side junkets for the time clock and yours truly.

For example, in our own universe:

Jennifer Roberson has been busy producing short stories for several anthologies, including "Guinevere's Truth" in **Marion Zimmer Bradley's Return To Avalon** anthology (which Jennifer also co-edits), a story in **David Copperfield's** anthology, a story titled "In His Name" in **Ancient Enchantresses**, and yet another in **Warrior Enchantresses**, as well as "Garden of Glories" in MZB's **Sword and Sorceress** #13. She is currently working on her collaboration with **Melanie Rawn** and **Kate Elliott** titled **The Golden Key**, and will soon start **Prince of Night**, in her **Shade and Shadow** trilogy. Jennifer will be GoH at ConDor in San Diego and for CoastCon in Biloxi, MS.

Michael Stackpole has turned in his first **Star Wars** book, titled **Rogue Squadron**, to Bantam, and is awaiting LucasFilms' approval. He is working on his 10th **BattleTech** novel called **Malicious Intent**. He is also writing the storyline for three Darkhorse Comics X-Wing four-issue series which will serve as prequels for the **Star Wars** novel series. The comics are due out in July while the novel is due for release in 1996. He sold a story titled "What's In A Name?" to the Wizards of the Coast first **Magic** anthology due for release in July as well. His fantasy novel **Eyes of Silver** was turned in to

Bantam but it will not appear until after the **Star Wars** work is out. He reports the sale of two books to Harper Prism — the **Chaos** novels — one by Mike and one by **William F. Wu**.

Busy **Elizabeth Danforth** has been spreading ink everywhere! She has six new card designs for **Ice Age**, the new Magic release from Wizards of the Coast. She has done illustrations for their **House Of Hermes** Ars Magica supplement, illustrations for FASA's **Barsaive** (in the **Earthdawn** series), and for Ironcrown's **Laketown**, yet another look at J.R.R. Tolkien's Middle Earth.

The third book in **G. Harry Stine's** **Earthsea Invaders** trilogy, titled **Third Encounter**, is due out from ROC in April. He reports he is shopping three completed novels and several proposals, but is staying busy with private consulting work at present.

Rick Cook reports his fourth **Wiz** novel, titled **Wizardry Consulted**, has gone to print and is scheduled for a winter release. He is currently working on the fifth, tentatively titled **Wizardry Entrant**. In addition, he is working on the sequel to the novella "Symphony For Skyfall" in collaboration with co-author Pete Manly.

Pete Manly is also hard at work on the sequel. It is worthy of note that "Symphony For Skyfall" (**Analog**) has received enough votes to qualify on the preliminary Nebula ballot for Best Novella. Pete had three aviation articles published in January in various flying magazines, and met with his Cambridge Press publisher to discuss a number of non-fiction projects. Currently, he is working on the galleys for his novel **Dragon Three-Two-Niner**, which should be published by Integra Press later this year.

Diana Gabaldon reports that her fourth Jamie and Claire novel suddenly split on her and became books Four and Five. They are tentatively titled **Drums of Autumn** and **King, Farewell**, respectively.

The third of those tales, **Voyager**, will be released in Great Britain in April, simultaneously in hardcover and paperback. The audiobook of **Outlander** is out and doing well, and the audio tale of **Dragonfly In Amber** is being recorded at present. Despite having spent October and November on the road doing a promotional tour, the lovely Diana is hard at work writing a mystery. She was selected to chair a panel for the Left Coast Crime Conference held in Scottsdale on February 17th.

Alan Dean Foster reports the usual heavy schedule of projects. Set for July release is **Life Form** from Ace. In August, it will be **Montezuma Strip**, a collection of his **Montezuma Strip** stories. In September, Del Rey will release **Mid-Flinx**, the newest of his **Flinx** adventures. In March, his collection of stories titled **Mad Amos** will come from Del Rey as well. He has turned in a new novel titled **Dinotopia Lost**, which will be published by Turner Publishing, no date yet, but with a cover by James Gurney. He is currently working on **The Dig**, a novel version of a Stephen Spielberg inspired game to be put out by LucasArts.

Simon Hawke, now that he's through with the grueling work of getting his Masters, has completed "the

Poul & Karen Anderson

Joe Bethancourt

Edward Bryant

Rick Cook

Elizabeth Danforth

Leslie Fish

Alan Dean Foster

Diana Gabaldon

Simon Hawke

Brad Lineaweaver

Pete Manly

Don Markstein

Adam Niswander

Larry Niven

Jennifer Roberson

Fred Saberhagen

Michael Stackpole

G. Harry Stine

John Vornholt

Walter Jon Williams

Chelsea Quinn Yarbro

fourth book in his *Tribe Of One* trilogy, titled **Broken Blade**," with a planned May release from TSR. His **Whims Of Creation** will be an April release from Warner Books. He has completed the last *Reluctant Sorcerer* novel, titled **The Ambivalent Magician**, and turned it in to Warner. He is currently working on his last *Wizard* novel for Warner which will close the series. He also reports he has just signed a contract with TSR to do a major novel scheduled for a summer release, but what it is remains a secret.

Chelsea Quinn Yarbro tells me that her collaborative *Mycroft Holmes* novels, done with **Bill Fawcett** (under the pen name Quinn Fawcett) are scheduled for release, the first in February and the second in 1996. She is finishing up with the 9th *Count* book titled **Mansions of Darkness** for Tor. She also says, for those who are interested, that her fourth *Michael* book was turned in to Berkley and is scheduled for a December release. In the first half of 1996, Transylvania Press will release **Immortal Glamour**, republished but this time without cuts.

Larry Niven says it's raining and he has a pool full of mud, but he is back at work on the detective novel in collaboration with **William Rotsler**. He is also hoping to have the third *Ringworld* novel, **The Ringworld Throne**, ready for Halloween 1995. Omni Comix will come out with an all-Larry Niven graphic issue, featuring "The Woman In Del Rey Crater." He hopes to have **John Byrne** do the treatment. After that we will see **Flatlander**, his five *Gil Hamilton* stories.

Fred Saberhagen says **Merlin's Bones** will be out from Tor this year. He is currently working on the proofs for **Dancing Bears**. When that is done, he will commence work on another Dracula novel (*Friend of the Family* series), tentatively titled **Brother Dracula**.

Tucson resident **John Vornholt** has been busy the last few months and has several books coming out. Out now is the first *Babylon 5* novel, **Voices**, with **Blood Oath** due in early summer. An *Earth 2* book, **Leather Wings**, comes out in late spring, and his *Dinotopia* book, **River Quest** comes out in April. He's currently enjoying not having a deadline and is looking forward to talking about all his books at LepreCon.

Edward Bryant reports that his collection titled **Flirting With Death** should be out in July, as should the hardcover of **Particle Theory** from Voyager. He sold a short story

to the **Norman Partridge** anthology coming from DAW titled "It Came From The Drive-In." He also just completed writing the introduction for **Lucy Taylor's** first novel, **The Safety of Unknown Cities**.

Poul and Karen Anderson report that the story, "Renaissance" (rebirth) is the cover story of the current *Analog*, a story set in the **Harvest of Stars/Stars Are Also Fire** universe. Other projects are in the works, but contracts have yet to be signed. More in the future.

Brad Lineaweaver is a busy writer. His short story "A Real Babe" sold to the **Peter Straub**-edited anthology **Peter Straub's Ghosts**. "The Darkest Doctrine" sold to the **Peter Crowther**-edited **Tombs**. Press Conference sold to the **John Varley**-edited **Superheroes**. "Milk is a Sauce" sold to **Southern Fried Horror**, edited by **Richard Gilliam**. "The Bison Riders" sold to the **Piers Anthony**-edited **Tales of The Great Turtle**. He is currently working on two novels in collaboration with **Dafydd ab Hugh** for Pocket Books, based on the *Doom* video computer game from ID Software.

Don Markstein, who did work on five of the six *Power Rangers* comic books currently out, has just signed a contract to do six more issues. The first three are the entire saga of the Rangers from the beginning to date, including all the back-grounds, and the second three will be an original story he wrote. He has been busy signing comics in five stores in three major metro areas. The first *Power Rangers* comic sold over 400,000 copies. Don just received the go-ahead for a 16-page *Uncle Scrooge* story written in Gilbert & Sullivan style for Gladstone Comics. He reports that the first printing of **Hot Tips** is just about sold out. Don continues to edit **Comics Review** and **Comics Review presents Modesty Blaise**.

Walter Jon Williams reports that his novel **Metropolitan** will be released in hardcover by HarperCollins in April. He will have short stories appearing in **Warriors of Blood and Dreams**, an anthology edited by **Roger Zelazny**, a series of fantastic martial arts stories due from Avon in June ("Broadway Johnny"), and **An Armory of Swords**, edited by **Fred Saberhagen** due from Tor in May ("Woundhealer"). He just turned in the third novel in his *Crown Jewel* series (titled **Rock of Ages**) due out from Tor in 1996. Walter is currently working on the sequel to *Metropolitan*, as yet untitled.

Leslie Fish reports that the project she is heading, **FAN HAVEN**, is now established.

They've obtained 140 acres and are going after the next 100. A gemstone cutter has been located and Leslie is lining up buyers.

Her new album, titled **Serious Steel**, with **Joe Bethancourt** (and a cover by **Will MacDonald**) is scheduled for release in February from Random Factors in Torrance, California. It contains songs for and about the Society for Creative Anachronism.

And finally, Integra Press publisher **Frank Wagner** has announced that the hardcover of **Adam Niswander's** third *Shaman Cycle* novel, **The Hound Hunters**, has been postponed until June. The book is in the can, but other delays have popped up. Adam is finishing the first novel in his science fiction trilogy, tentatively titled **Thermopylae**, and has turned in the first novel in his magic series, titled **The Repository**.

That takes care of our universe.

When I visited the divergent universe, I found that all the above listed writers remain unpublished and work in the food service industry.

Until the next issue of this glorious rag, take care, keep reading and have a superior life! ☺

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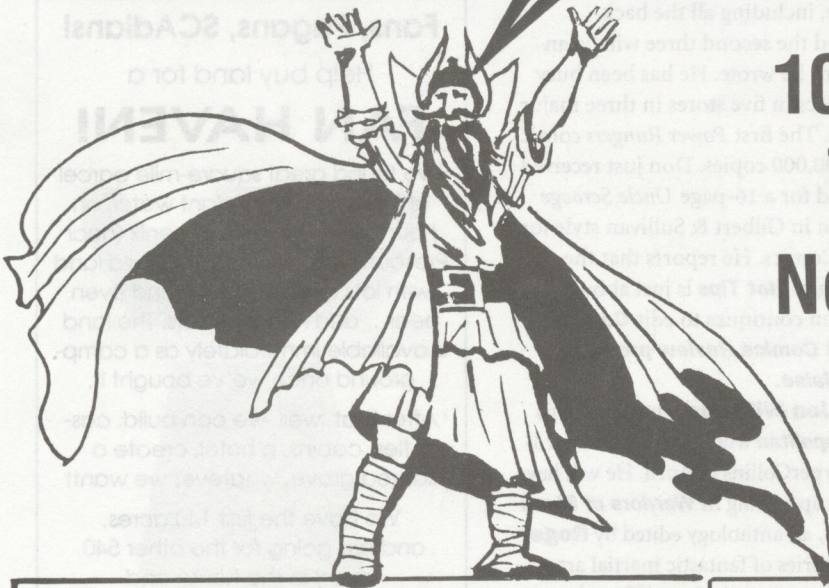
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Collections from the Golden and Silver Ages

By Jennifer Eckhardt-Schreiber

THIS COLUMN HAS BEEN USED IN THE PAST TO try and entice new readers into the world of comics, and to keep current readers up to date on what's new and hot. While bringing new readers into the hobby is still my main objective, this time I'd like to specifically talk to those of you who haven't read comics since you were kids.

Growing up in the sixties, seventies, and eighties, comics were much different than they are today. They were considered light entertainment at best, and evil, corrupting influences at worst. Comics of the Golden and Silver ages (1940's-1960's) were more cut and dry than comics today. You knew who the good guys were, and you knew how they would act. You could spot the villains in an instant, and knew that justice would always prevail.

I've heard many science fiction fans who frequent comic shops looking for the latest issue of *Locus* or *Starlog* comment on how comics today seem so dark, so bleak. They can't tell the good guys from the villains. Sad, but true. In general, comics today do not have that well-defined line between good and evil. This does not mean there is nothing out there for fans of good, clean, fun comics.

DC Comics has an extensive selection of hardcover reprint books. These include the earliest appearances of Batman, Superman, Captain Marvel, and the Justice Society. These are all stories from the 40's and 50's, and are real gems as far as older comics go. Recently, they have added volumes for Green Lantern, and the Legion of Superheroes. These are stories from a time when comics were FUN! Even if you aren't old enough to remember them as new, they are a welcome break from the dark, gritty comics of today.

DC has also collected several volumes under their "Greatest Stories" banner. These include comics from various times on a single theme. Greatest Batman, Joker, Superman, Team-Ups, and Stories from the 50's are just a few.

Marvel, while not having quite the depth of history that DC does, still has collected many of their original comics in hardcover form as well. Want to

read (or reread!) the first appearance of Spiderman? How about the X-men? Marvel has collected early stories of many of their heroes. These are just great reading folks!

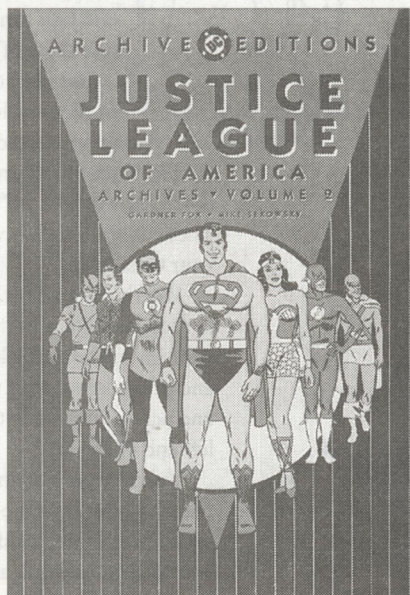
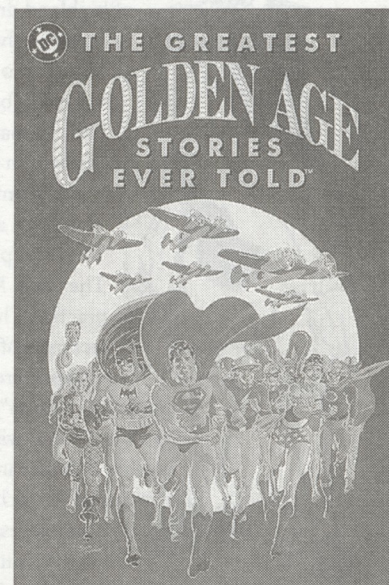
There are two things to keep in mind when buying these reprint books. First, these are NOT collectibles! They are a relatively inexpensive means to enjoy these early comics. Secondly, most of the books I have mentioned are only available in hardcover, so they can get a bit pricey. They generally run anywhere from \$24.95 to \$49.95. But compared to the cumulative prices of the original issues, it's quite a deal.

Now that I have made you think that all of today's comics are grim and full of murdering heroes, let me tell you about a couple of bright spots.

The first is **Power of Shazam**. DC has brought back the original Captain Marvel in all his naive glory. After a graphic novel, and one issue of the regular series, I'm hooked. This is what comics should be! It's fun, throws back to a simpler time, and still manages to tell a good story.

The second is **Starman**. Also from DC, this book has many ties to the heroes of the past. Starman was a member of the Justice Society of America, back in the 40's. Now, his youngest son, Jack, is taking up the mantle. The only problem is, Jack would much rather be in his antiques and collectibles store, taking care of Roy Rogers records and Big Little books, than out fighting crime. This comic is not quite as bright and lighthearted as *Shazam*, but the stories are wonderful, and they really give you a feel for the history behind the DC universe. I hope to see more of the old heroes pop up in this book.

So, the next time you are in a comic shop, take a moment, and look at something you may have read when you were just a kid. You may be surprised to find that you still enjoy it! ☺



Costuming 101

Highland Attire: The Great Kilt

By Randwulf



ONE OF THE MOST POPULAR "PERSONAE" FOR science fiction, SCA, or RenFaire re-enactors and costumers is the Scottish Highlander. The Great Kilt or Belted Plaid is an excellent starting point to begin assembling a proper suit of highland dress. However, if you use something other than plaid, the basic method of pleating a kilt can be adapted into many different costumes: a medieval Irishman (before the cultures diverged so decisively), a basic barbarian, or an exotic alien.

Known in Gaelic as *feille mor* or *breacan feille* and made from beautiful Scottish tartans, the Great Kilt was worn at least as long ago as the sixteenth century, and possibly much earlier.

The Great Kilt involves no sewing, only a bit of practice. There are no seams, but simply a large rectangle of tartan material that is pleated and wrapped around the body. For an average-sized man (30–36" around the waist) four to five yards of 56–60" wide material will be sufficient. If you are a stouter individual, add one more yard of material for each 6" of additional waistline.

It is not necessary to finish the edges of the Great Kilt, but you may wish to do so for effect. Leave the selvage edges alone. One way to finish the non-selvage ends is to comb out about 2" of threads at either end and tying an overhand knot each time the color changes. Take a look at a woven rug or tartan scarf to see how this is done. Alternatively, you could sew a reinforcing seam about 1" inward from the end of the kilt and comb the fibers outside of this seam for a fringed appearance.

To wrap a kilt you will also need a sturdy belt, 2 1/2" to 4" wide. The numerous pleats of the Great Kilt will add more than 2" of thickness around

your body. Since circumference equals $2 \pi R$, you will need a somewhat longer belt than you would wear with trousers, say a foot longer. A wide, thick leather belt will provide the best support for a long day in the kilt. These wide belts can often be found in thrift shops. Gait belts and weight training belts also work well, or you may wish to make a custom belt. Extra wide belt blanks and a variety of buckles are available from Tandy Leather.

There is no wrong way to wrap a Great Kilt. Portraits from the 18th century show many variations. The method described below is one of the most common. First, lay your belt out, inside up, on the floor, or on a bed. You will be forming the pleats of the Great Kilt on top of this belt, so set it down at a distance from the edge of the bed equal to the distance from your knees to your waist.

(Do not plan to wear any accessories that hang from your kilt belt; otherwise you face the em-bare-assing risk of losing your kilt. Hang all accessories — pouch, dirk, sporran — from a separate belt.)

Lay your material on top of the belt in large pleats. For an average-sized man, one dozen pleats (each 4" deep) will be sufficient.

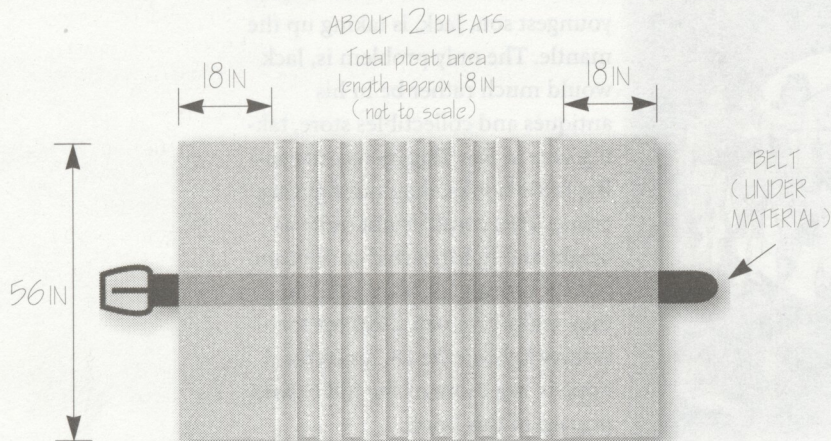
As you practice assembling the Great Kilt, you should experiment with the number and depth of the pleats in order to find the number that best fits your size and your particular plaid.

When the kilt is assembled it will measure one and one-half times the distance around your waist; one-third of the total length (one-half of your waist measurement) will be pleated; two-thirds of the total length (your waist measurement) will

remain unpleated. If you have a 36" waist, both ends of the plaid will be left unpleated for the last 18"; if your waist is 42", leave at least 21" of fabric unpleated at either end. These unpleated ends will form the overlapping front of your Great Kilt.

Wearing your shirt, lie down on top of the Great Kilt, face up, with your body centered on the kilt. The inside of your knees should be level with the hem. Lift the unpleated end of the kilt at your right side up and over your right hip and across your body to your left hip. Repeat this with the left end of the kilt.

Buckle your belt and stand up. The pleats should stay in place and the hem should be just above knee level. The upper part of the plaid can be left hanging while you put on your sporran, sword, and doublet. You have several options for what to do with the portion of the Great Kilt that has been left hanging over your belt. If it is a cold day, you might simply wrap the plaid around your arms and shoulders, forming a warm cloak.



Start with 5 yards of material. Form about a dozen pleats, leaving 18 inches at the ends unpleated.

"GREAT KILT" CONTINUED ON PAGE 18 ▼

Gaelic for Costumers

COMPILED BY RANDALL
"MACRAMBO" WHITLOCK

Note: standard spelling is a bloody Saxon fiction.

Beagh Small
Mor Large, or great
Feille Kilt
Cleah Sword
Breacan Plaid

Hence a *feille beagh* is a small kilt, while the great kilt is called a *feille mor*, *breacan feille*, or belted plaid. A Claymore is a two-handed greatsword while *cleah beagh* is the proper name for the one-handed basket-hilted broadsword. (Sorry, Mr. Scott: that was a *cleah beagh* you grabbed in "Day of the Dove," not a *cleah mor*.)

Airsaid • *air sād*; A tartan screen or shawl; evolved into the lady's sash.

Balmorral • *bal more al*; A round solid-colored bonnet of heavy woolen fabric.

Brogue • *brōg*; Shoe. Ghillie Brogues are a style similar to wing tips with long laces wrapped around the ankles.

Cairngorm • *kairn' gorm*; A yellow-amber colored quartz used decoratively in knife hafts, buckles, brooches, etc.

Clan Badge • The Chief's crest enclosed in a buckle and strap symbol, usually worn as a metal pin on the bonnet.

Claymore • Or *cleah mor*, a greatsword featuring cross hilts with decorative trefoils at the ends of the quillons.

Cleah Beagh • *klā beg*; A one-handed broadsword with heavy basket hilts lined with velvet or tartan.

Cockade • A patch of ribbon sewn to a bonnet for decoration. Cockades may appear as simple squares, bows, or rosettes. The clan badge is worn pinned through the cockade.

Cromach • *krō mock*; A crook-handled cane or walking stick.

Dirk • A large hiltless dagger, often jeweled and worn at the waist.

Flashes • Bits of ribbon worn attached to sock garters.

Glengarrrie • *glen gary*; An oblong bonnet, not unlike a garrison cap.

Great Kilt • Or belted plaid, or *breacan feille* (*brecken fill eh*), or *feille mor* (*fill eh more*). About 15 feet of 56–60" wide material loosely pleated and belted about the waist. There are many ways to do this, all of which are correct.

Inverness Cloak • An overcoat featuring a shoulder cape in place of, or in addition to sleeve. Sherlock Holmes is often portrayed wearing one.

Jabot • *jab ō*; An elaborate, lacy neck cloth worn on some formal occasions with the kilt.

Kilt • Or philabeg. A lower body garment (I can't make myself say skirt) of knee length, pleated around back and overlapping in front. Kilts are secured with two buckles at the right hip and one at the left.

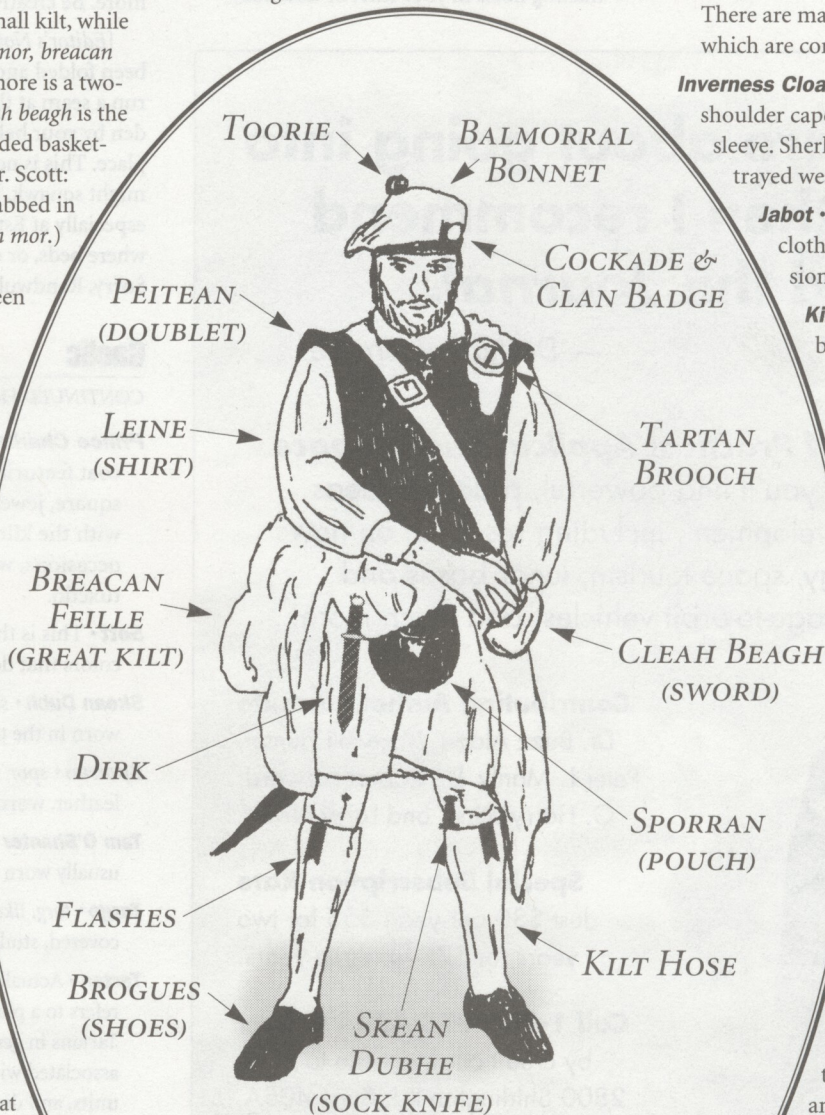
Kilt Pin • A pin, often shaped like a sword or dagger, worn through the outer apron of the kilt.

Kilted Skirt • A lady's garment distinguished from the kilt by being knee-length or longer, having a solid, narrow waistband and smaller buckles, and having the right apron overlapping in front instead of the left.

Leine Croich • *lān eh kroych*; Or saffron shirt. This was a full-cut linen tunic worn in both Ireland and Scotland during the middle ages. They were usually dyed with saffron. (Anybody have a good pattern?)

Peitean • *pet' ē an*; A waist-length, sleeveless doublet with wing epaulets.

Plaid • As well as checkered cloth, this can refer to a piece of tartan worn as a sash over the shoulder or around the waist.



Anatomy of Highland Dress (circa 1746)

"GAELIC" CONTINUED ON PAGE 18 ▼

Great Kilt

CONTINUED FROM PAGE 16


I usually take the middle of the edge of the plaid and draw it up my back and pin it at the left shoulder. This leaves two flaps of fabric hanging down on either side of the body. The left-hand, smaller flap is generally left hanging. The right-hand flap is rolled over once and tucked under the belt. This forms a useful pocket behind the back, big enough for a haggis and a fifth of Glenlivet. Back and front views of this style are shown on pages 16 (b) and 17 (f).

Other ways to drape the upper plaid include:

- Draw the plaid up across the back to the left shoulder and down to be tucked under the belt at the right hip. This won't work if you're very tall.
- Pin the plaid to a strap of ribbon or leather at the left shoulder and tuck the strap under the belt near the right hip. This creates a look much like the shoulder pin option, but has the advantage of not making holes in your shirt or doublet.

- Draw the middle of the plaid up across the back to the left shoulder and bring the edge that hangs near the right knee up across the front of the body to the left shoulder. Pin the two halves together with a tartan brooch. This creates a look suggestive of a Roman toga. It is also a rather warm style, well suited to chilly mornings at the Estrella War. This style is shown on the figure on the left of page 16.

Portraits from the 17th and 18th centuries show Scottish soldiers and noblemen wearing all of these styles and quite a few more. Be creative!

[*Editor's Note* — Once your Great Kilt has been folded and fitted to perfection you can run a seam at the waist, where it will be hidden by your belt, to hold all those pleats in place. This is not authentic, and purists might squawk, but it's awfully convenient, especially at Estrella War and other events where beds, or even floors, are scarce indeed. Sorry, Randwulf! JHB] 

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— Dr. Jerry Pournelle

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Gaelic

CONTINUED FROM PAGE 17

Prince Charlie Coatee • A waist-length coat featuring folded-over cuffs and square, jeweled buttons. These are worn with the kilt and a jabot for formal occasions, where others might wear a tuxedo.

Sett • This is the regular, repeating unit of colors that define a tartan.

Skean Dubh • *skēn dū*; A small sheathed knife worn in the top of the sock.

Sporran • *spor'ran*; A pouch, usually of leather, worn in front of the kilt.


Tam O'Shanter • A tartan or knit bonnet, not usually worn with Highland dress.

Targe • *targ*, like the Klingon pig-dog; A leather-covered, studded round shield.

Tartan • Actually from a French root word, this refers to a plaid, twill-woven, woolen fabric. Tartans in general refer to the plaid patterns associated with clans, families, military units, and districts. They are taken way too seriously.

Tartan Brooch • A decorated pin, often quite large, used to secure a plaid at the shoulder.

Toorie • *tū'rē*; The yarn pom-pom at the top of a Scottish bonnet.

Trews • *trūs*; Tight-fitting trousers or hosen, worn for riding. They go back at least as far in history as the *breacan feille*. Beware of the pleated military pants sold as trews in import stores. 

Reviews of the latest videos from television, the silver screen, even direct-to-video

The Dirty Pair: Project Eden

Streamline Pictures (dist. Orion Home Video), April 1994
Japanese theatrical release 1987
80 minutes, \$19.95

Haruka Takachiho's sexy interstellar troubleshooters Kei (the redhead) and Yuri (the brunette) are sent by the WWWA to investigate black market activity involving vizorium — a very special metal used in the construction of interstellar warp engines.

But there are a few little problems... the purest vizorium can be found only on the planet Agerna, and wouldn't you know it, Agerna is involved in a power struggle between the Edia and the Uldas over the control of the rights to exploit the special ore.

Did I say problems? How about the reported attacks to the ore refinery by giant bug-like bipeds — with all this going on, could war be far off?

And then there's the deranged biochemical genius Professor Wattsman. He thinks the atomic structure of the vizorium may hold the key to a new life form. If he only had some kind of a "project" to unlock this new life.

Toss the Pair into this mix and something earth shattering is bound to happen. Just don't call them the "Dirty Pair" to their faces, or they will have to kick your butt.

They're cute, they're sexy, and they're packing some major heat. And with their reputation, you can bet they know how to turn up the fire when they need to. Besides, who else could take on these kinds of problems and still look so good?

I liked this film very much. **Carl Macek** has done another great job producing and directing the English language version; and the English script by **Ardwight Chamberlain** meshes perfectly with the original Japanese animation.

This makes a great intro to the *Dirty Pair* films, as it was the only theatrical release of the series. The other chapters were direct-to-video release, and don't quite have the polished look found in this one.

Think of it as James Bond meets Betty & Veronica meets Alien. Simple idea, really.

Note: Orion is re-releasing Streamline videos with a new lower price. Look for the *Dirty Pair*, *Crying Freeman*, *Doomed Megalopolis*, *8 Man After*, and many more at your local video store. All good films, made even better with a new lower price. — *Don Birmingham*

Puppet Masters

Hollywood Pictures Home Video, April 1995
American theatrical release 1994
109 minutes, \$TBA

PuppetMasters is a movie about the invasion of Earth by unknown aliens. **Donald Sutherland** oversees the government agency assigned to wipe out this menace.

95% of the time, great books are turned into bad (really

bad) movies, but this is not one of them. I enjoyed the pacing of the film, as well as the heightening tension as the movie progressed.

This is a good (not great) adaptation of a wonderfully campy novel by the late great **Robert A. Heinlein**. I would recommend this video to anyone who doesn't mind the sight of alien parasitic beings riding around and damaging perfectly good humans.

On my scale of 1–10, *Puppetmasters* rates a 7. — *Jay Patton*

Tek War

Universal Pictures, April 1995
American television broadcast 1994

It's 2044, and the drug of choice is called Tek — an electronic mind stimulant that causes its users to be unable to distinguish between reality and fantasy, finally burning out their brains.

Cop Jake Cardigan (**Greg Evigan**) has been falsely imprisoned for killing his partners and dealing in Tek. He is let out early due to intervention by Walter Bascom (**William Shatner**), the mysterious head of the Cosmos Detective Agency. Jake is asked to help solve the disappearance of a scientist.

The scientist had created a crystal that would destroy Tek, but was funded by an evil Tek Lord who would use it to corner the Tek market.

Tek War is definitely a B cops-n-robbers shoot-em-up, but it's not campy enough to be a good B movie. Shatner needs to quit casting himself in roles he doesn't fit — and you need a good writer to carry off a film, even a SF cops-n-robbers one.


I would rate *Tek War* this way: if you're bored and have nothing else to do, rent it for 99¢. — *Barry Bard*

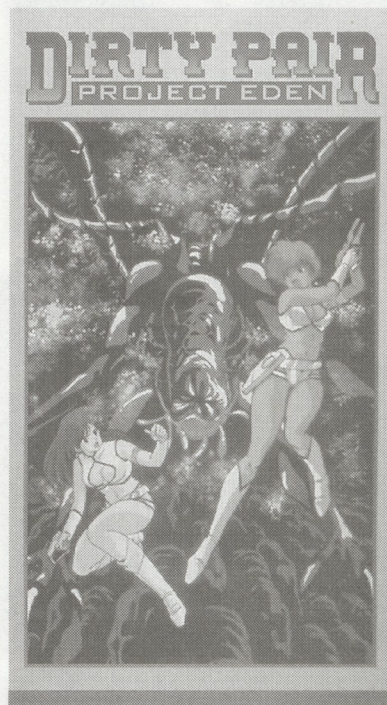
Hellbound

Cannon Video, April 1995
Direct to video release
95 minutes, \$TBA

Set in present day Chicago and the Middle East, this film follows two cops investigating a rather gruesome murder — and the chief suspect is a spawn of Satan.

This is a typical **Chuck Norris** action-adventure movie — with a bad sidekick to boot. I actually liked "Good Guys Wear Black" but I did not like this film. The only redeeming factor in this flick was that the bad guy was *really bad* (great makeup)... but that was it. I guess we can tell why it was released straight to video.

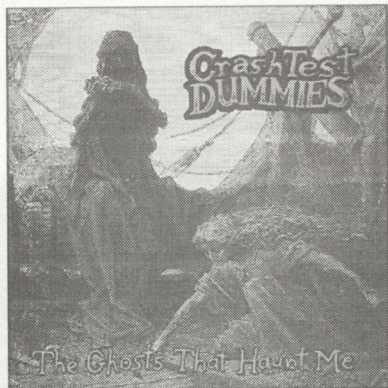
On my scale of 1–10, *Hellbound* rates a 2. — *Jay Patton* 



Musical Notes

Is it filk or just spacey music?

By The Con Curmudgeon



AS A RELATIVE NEWCOMER TO THE FILK PHENOMENON (and not a very welcome one at that), I have come to the realization that filk songs fall into four categories:

PARODIES: Well known songs with new words that talk about some science fiction element, either in a humorous (or not so humorous) vein. **Weird Al Yankovic's** "Yoda," based on the **Kinks'** song "Lola," is a good example. And there are thousands of others. Written a few myself.

ORIGINAL FILK: Songs with original words and music that can be about something as general as space travel, or as annoyingly specific as paragraph 7 on page 1,284 of the third part of a trilogy that only you ever read, and in fact, you wrote. (I hate that!)

PARODIES OF ORIGINAL FILK: A combination of the above two. This can often be the Frankenstein's Monster of Filk Music. For example — how many versions of "Banned from Argo" are there? How many do you really need?

GENRE SONGS: Science fiction songs that everybody knows or has access to, regardless of whether they know what "Filk" is.

Unfortunately, it's this fourth type of song that most filkers ignore. I am always amazed by the number of filkers who can't play "Mr. Spaceman" by **the Byrds**. Here's a song about a guy who's visited by Martians, wrapped around the five easiest guitar chords known to man. The chorus is perfect sing-along stuff. But go up to your average filk singer and say, "Play 'Mr. Spaceman!'" He'll look at you like you just said, "Boy, that *Star Trek* really sucks!"

There are lots of sci-fi songs — some well-known, some not — that I would think all self-respecting science fiction musicians would try to acquaint themselves with. Playing something that people recognize is a good way to get more people interested in what you're doing. And as any self-respecting musician who ever

learned to play the guitar will tell you, the more people who see you playing, the better your chances of getting laid. But I digress.

You undoubtedly have your favorite science fiction oriented songs, and I have mine. What makes us different is, I have a column and you don't. So here's a short list of songs and albums you oughta know about — even if you only use them to fertilize your imagination.

Superman's Song — Crash Test Dummies, 1993

Probably the best song ever recorded about the Man of Steel — a dirge, really. The singer compares Superman's life to Tarzan's, summing it up by saying, "Sometimes I declare, the world will never see another man like him." Great song, easy chords; on their album *The Ghosts That Haunt Me*.

The Miraculous Hump Returns from the Moon (album), The Sopwith Camel

This is one of my favorites, an album that I've had for years. If you remember **Sopwith Camel** at all, it's because they had a monster single in the Summer of Love called "Hello, Hello." Unfortunately, 1967 eventually came to an end, and it took the band five years to come down from the acid they had ingested making that single.

When they finally came to, they found themselves signed to Warner Brothers and handed them *Miraculous Hump*, one of the most spaced out albums of all time. The first track, "Fazon," posed questions about future civilizations in the ground, out in space, and in the sea. (If you were alive in 1972 and listening to album-oriented radio at the time, there is no way you haven't heard this song.)

The album also included songs about what astronauts eat, God's reaction to the moon landing, and lots of other stuff. Thankfully, somebody decided this album should be on CD, so go out and get it now.

And speaking of what astronauts eat, there is, of course, a song about astronaut waste matter:

The Intergalactic Laxative — Donovan, 1974

Yes, Mr. Mellow Yellow's best contribution to filkdom is a song that asks the musical question, "How do astronauts go to the bathroom?"

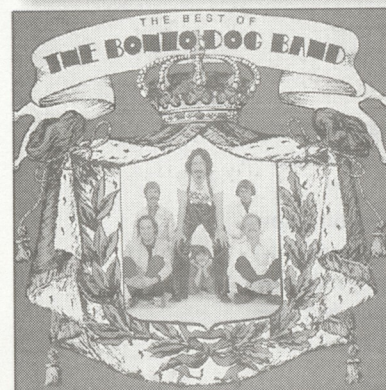
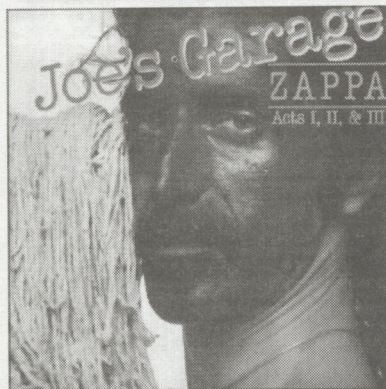
It's quite funny, it's played on the guitar to the second five-easiest chords known to man. But is anybody out there singing it? Noooooo. You can find it on an album called *Cosmic Wheels*, which I actually liked once.

But that was before I discovered the Cosmic Debris of Frank Zappa.

Frank contributed a lot of sci-fi material that filkers could use for inspiration. Like "Who are the Brain Police?" from *Freak Out*, 1966. It's scary, it's strange, and it's playable.

Joe's Garage, 1979 — Zappa's futuristic look at a society where music is eliminated by the government. Narrated

"MUSICAL NOTES" CONTINUED ON PAGE 35 ▼



The Game's Afoot

The boys are on hiatus this issue, so we start a tradition instead

STARTING WITH THIS ISSUE OF

ConNotations, we'll bring you a series of periodically-printed lists of clubs. This issue we bring you Gaming Clubs in the Southwest. If you'd like your club (of any kind) listed on an annual basis, send the appropriate information to us right away.

Arizona

THE DAEMON HORDE

Contact: Tony Liddle (602) 966-0910
Meetings: Business first Saturday of the month, games every Saturday & Sunday. Largest gaming club in Phoenix. Primarily role-playing games and Live Action.

LEJENTIA INNER CIRCLE

Contact: PO Box 2068, Scottsdale, AZ 85252

RAW GAMES

Contact: (602) 849-9515
Meetings: Every Sunday at Carrow's Restaurant (see Club Listings). Oldest gaming club in Phoenix. Primarily RPGs and war games.

RPGC

Contact: Michael McLaughlin (602) 464-3144
1730 W. Emelita #2025, Mesa, AZ 85202-3144
Meetings: Every Friday at 6pm in ASU's Memorial Union. The official gaming club of AZ State University. Live-action roleplaying games, tabletop gaming, conventions, parties, etc.

California

CHULA VISTA WARGAMERS

Contact: 3622 Polk Avenue, San Diego, CA 92104

DAVIS RECREATION AND GAMING ORGANIZATIONAL NETWORK (D.R.A.G.O.N.)

Contact: Eric Salzman
1280 Olive Drive #239, Davis, CA 95616

Meetings: Open gaming every Friday. Role-playing games, board games, war games, & *Magic*.

DECKMASTERS (OF SOUTHERN CAL)

Contact: Ben Strother (213) 764-9378
3025 Royal St. #470, Los Angeles, CA 90007
Spellfire, Magic, Jihad, Hacker, Illuminati, etc.

GOLDEN DRAGON'S GAME CLUB

Contact: 560 Taft Avenue, Hemet, CA 92543

LIVING FICTION

Contact: Dee McLoughlin (415) 492-1233
P.O. Box 151136, San Rafael, CA 94915-1136

Meetings: Live roleplaying. Dedicated to helping people start their own live roleplaying games and groups. We send materials and blueprints anywhere, and can lend physical game-support and rent props to groups/individuals in California and southern Oregon.

LOS ANGELES SCIENCE FANTASY SOCIETY

Contact: (818) 760-9234
11513 Burbank Blvd., North Hollywood, CA 91601
Meetings: Open gaming every Friday night.

SIMULATION ADVENTURE GAMING ASSOCIATION

Contact: Cal Poly (805) 541-8592
UU Box 168, San Luis Obispo, CA 93410

STANFORD ROLEPLAYERS

Contact: Pierre Uszynski (415) 961-1572
Role-playing games only, serving San Francisco peninsula, Silicon Valley.

STANFORD GAMING CLUB

Contact: Vadim Akselrod (415) 424-8934
Meetings: Sunday afternoons, Juniper Conf Room, Tressider Union, Stanford University.

Colorado

AURARIA GAMERS CLUB

Contact: (303) 556-4027
1006 11th St #39, Denver, CO 80204

CASTLE QUEST

Contact: Chris Coyne (303) 986-2280
Meetings: Live role-playing in a medieval milieu. Variable meeting times.

COLOR/ADO MILITARY HISTORIANS

Meetings: 2nd Sunday of the month at Baker Community Center, Denver. Historical miniatures gaming.

COLORADO SPRINGS GAMING ASSOCIATION

Contact: Gil Silva/Dick Fickes (719) 392-7727/599-3688
Meetings: Saturdays in the Colorado Springs area. Miniatures oriented club.

DEAD GENERAL'S SOCIETY

Contact: Steve Rolston (719) 598-8874
Meetings: Bill themselves as the "World's Premier Wargaming Organization."

HMGs: ROCKY MOUNTAIN CHAPTER

Contact: Greg Skelly (303) 457-3737
An organization devoted to fostering miniature gaming.


IFGS: DENVER/BOULDER CHAPTER

Contact: Ed Bowker (303) 669-6872
Meetings: Live action role-playing on the weekends. Participate as PC, NPC, or behind the scenes.

SAIGE

Contact: Ken Ritchart (303) 665-7062
Meetings: An official R.P.G.A. network club. Meets the second and fourth Saturday evenings of each month.

TRAIN GAMERS ASSOCIATION (TGA)

Contact: Heather Barnhorst (303) 680-7824
Organization devoted to train gaming. Sponsors Puffing Billy tournaments and publishes a directory and a newsletter, the *Train Gamer's Gazette*. 

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Open Mon–Thu 11–7, Fri 11–mid, Sat 10–mid, Sun 10–6

BRING THIS AD ON YOUR NEXT VISIT FOR A 10% DISCOUNT!

PANTEGHICON

The Starship Hilton

Hilton Hotels Corp. and Paramount Parks are collaborating to create **Star Trek: The Experience** within the Las Vegas Hilton.

ST:TE will permanently occupy 50,000 sq. ft. of the hotel's north tower and will be designed with a totally interactive entertainment approach. Each visitor will assume the identity of a Starfleet or alien crew member and participate as this character in the *Star Trek* universe.

The "Experience" will feature interactive video and virtual reality stations, a Cardassian restaurant and Starfleet lounge, a themed casino, and of course, new merchandise! Paramount and the hotel also promise to offer the "ultimate simulated ride, surpassing anything of its time, with the use of special viewer perspective image projection that will expand the field of vision and seemingly surround the viewer."

It is scheduled to debut in December 1996, to coincide with the celebration of the 30th anniversary of Star Trek. Beam me over, Scotty!

Fans, Pagans, SCAdians Give Her Your Dollars

And with it, she will buy land and develop a Fan Haven. She's found a parcel of land, 680 acres of fertile, mountainous, forested land, complete with wildlife and water, just 90 minutes north of Phoenix. She has already gathered enough funds to purchase 140 acres of it, and is seeking funds for the remaining 540.

She is **Leslie Fish**, filker extraordinaire and longtime fan. And she is pursuing a dream, one that is shared by many.

Once the fan community owns this land, anything can be done: camping, constructing buildings, hosting events of any type, or even living there. Leslie suggests many possibilities, including creating ecologically-minded housing, planting a sacred grove, ranching, gardening, or building a stone circle. Just think — potentially a permanent community for up to 1000 fans.

How can all of this come about? Leslie has formed a club, called **Fan-Haven**, with a formal charter, state-registered trademark, bank account, and all. Officially, club members are rockhounds.

The land is being purchased via a Mining Claim... sitting all over those mountains are lots of semi-precious gemstones. After some stones are collected and sold, a Patent Title is obtained, and several federal bureaucracies paid, the land is available to with whatever the membership wants.

Fan-Haven is "a club doing business as a company, seeking venture capital" currently by selling memberships. A membership costs \$100 apiece, confers one vote in the club, and responsibility for club decisions and property. (Multiple memberships can be purchased.) The club as an entity will own the land; the membership will decide how to use it.

It's this kind of freedom some dream about when they're at the bargaining table with the last hotel in the city who will sign your con's contract.

To join, or for more info, contact: Fan-Haven, c/o Leslie Fish, PO Box 9284, Phoenix, AZ 85068-9284.

Club Spotlight: Role Playing Games Club (RPGC) at Arizona State University

RPGC is the one and only official gaming club of Arizona State University. The club was formed in 1992, and meets every Friday night at 6pm in the Memorial Union building. They play role playing games, board games, card games, and even host live-action role playing games.

This past October, RPGC hosted the **Dance Macabre**, a dance/live-action game that raised money for charity. RPGC recently hosted Precedence Publishing's first convention, **RiallaCon**, in January. They also host meetings for Daemon Horde (another local gaming club) and help put on their live-action events. The RPGC will host anyone that wants to stage an event on ASU campus, pending a successful pitch at one of the meetings.

RPGC wants to put on a card gaming convention for the fall, is looking forward to hosting a *Magic: The Gathering* tournament soon, and possibly a live-action game based on Precedence Publishing's *Immortal: The Invisible War*.

Dues are \$5 per semester, and you don't have to be an ASU student to join. Gamemasters must pay an additional \$10 (refundable) to cover other costs. Membership includes a subscription to *The Gaming Gargoyle Gazette*, merchant discounts, access to gaming group info, and more.

For more information, contact RPGC, Box 56, Student Dev. Office, ASU, Tempe, AZ 85281; or call Corey Rinehart, President, at (602) 706-9040; or Michael McLaughlin, Secretary, at (602) 464-8895. RPGC has a chat area on The Electric Jungle (local BBS - 602-412-0230) and can be reached by email at RPGC@asu.edu.

Tucson's New X-Files Fan Club

The Tucson X-Files had their first meeting on Sunday, Feb. 12, in the city library. About 15 people attended which was just enough to fill the conference room that had been reserved for the gathering. Since then they've had their second meeting, and found that member ages range from 16 to 40-something. They're working on a newsletter, and the next meeting is scheduled for April 23. For more info, call Joyce Fuller Kleikamp at (520) 883-2813, or check them out at the Lightspeed Space Station BBS at (520) 325-6674.

NY Drops from Worldcon '98 Bid

Louis Epstein, chair of the New York in '98 Worldcon bid, has announced that they will not file their bid and are withdrawing from the race.

Apparently, one of the integral hotels decided to eliminate a big chunk of their function space, crippling the bid. They also figure on no further bids (2001, 2004) until the facility situation changes.

Upcoming Events

ARIZONA RENAISSANCE FESTIVAL

February 11–March 26, weekends, 10am–5:30pm
Features food, arts, theater, concerts, strolling musicians, comedy, storytelling, dance, crafts, jousting and children's activities. Admission is \$10.95 for adults (\$4.95 for kids 5–12, \$9 for seniors), with discount tickets at Fry's food stores. A bit of a drive, 7 miles east of Apache Junction on Hwy #60/89. [We recommend you see the Ded Bob Show, Don Juan & Miguel, and Smee & Blog the Executioners.] (See ad for more info.)

AUTOGRAPHING: GEORGE TAKEI

March 18, Saturday, 1/2 hour only
Mr. Sulu and author of *To the Stars* at Books, Etc., 901 S. Mill Ave., Tempe, AZ, 967-1111. Call for appearance time!

AUTOGRAPHING: RICHARD MARCINKO

March 20, Monday, 12pm–2pm
Author of *Rogue Warrior: Green Team* at Books, Etc., 901 S. Mill Ave., Tempe, AZ, 967-1111.

L.A.S.F.S. VIRTUAL REALITY SHOWCASE

April 1, Saturday, 9am–10pm
At their clubhouse, 11513 Burbank Blvd, N. Hollywood, CA. Speakers from LA-area VR companies; door prizes, refreshments, demonstrations. Advance registration \$75, \$110 ATD. Limited to 60 participants. Send SASE to 12828 Victory Blvd #337, N. Hollywood, CA 91606.

SPACE ACCESS '95

April 21–23, Friday–Sunday
Conference promotes affordable access to space at Phoenix Airport Day's Inn, 3333 E. Van Buren, Phoenix, AZ. Guests: Jerry Pournelle, G. Harry Stine, Rick Cook, and industry professionals. \$75 until 3/31, \$85 thereafter. (See Con Calendar and ad for more info.)

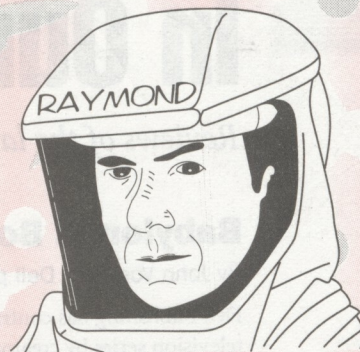
PHOENIXCON II

April 23, Sunday, 11am–6pm
Comic book convention at Rockin Rodeo Entertainment Facility, Priest Rd. and Elliot, Tempe, AZ. Signing: Todd McFarlane, Greg Capullo, Marat Michaels, Dan Fraga, and Mike Mayhew. Advance tickets \$6 at Dillard's Box Office, \$7 ATD. (See Con Calendar for more info.)

LEPRECON 21

May 26–29, Friday–Monday
SF/F art convention at the Francisco Grande hotel in Casa Grande, AZ \$30 til 5/1/95, \$45 ATD. Guests: Dr. Laura Brodian Freas, Frank Kelly Freas, Nancy Strowger, D.C. Fontana, and more. (See Con Calendar and ad for more info. Note: 4 days long!)

CINEMANIAC BY MATTHEW FREDERICH



BAD VIRUS ... DEFINITELY BAD ...
DEFINITELY ... DEFINITELY ...

Sci-Fi on the Internet

The depth and variety of science fiction and fantasy information available on the Internet is incredible, and is growing every day. Future issues of *ConNotations* will have more in-depth articles on the subject — in the meantime, here are some great things to check out:

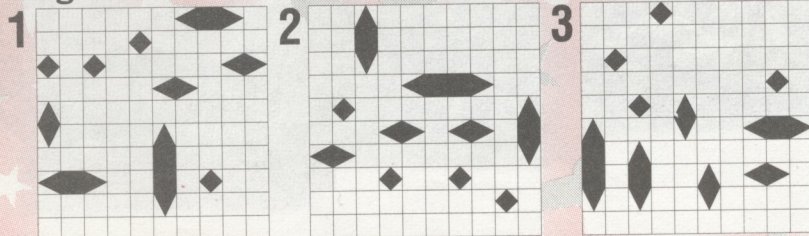
SF-LIT is a moderated mailing list operated by the Library of Congress that's open to anyone interested in discussing issues related to the literary side of science fiction and fantasy. SF-LIT provides an opportunity for members of the international community to participate in discussions related to reference, research, analysis, and other library and information center activities in the SF & F field. However, anyone interested in discussing the literary side of SF/F is welcome to join the list. To subscribe, send via e-mail the message SUBSCRIBE SF-LIT yourFullName to listproc@loc.gov. For more information, ask for details by sending e-mail to sf-lit@loc.gov.

AZ-SF is the Arizona Science Fiction mailing list, an unmoderated list open to anyone interested in science fiction in general and SF events and topics germane to Arizona in specific. A variety of things are discussed, including favorite books, upcoming autograph sessions, conventions, and club meetings, and a lot of silly subjects including toothpaste puns. Expect 2 to 15 messages a day if you subscribe to this list. To subscribe, send your request via e-mail to Jeff Wheelhouse, the list's administrator, at az-sf-request@wwi.com. Come join the fun.

SFTV Episode List is an incredibly up-to-date list of science fiction TV schedules nationwide. If you find yourself asking "Star Trek: Voyager reruns already?" or "When do the new Babylon 5's start again?" then this list is for you. You can pick it up periodically via anonymous ftp at ftp.hyperion.com/pub/TV, or receive it regularly by e-mail from list maintainer and *ConNotations* TV guru Lee Whiteside — contact him at leew@indirect.com.

CASFS and ConNotations can now be reached via e-mail courtesy of the great folks at Internet Direct. Here are our addresses: *ConNotations* is connote@casfs.org, CASFS is casfs@casfs.org, CopperCon 15 is cucon15@casfs.org, CopperCon 16 is cucon16@casfs.org, HexaCon 5 is hexacon5@casfs.org, HexaCon 6 is hexacon6@casfs.org, and general info requests and questions should be addressed to info@casfs.org. Coming soon: *ConNotations Online* via the incredible World Wide Web and on eWorld — more in the next issue!

Stargates Solved — Solution to Puzzle #4



Klaatu Barada Nikto, Dude!

Linguistics & Science Fiction is a bimonthly newsletter devoted to language in science fiction. A sampler is available including a really neat article that talks about Elvish, Klingon, Láadan, Kesh, Panglish, and more. A mere \$4 gets you the sampler post paid. Contact Suzette Haden Elgin at OCLS, PO Box 1137, Huntsville, AR 72740 or call (501) 559-2273.

In Our Book...

Reviews of the latest, hot off the presses

Edited by M.R. Hildebrand

Babylon 5: Book 1 — Voices

By John Vornholt, Dell pb: 1995, 246 pp., \$5.50

Dell Publishing has contracted for three novels based on the television series by creator J. Michael Straczynski. Unlike the *Star Trek* novel series, the *Babylon 5* series of books will directly tie-in with the TV series on which they are based.

The book takes place after the episode "Points of Departure" and prior to the events in "A Race Through Dark Places." John Vornholt takes us to Mars, where we are re-introduced to Mr. Bester, the top Psi Cop from the episode "Mind War," and Harriman Gray, the Psi Corps representative who appeared in "Eyes." The Mars Colony is hosting a conference of high-level telepaths until a bomb is planted by the radical group, Free Phobos, explodes, forcing the conference to move to Babylon 5.

Soon after the conference has begun, another explosion kills four Psi Cops and a military liaison, severely wounding Bester. The evidence implicates Talia Winters, Babylon 5's resident telepath. With the aid of a mysterious benefactor, Winters escapes to Earth in a desperate attempt to clear her name.

Babylon 5 Security Chief Michael Garibaldi and Mr. Gray track Winters first to Earth and then to Mars, uncovering more evidence about Free Phobos and the group who is actually behind the bombings.

The authors of this book series have the advantage being able to view an entire season of the television series, which give depth and detail to the plot and the characters involved. With the exception of Talia Winters, all of the characters ring true. The Winters character is only now becoming defined in the TV series through such episodes as "Mind War," "Soul Mates," and "A Race Through Dark Places." If you haven't followed the TV series, don't worry about being able to

understand the events in *Voices* because Vornholt

has supplied all of the information that you will need to enjoy this book. *Voices* will be released in March 1995.

The second book in the series, *Accusations*, by **Lois Tilton**, should hit the bookstores by May 1995. In it, Commander Susan Ivanova is linked to a series of murders committed by Free Mars terrorists. — *Shane Shellenbarger*

The Spellkey Trilogy

By Ann Downer, Baen pb: 1995, 630 pp., \$5.99

Most of this was originally published as three separate young adult novels from Atheneum Publishers — *The Spellkey*, *The Glass Salamander*, and *The Books of the Keepers*. In a short note from the author she explains that much of the first volume has been rewritten and two full chapters have been added. The book has a large and sometimes slightly confusing cast and uses many fairy tale elements, including elves with wings (shades of the Victorians.)

Overall I enjoyed the book; the characterization was good and the plot interesting. It had some thoughtful things to say and said them without slowing the pace unduly. I did find the author's use of a pentacle as the symbol of a repressive and abusive religion upsetting; she wouldn't dream of using a cross, a Star of David, or a crescent moon and star in such a manner.

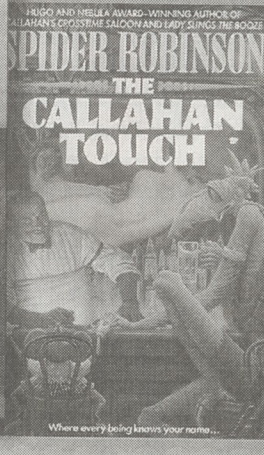
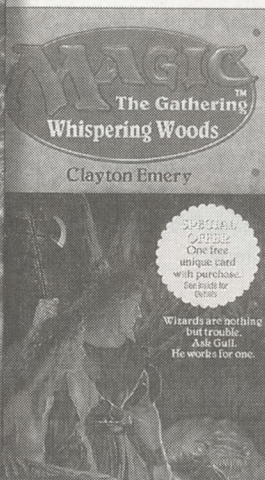
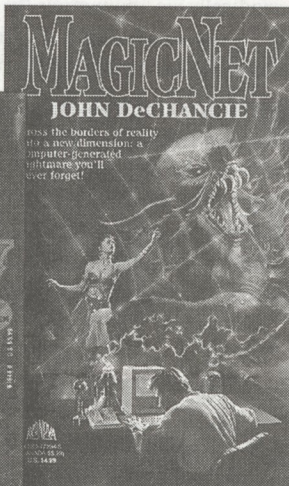
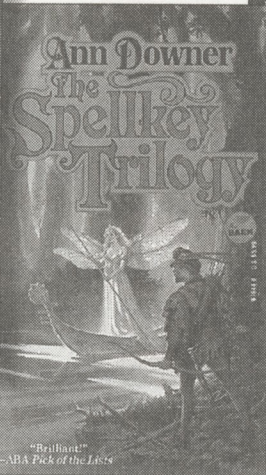
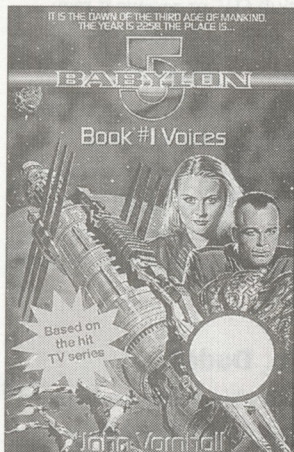
If you have read and enjoyed Diana Wynne Jones or Andre Norton's fantasy books I think you'll enjoy this.

— M.R. Hildebrand

Magic Net

By John DeChancie, Avonova pb: 1993, 234 pp., \$4.99

MagicNet is a high tech virtual reality fantasy romp with pockets of introspection, pockets of horror — a sort of Harlan Ellison piece with a warped sense of humor.



Schylar (Skye) King, a mild-mannered English professor at a small eastern college, gets a weird phone call from his friend Grant about something he has sent to Skye. During the phone call, Skye hears his friend being killed by a demon. He rushes over only to find his friend dead, and almost gets killed himself. The package from Grant arrives — it's a software program. He loads it on his computer and finds the late Grant alive and well in virtual reality and engaged in virtual battle with a brilliant hacker magician who is the sysop of the MagicNet, a blend of magicks through computer linkage that has begun to take on a reality of its own. The barely computer-literate Skye must reprogram an entire universe, then crash a system to prevent MagicNet from devouring our universe.

MagicNet has one of the wittiest devils since *Damn Yankees* and an antagonist from the Emerald City. It was fun. I recommend it to those who enjoy Simon Hawke and Esther Friesner. — Pam Allan

Magic: The Gathering Whispering Woods

By Clayton Emery,

HarperPrism pb: 1995, 294 pp., \$4.99

Whispering Woods is the second book in a series based on the still-popular *Magic: The Gathering* card game. In the game, powerful wizards war by attacking each other with powerful spells and summoning powerful creatures to do their bidding. Players never consider the repercussions of these activities on innocent victims, though, and that's the focus of this book.

Gull is a woodcutter and teamster — a hardworking man, honest and simple. His sister Greensleeves is a mute simpleton, a sweet, loving girl to be sure, but faerie-like in her innocence and

close connections to nature. They live peacefully with their family in the hamlet of White Ridge; peaceful, that is, until two warring wizards decide their valley would be a great place to hold a duel.

The powerful sorcerers release their wrath and the entire valley is destroyed, killing everyone in the village but Gull and Greensleeves. Vowing to destroy all wizards, the siblings set off to find a new life. As they leave the area of the Whispering Woods surrounding the village, Greensleeves begins to show signs of much greater intelligence and awareness — in fact, she begins to exhibit some unusual powers, those of a wizard!

Gull and Greensleeves are joined by several of the creatures summoned by the defeated wizard, including two centaurs and a one-armed giant. We learn that when a wizard conjures his fighters, they're ripped from their homes and dropped into the middle of a battle, geased to obey his every whim. If the wizard (and the creature) survives the battle, he usually returns them home, but if not, they're stranded. Food for thought, indeed.

This is the first book in a trilogy, promising great things to come, but the book stands alone very well. Clayton Emery has written a fine piece of fiction that any fan of fantasy will enjoy, whether they play *Magic* or not. And for players of the game, a free card is available from the publisher by sending in the coupon on the last page of the book. Recommended. — Matthew Frederick

The Callahan Touch

By Spider Robinson,

Ace pb: 1995, 226 pp., \$5.50

The newest *Callahan* book doesn't have Mike Callahan in it. Oh, he makes a cameo appearance at the end, but it's Jake who opens the new bar, Mary's Place. It's Jake who

tends bar and copes with the wonderful, zany patrons that Spider Robinson dreams up.

If you have never read any of Spider's *Callahan* stories, or anything else he's written, you have missed a real treat. My advice is that you find and read anything of his you can, starting with *Callahan's Crosstime Saloon* and going on to *Time Travelers Strictly Cash*, *Callahan's Secret*, *Callahan's Lady*, and *Lady Slings the Booze*. (WARNING! This is a pun and shaggy dog story alert. The Surgeon General has declared *Callahan* stories dangerous to your ribs.)

Spider Robinson writes some of the most enjoyable and pro-life fiction I have ever read. By this I do not mean anything to do with the people who go around bombing buildings, shooting people, and telling others what to do. I mean that Spider Robinson writes things that make you glad to be alive and proud to be human.

After *Callahan's Saloon* is nuked (yes, for those who have never read *Callahan's Secret*, literally) Jake takes ten years to open the new bar, but it's worth it as Mary's Place immediately becomes home to *Callahan's* regulars as well as some new patrons who fully uphold the tradition of offbeat weirdness.

Spider Robinson can and does write serious SF, some of it in collaboration with his wife, Jeanne, and it is not to be missed, but I must admit that my favorites will always be his *Callahan* books. — M.R. Hildebrand

WORLDWAR: In The Balance

By Harry Turtledove, Del Rey/Ballantine Books pb: 1994, 565 pp., \$5.99

Blitzkrieg! Harry is off to do it again. In this week's History Of The Alternate Past we will look at what happened



when the planet Earth was invaded at the height of World War II by the 'Race' and the military, political, and technological developments that resulted from the invasion.

Worldwar: In the Balance is one of the more enjoyable books that I have read by Mr. Turtledove since I finished the *Videssos Cycle*. He has done a wonderful job of depicting what another race, with many differences other than just species, would see if trying to interact with and conquer our planet. No easy task even when we're not fighting, and when we are fighting, well... we are a mean and nasty bunch when we get shot at.

In the Balance displays some wonderful research into the technological aspects of World War II, and a nice realistic look at alien developments. Mr. Turtledove has also rendered his usual mix of interesting and likeable characters. I especially like the rendering of Diplomatic Minister Molotov and his interactions with the 'Race', a humanoid/lizard species that DOESN'T like high water worlds, and with the German high command.

I did wish to see a little more of the big names from World War II like Rommel, MacArthur, and Hirohito. But I still enjoyed the other characters and was really interested in what happened next. I am buying the second book in hardcover now because I just gotta

know what's happening next. You are left with a cliffhanger ending from both sides of the war.

If you like World War II or war stories in general, alternate history, science fiction, or adventure with some tasteful romantic and psychological interaction/observation, then you really ought to grab this one and enjoy a good book.

The one thing that I noticed of the physical book itself was that it was cut off-center just enough that you hold it a little off balance. If this was intentional it worked; if a printing error then I suggest that they continue it. It adds a little more to a good read.

— S.O. Nobles

Interface

By Stephen Bury, Bantam tpb: 1994, 583 pp., \$11.95

Politicians often make deals with devils (big business & religion) to get elected, deals that usually keep the politician well under control during their term in office. These same politicians make promises they know they can't keep, but they're what the electorate wants to hear. The closer a candidate comes to promising the right things, the more likely they are to be elected.

Author Stephen Bury takes these ideas to

a speculative fiction extreme in *Interface*, a fascinating look at the powers behind the powers, and the role of technology and the media in the American election process.

In this great story, William A. Cozzano is the governor of the great state of Illinois and a possible candidate in the upcoming Presidential election. The incumbent has a great shot, though, and Cozzano's chances of winning aren't high.

A shadowy group of illuminati-like investors discover that the current President plans to take a bold step and "forgive" the U.S. national debt, in effect saying "we're not going to pay back any of the money we've borrowed, and none of you are big enough to make us." The investors have a lot of money tied up in that debt, though, and to keep it safe, they decide to do what they can to rig the next election.

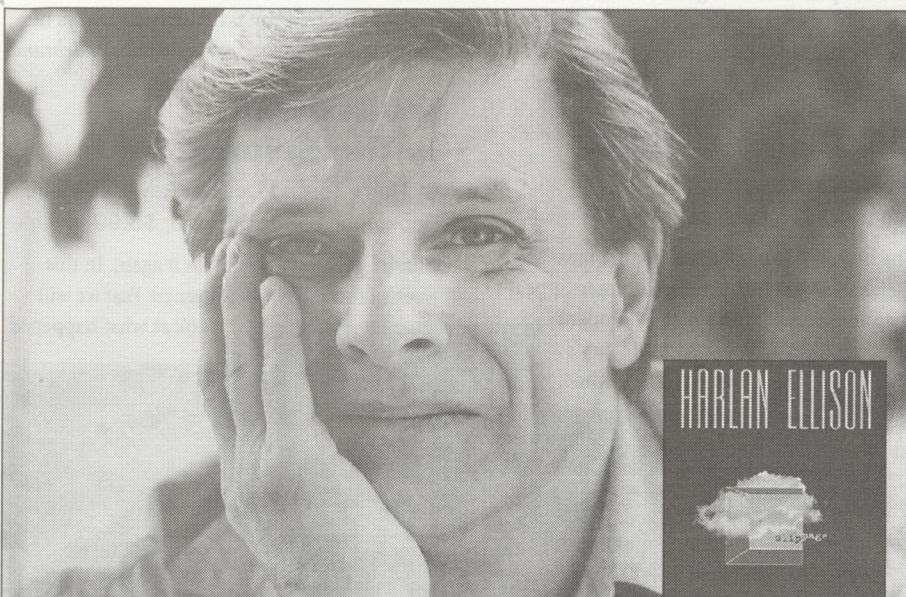
Cozzano has an unfortunate stroke that would take him completely out of the running — his chances of recovery are extremely slim, and his football-star image is seriously threatened. A newly developed technology allows agents of these investors to help the Governor out if he's interested... they'll implant a chip in his brain that can be externally programmed to give him his body and speech function back.

In order to make him a better candidate, the investors have an idea — immediate feedback of public reaction to his comments would allow him to make perfect speeches, promising all the right things. They attach special TV watches to 100 people, a near-perfect cross-section of the American public. The watches broadcast every Cozzano speech, and read the blood pressure, pulse, and galvanic response of the the cross-section (which includes such categories as "400-pound Tab Drinker," "Burger-Flipping History Major," "Trade School Metal Head," "Overextended Young Professional," and "UFOs Ate My Brain").

The system works great and Cozzano's popularity soars, but not without a few glitches. One of the watches is stolen from a Yuppie by a homeless man, whose readings readings skew things, and "Economic Roadkill" Floyd Wayne Vishniak, thinks something strange is going on.

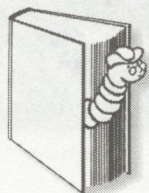
He's right: Cozzano's family and friends notice that he's not quite acting like himself anymore — his memories don't exactly match reality, and he's willing to lie now.

Author Bury has written an incredible book with dozens of fascinating characters (all of whom are easy to keep track of), several great subplots, and a page-turning story that keeps you on the edge of your proverbial seat. This is an outstanding book, proba-



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bly the best I've read in a year. Great stuff.
— Matthew Frederick

Bride of the Rat God

By Barbara Hambly,
Del Rey pb: 1994, 336 pp., \$5.99

Bride of the Rat God is a visit to the mad whirl that was Hollywood in the early 20's. An elderly Chinese gentleman tries to warn a starlet of dire danger. The fabulous antique necklace she's wearing marks her as the chosen bride of an ancient Manchurian devil-god. When Chrysendra Flamande pays him no heed, the teeth of the Rat God's trap begins to close on all who have worn the necklace. Her stunt double is murdered, rumors begin to fly, and it's up to her widowed sister in law, Norah, to find a way to thwart the demon and solve the murder.

As we follow Hambly's characters from Hollywood to San Bernadino, Downtown to China Town, from the canals of Venice Beach to the tar pits of La Brea, we get a glimpse of the real and surreal landscapes through which they move. She skillfully evokes the post WWI era as the 20's begin to roar, while blending in the Chinese mythology to fuel this fantasy murder mystery.
— Michael Horgan

No Earthly Sunne

By Margaret Ball,
Baen pb: 1994, 334 pp., \$5.99

Ms. Ball has written a well-researched and thought out book. *No Earthly Sunne* is set in today's world with flashbacks to 16th century England and side trips to Faerie. By using two timelines in our own world Ms. Ball has heightened the sense of alienness which her character feels in both the past and in Faerie.

As we watch Ellen Ainsley attempt to cope with her structured world as it shifts and dissolves, we sympathize with her. But at the same time we are aware that only she can bring Kit Arundel, a 16th century renaissance man, back from Faerie where he has lapsed into a fugue state. Ellen must face her fears and accept the fact that she once lived in 16th century England and loved Kit. She'll have to use both her knowledge of computers and philosophy and her love to save Kit from a living death.

Well-written — Ms. Ball bases her Faerie and its folk on folklore and Border ballads. In many ways I think the use of traditional lore aids Ms. Ball in her effort to bring out the "otherness" of the Faerie realm. I recommend this book to readers who have enjoyed Peter Beagle or Josepha Sherman.

— M.R. Hildebrand

Dazzling Brightness

By Roberta Gellis, Pinnacle Romance pb:
1994, 446 pp., \$5.99

The Time Weaver

By Kate Donovan, Pinnacle Romance pb:
1994, 412 pp., \$4.99

While I read a fair number of romances and quite a few deal with fantasy elements, I don't usually review them for *ConNotations*. These two were exceptional enough I thought they were worth mentioning.

Roberta Gellis, who has written many excellent historical novels (and a few sf books under a pseudonym) never fails to do her research; this is evident in her retelling of Pluto's abduction of Persephone, *Dazzling Brightness*.

Ms. Gellis has chosen to portray the Olympians as extremely powerful magicians, rather than as gods. Her Pluto rules over physical caverns. Her Demeter is an overly possessive mother who, as high priestess to the Corn Goddess, must bless the seed to make it bring forth an abundant crop. The story is about Demeter's need to let her daughter be an individual and Persephone's struggle to balance love of her mother with her need to be an independent adult as much as it is about Persephone's relationship with Pluto. *Dazzling Brightness* is an imaginative, fascinating and extremely well-written book.

The Time Weaver is more focused on the romantic relationship of the protagonists, but it too shows research and imagination. The book is set in an alternate timeline, one where the Native Americans stood fast against the European invaders and formed coalitions which allowed them to hold much of their ancestral lands. A trip back in time by Cassie Stone, a Euro woman looking for her missing cousin, and Alex BlackKnife, who is trying to hold the Susquehannock Nation together, allows the author to show her readers the other side of our "brave pioneer forefathers," as well as a look at the way of life of the "dirty naked savages"; the view is a bit idealized but very interesting. The writer also uses *Time Weaver* as a vehicle for other views but she isn't preachy. *Time Weaver* is a fun read. — M.R. Hildebrand

Oath of Swords

By David Weber,
Baen pb: 1995, 489 pp., \$5.99

Oath of Swords introduces not only a new fantasy world, but an engaging cast of characters. Fox-eared, 7'6" tall Bahzell Bahnakson, berserker and Prince of Horse Stealers, is the hero of the tale. As a hostage to a neighbor kingdom, Bahzell saves a pretty girl, and starts

his adventures by beating a rapist into a pulp. Unfortunately, said rapist is the king's heir. Escaping with the girl, Weber's hero sends her off to safety while he lays a false trail to draw away pursuit. Now, a price on his head, assassins on his trail, under the eye of the Gods, and accompanied by a Bard who can't sing, Bahzell's off to find some real trouble!

Nice characterization, good background, fun to read. Five races of man, a whole new pantheon of gods, and the usual war between Good and Evil, leaves me looking forward to more in this world. If you like Eddings' books, give this a try. — Michael Horgan

Chiller

By Sterling Blake, Bantam Books pb:
1994, 660 pp., \$5.99

This is a book about a serial killer, a man with a mission from God. His victims work in a cryonics laboratory. Unfortunately the characterization is flat and dull with a slow plot. In fact, the religion vs. cryonics debate is stated over and over throughout, but never becomes interesting. The action is so late in the book that if I hadn't agreed to read it for a review, I would never have gotten that far. And the ending was by far too pat, even for a book. Save your money. — Kim L Martin

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The Vampire Papers

By Michael Romkey, Fawcett Gold Medal pb: 1994, 433 pp., \$5.99

A rogue vampire sets out for the Deep South in order to set in motion a gruesome plan to exact revenge on the descendants of people who betrayed him at the end of the Civil War. David Parker, a representative of the elite vampire group known as the Illuminati, must stop him. The characters are well developed, but very few are people you'd actually want to meet.

The storyline is interesting, with the liberal use of historical references and characters. The storytelling however is choppy with the use of "journal excerpts," "newspaper clippings," and a "diary" which has a large number of direct quotes (?) to reconstruct the events of the novel, but it does add a certain apocalyptic feel to it all. Despite its flaws, overall I found it quite enjoyable. — Kim L. Martin

Terminal Cafe

By Ian McDonald, Bantam Spectra tpb: 277 pp., \$12.95

Terminal Cafe is the most depressing book I have read in a long time, not because it is poorly written (it isn't) but because the soci-

ety it depicts is a possible future given current trends and extrapolated technology.

In the society pictured in *Terminal Cafe*, there is little difference between the reanimated deceased and the living. The definition of what constitutes being alive seems more technical than real. The dead serve out an indentured servitude to the reanimators. Those who have not had a terminal experience seem to live in a state of perpetual self-destruction. The value of life is questionable.

On November 1st, the day of the dead, virtual artist and drug software creator Santiago Columbar grows tired of the realities at his command. He decides to culminate his artistic life by going into one of the cities of the dead after dark, called necroville, and welcome death with open arms. At his invitation, four of his friends will attend to record his death and resurrection. But the world is subject to change, as the necroville erupts into a revolution against the living. Real changes and virtual changes seem to glide into an unusual sort of takeover of the "corporada" that began it all. The changes that culminate with the meeting of the friends at the Terminal Cafe make the story. The stories hold you to the end. If you are a McDonald fan, you'll need this one on your shelf. — Pam Allan

Hederick the Theocrat

By Ellen Dodge Severson, TSR Books: 310 pp., \$4.95

Hederick the Theocrat is the fourth volume of the *Villains* series in the *Dragonlance Saga*. It is basically the story of a self-righteous villain-priest brought down by a fallen-away priest and his allies. It is reasonably standard fare, but the most interesting parts lie with the historian's sections rather than the protagonist and antagonist (although in a villain-oriented series it should be clearer as to which is the focus). Frankly, it was boring, the unforgivable sin of an action-adventure fantasy. — Pam Allan

Aliens vs Predator: Hunter's Planet

By David Bischoff, Bantam Spectra: 260 pp., \$4.99

This is the latest in an ongoing series, but does stand alone as an action-adventure.

Apparently, in a previous novel, *Aliens vs Predator: Prey*, the Aliens have been established as a prey animal for the Predator. Machiko Naguchi survived an Alien/Predator massacre, running with the predators for two years as a blooded warrior before returning to her human heritage. Trapped by a contract with the "Company," she is relegated to a backwater planet with her android companion, Attila the Hun. Attila is a sparring partner and martial arts teacher, and more.

Livermore Evanston is an ambitious developer of a remote planet — he is making it into a hunting preserve for the extremely wealthy. Unfortunately, the Predators also think it is a nice planet to hunt and they have already seeded it with Aliens. Both Aliens and Predators decide to hunt humans, as well as each other. And of course, Evanston calls in Naguchi to control the Aliens.

Evanston has several minor omissions in what information he gives Naguchi. He, with the Company's help, has been genetically engineering a new and improved Alien; a cybernetically controlled smarter, bigger, faster, and meaner model to use as a universal soldier. Except for control, he has succeeded; it's too bad they keep getting his rich hunters. Also the Predator leading the Predator pack hates Naguchi.

Can Naguchi stop the Aliens, the Predators, and the Company? She has two hole cards that even she doesn't know about.

This is a fun action-adventure with a like-able developed heroine and a delightful

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android companion. The villainous Company and its minions are as black-hearted and duplicitous as ever. If you like *Aliens*, book or movie, you'll want this one. — Pam Allan

Star Wars: The National Public Radio Dramatization

By Brian Daley,
Del Rey Books: 346 pp., \$11.00

What we have here, folks, is thirteen episodes of radio script, with some illustrations and a behind-the-scenes introduction, complete with recording studio details. In short, we have a must-buy for *Star Wars* collectors and fanatics. The scripts, written for the Public Radio series, are uncut (unaired dialogue is included), and so answers those oft-asked questions: How did the rebels get the plans for the Death Star? Where were Artoo-Detoo and See-Threepio when Luke and Ben were in the Mos Eisley cantina? Etcetera.

The scripts do require imagination, and some familiarity with the series for complete enjoyment... but radio is meant to be heard and not seen except in the confines of your own mind. The episodes are well-written and easy to visualize. However, as with any radio script, these are for the collector more than the reader.

Star Wars Fans... Go thou out and purchase *Star Wars: The National Public Radio Dramatizations*. — Pam Allan

The Swordsheath Scroll

By Dan Parkinson,
TSR Books: 314 pp., \$4.99

The Swordsheath Scroll is volume three of *The Dwarven Nations* trilogy, part of *The Dragonlance Saga*. (Which appears to have twelve different sections with forty two books total. But don't panic; if the others are like this one, they stand alone for a single read. There is a prologue, but the first chapter made sure there was sufficient exposition for its story.)

Initially, we have Derkin Winterseed, son of Harl Thrustweight (last leader of Thorbardin) enslaved in the mines of the evil emperor, producing wealth for the war machine of the same. With the help of his friends, he escapes, leading about nine thousand other dwarves to freedom. He then proceeds down the prophetic path: freeing the dwarven lands, uniting them, forming an alliance with other groups (Elves, cobars, even ogres at one point), bringing peace to the land. Derkin becomes the throne name of all future dwarven kings.

The book is a pleasant, reasonably well-written, fairly standard fantasy. The characters are interesting enough, the plot moves along, I wouldn't rush out and buy it. — Pam Allan

The Exiles Trilogy

By Ben Bova, Baen pb: 489 pp., \$4.99

The Exiles Trilogy is another reprint in what well may be called the year of the reprint. The individual works were originally published in 1971, 1972, and 1975.

In book one, *Exiled From Earth*, The World Government has decided that genetic research and rocket propulsion are destabilizing to world peace. They decide to arbitrarily send all the geneticists, biochemists and one computer engineer off to exile in a space station. One world leader decides to keep a few for his own plans but is defeated by the scientists who still get exiled. They decide to make the space station into a spaceship and leave for the stars.

In book two, the next generation arrives at their proposed planet, leadership conflict arises, and a madman tries to destroy the possibility of going on when the planet is uninhabitable by the present genetic design of humans.

In book three, *End of Exile*, a new planet is found but the ship has broken down, and the new generation has degenerated into superstition and ignorance. They are saved by the curiosity and self-education (and a few weeks of study with the last remaining oldtimer) of one man, who transports them to the planet with little but the clothes on their backs to start anew.

It is vintage Bova of the 1970's, readable, though not long on character development. Good to have in a more complete collection, but his later work is better written.

— Pam Allan

The Stolen River

By Paul J. Willis,
Avonova: 190 pp., \$4.50

The Stolen River is an allegorical piece too short to be a novel. It is a tree-hugging polemic barely saved by its imagery.

Jennifer Howe and her boyfriend (?) Ronald are working with Jennifer's father (see stock character of scientist who cares only for his research), on a glacier movement study funded by the greedy developer. The park ranger types are "save the wilderness" heroes. William, the environmentalist, and Ronald fall through the ice and become involved in a struggle for survival. Jennifer also goes through the looking glass.

They all search for the healing available

through the pristine alpine meadows. Alas The Horrible El Ai prepares to extend his desolation north through stealing the waters of the magical forest lands... can anyone guess how you pronounce El Ai?... Yes the good guys win through sacrifice and heroism... but who cares... willing suspension of disbelief is very hard to come by here.

However, it does have one saving grace. The imagery is lovely, except for the oversize marmot representing the evil El Ai. His inclusion serves no apparent purpose in that form. Nonetheless, save your money. It even managed to turn off an admitted nature lover like me. — Pam Allan

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Fan Profile

An interview with Phoenix Superfan Bruce Farr

By Jeanne Hilary-Burroughs

WELL, TO BE MORE PRECISE, THIS COLUMN IS MORE of an outer-view than an interview. Our subject is Bruce Farr, a man who, at least for publication purposes, can best be described as "circumspect."

Bruce is the one person most closely identified with Phoenix Fandom; to many people outside of Arizona he IS Phoenix Fandom. He started attending conventions in 1976 (the famous CookieCons of song and story...film and gossip, anyway), worked his first convention in 1978 (Iggie, where he was assistant treasurer: baptism by fire? [IguanaCon, Phoenix' only Worldcon]) and has been deeply involved in Phoenix and out-of-state conventions and fan activities ever since.

He knows what really happened, where all the bodies are buried, what is truth and what is apocrypha, all the juicy details... and is he telling? Fat chance, round-eyes. All teasing aside, he has reason to be discreet. He is a sensitive man who highly values his friends, who was first drawn to fandom by the friendships he found there, and who will not allow any quotable opinion, let alone spicy anecdote, become common

knowledge lest those friendships be endangered. His privilege. However, that leaves me, like Sgt. Friday, with "just the facts, ma'am." Sigh.

Born in Montreal; in 1962, when Bruce was ten years old he and his mother moved to Phoenix and he's lived here ever since. He became interested in science fiction as a 7th or 8th grader, when he started reading Heinlein, Asimov, and Norton. He attended ASU, graduating in 1974 with a BS in accounting.

It wasn't until 1976 that he discovered organized fandom, but from then on he was deeply involved.

In 1977 he joined UFP and attended his first out-of-state convention (PhantasmaCon in LA); after IguanaCon he went on to do about 80 more conventions, working registration, video room, programming, publicity, hotel liaison, publications, green room, security, vice-chair, chair, and especially treasurer. He's held 120 different committee positions, often filling several committee "slots" for the same convention; that doesn't include the many, many hours he's contributed as a staff person or volunteer, or the work he's done for CASFS [like 13 or so years of being Treasurer] and other organizations.

After Iggie he became a pivotal figure in all of Arizona's major conventions: the '82 WesterCon, the '85 World Fantasy, NASFiC in '87, a second WesterCon in '88, the '91 World Fantasy, and WesterCon '92. About four years ago he learned that he'd been nicknamed "The Godfather of Phoenix Fandom." That's what convinced him to decrease his involvement in local conventions.

However, his work on other conventions continued unabated; he was committed to ConAdian, the '94 Worldcon in Winnipeg. On that convention he was the initial Hotel Liaison, negotiating the contracts, before assuming the extremely demanding role of Director of Programming, all the while acting as de facto Treasurer, managing books and budgets. He considers ConAdian to have been the best Worldcon in recent decades; he also says it is his last major fan convention. Small wonder.

He is also an avid bibliophile. His personal library includes over 6500 volumes, and he regrets that "only" about 10% of them are autographed. He succeeded in getting 250 books signed at Iggie (a "personal best"), but has managed a mere 400 more inscriptions since then. His favorite authors include Terry Pratchett, Harlan Ellison, and such "old friends" as the works of Asimov and Stephen King. He's less interested in SF video, but by most standards his film library is quite extensive too, and he is a selective art collector as well, with a particular fondness for the works of Lela Dowling.

Currently he considers himself "semi-retired," although he still maintains a schedule that most fans would consider active, even frantic. Work on Winnipeg will continue for quite some time, dealing with bills and reimbursements and allocating profits, but these days most of his attention is focused on "unusual, fan-related cons." He is working on the Science Fiction Research Association Conference, a convention for professors, librarians, and other professionals, and devoted to serious scholastic research into science fiction themes; along with Randy Rau, he is bidding for another World Fantasy convention; and, as always, he is interested in the nuts and bolts of creating excellent conventions. ☺

Deb Dedon



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ConClusion

Science fiction, fantasy, and mystery convention reviews

1995 ConDor Review

February 24–26, 1995 • San Diego, CA

The Guests of Honor were **Jerry Doyle** (Security Chief Garibaldi on *Babylon 5*), **Jennifer Roberson** (Arizona's own fantasy author) and **John Iacovelli** (Production Designer from *Babylon 5*). Although this was the third ConDor, it was the first that I've been able to attend, since previous years' cons were held over the same weekend as World Horror Con (and I've been involved with WHC since its inception in '91). This year the folks in San Diego were kind enough to move it one week back.

I'm glad I went this year and had a good time. My time was split between the con and friends, but I got to see much of the con. Finding the hotel on Friday was a trip since I've never been near Hotel Circle, which is inland from the beach where many of the affordable hotels in San Diego are located. After making wrong turns here and there I finally found the lobby. The Town and Country hotel is spread out over a large area, with landscaping and architecture reminiscent of Hawaii. The hotel had several restaurants, but since the one I wanted to check out was closed, I took a raincheck until next year.

ConDor had some special events. On Friday there was a Concert Series with live musical performances by **Windbourne**, **the Jubilators** and **Wild Oats**. The Casino Royale Party offered black jack, craps, poker and roulette. A Scavenger Hunt kept fans busy on Saturday afternoon. An Evening in Babylon featured Jerry Doyle, John Iacovelli and other B5 reps on Saturday evening. Jennifer Roberson held High Tea in the ConSuite on Sunday afternoon; sorry I couldn't make it, Jennifer. (I never did make it to the ConSuite, either.)

The Dealers' Room had about 18 dealers with merchandise ranging from used and new books, gaming supplies, fine art and reproductions, comics, herbs,

spices, magic supplies, jewelry and sculpture, stained glass, theatrical posters and props, music and models, stills and autographs, staves, fan memorabilia, and fractal art/prints/magnets.

The Art Show had plenty of science fiction, fantasy and horror artwork as well as 3-D models and sculptures. The dealer with fractals had several pieces in the art show, with descriptions on how he created his work on a Macintosh computer and how he printed it out. I bid on several pieces and actually won on a couple.

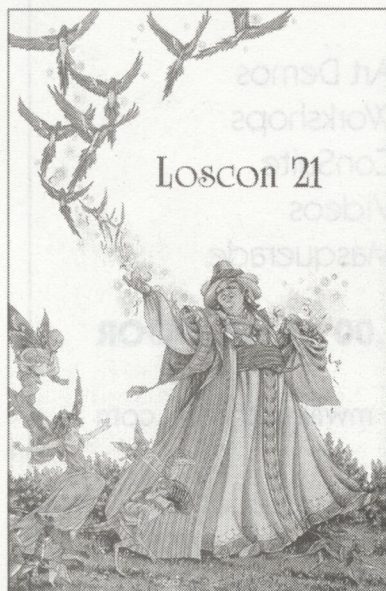
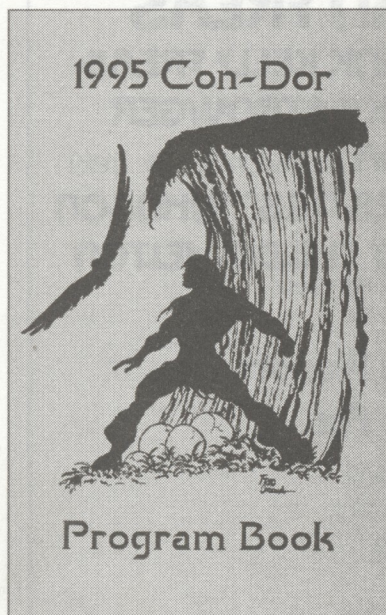
Gaming offered cribbage, *Rail Baron*, *Man-O-War*, *Magic*, *Vampire* RPG, Ancients Miniatures War and *AD&D*. Films and Japanimation showed such items as *Tampopo*, American cartoons, *Dr. Strangelove*, *Monty Python and the Holy Grail*, *Plan 9 From Outer Space* and the Masquerade Review.

Programming was done by Bill Stoddard (of Comic Con fame) and went smoothly. They had over 80 participants this year. It started on Friday at 3:00pm and ran until Sunday at 4:00pm. There was something to enjoy for all types of fans: media, art, gaming, writing, science and space, fantasy, costuming, and cats. There were also readings by Arizona's own **Rick Cook**, plus **Bill Wu**, **Jane Mailander**, and **Matthew Pallamary**.

Attendance was pretty good and their best so far at about 450. It never seemed that crowded except Friday night in the mall area; this was an unofficial Meet-the-Pro as near as I could tell. Since I'm the Program Director for this year's LepreCon I used to opportunity to do some research into new participants.

I enjoyed the con and would recommend it to anyone who likes variety in programming or just an excuse to visit San Diego. The hotel was nice, the people friendly, and the weather wonderful (albeit rainy). Don't forget that this group is promoting a Westercon bid for 1998, to be voted upon in El Paso in 1996. For those who couldn't be there this year, well, hopefully next year then. In the meantime, I'm looking forward to another good time at ConDor 1996.

— Mike Willmoth



RiallaCon '95

January 6–8, 1995 • Tempe, AZ

RiallaCon '95 was held at the Memorial Union building on the Arizona State University campus, hosted by the **Role Playing Games Club** (RPGC) at ASU and **Precedence Publishing**.

The promotion of gaming (in a con format) on a University campus raised a few eyebrows, but turned out rather well. Only four months of planning resulted in a strong fledgling con.

RiallaCon featured gaming; live performances (of *Immortal*, a new game by Precedence); panels dealing with

game design and freelancing; readings by local authors (**Simon Hawke**, for instance, shared from his upcoming *Broken Blade*) and the ubiquitous ConSuite and Dealers' Room.

Including dealers, 330 people attended over the three days. Registration was handled well, with no long lines for badges. The cost of the con, a mere \$15 for the weekend or \$5 for a single day, was quite reasonable.

Due to the location, 24 hour gaming was not possible. However, this elicited only one complaint over the course of the weekend. Most participants were willing to move their activities across the street to a convenient and accommodating International House of Pancakes restaurant.

One other complaint was voiced regarding regarding the fact that participants arriving prior to 7pm had to pay to park on campus. This information had been provided to participants, in advance, where possible. For the most part, however, the location was well-received, with several people commenting favorably that the panels were in auditoriums, rather than in a hotel room with the bed stacked against a wall. Similar comments were noted for the ConSuite.

Cozy would best describe the Dealers' Room. It was not as large as one might find at more established cons, but neither was it cramped. The trend toward *Magic: The Gathering* was certainly apparent, as almost every dealer had cards displayed.

The gaming ran well and there were no security incidents. The *Magic: The Gathering* tournament may have been the most popular game, if measured by participants, but the new *Slasher* card game from Precedence was lauded by a number of enthusiasts as well.

The panels were not well-attended; however, this resulted in a much more personal experience for those present.

Both Precedence and the RPGC were pleased with the con and fully anticipate there will be a RiallaCon '96, also at Arizona State University. For further information, contact: John C. Pysher, Director of Sales, Precedence Publishing, 2090 E. University Drive #109, Tempe, AZ 85285.

— Radawna Michelle

Loscon 21

Nov 25-27, 1994 • Burbank, CA
Loscon 21 was held over Thanksgiving weekend and is the annual convention presented by the Los Angeles Science Fantasy Society, Inc. (LASFS). Author GoH was

Lois McMaster Bujold, Artist GoH was **Alicia Austin**, **Kristine Kathryn Rusch** was Editor GoH, **Robbie Cantor** was Fan GoH and **Julius Schwartz** was "SuperGuest" of Honor. Other well-known pros who appeared included **Ray Bradbury**, **Barbara Hambly**, **Larry Niven**, **Steven Barnes**, **Harlan Ellison**, **J. Michael Straczynski** and many others.

This was my first time at a Loscon and I wasn't disappointed. There was more than enough to see with up to 7 tracks of programming at one time. The dealer's room and art show were large and had a wide variety of items to choose from. Other activities



AUTHOR HARLAN ELLISON HOLDING COURT AT LOSCON 21 IN NOVEMBER

included an ice cream social, a Casino night, a cabaret following the masquerade, and some dances. There was also an informative daily newsletter with updates and other information to help keep the attendees informed and amused.

I'll be honest and admit that I didn't catch many of the writing or artist oriented programming, but those were usually packed from what I saw of them. One programming room was set aside to host meetings of specific types of fandom, like space enthusiasts, astronomers, brewers, and fans of various TV shows. The only time I saw

the room completely filled up was when the *Babylon 5* fans met.

The panels covered a wide variety of SF with authors, artists, screenwriters, make-up artists and more. From 1 pm Friday through the closing ceremonies at the end of the day Sunday, there was more than enough for any Science Fiction fan to do. If you are looking for something to do over Thanksgiving weekend next year, Loscon would be certainly be worth making the trip. — Lee Whiteside

Left Coast Crime Convention 5

February 10-12, 1995 • Scottsdale, AZ
The LCCC5 breezed into Scottsdale, bringing with it 75 mystery authors including Tony Hillerman, Robert Parker, and Judith Van Gieson.

The highlights of this convention included a "taco tea" with Robert Parker, autograph party with all 75 authors, and a wonderful lecture and booksigning by Tony Hillerman.

The convention was held at the Holiday Inn in downtown Scottsdale... which turned out to be the only major problem in an otherwise very smoothly run convention. Even with an attendance limited to 400 people, the function space was really too small for the group.

The event was reminiscent of the sci fi cons of yore. Looking around, you could see informal business meetings, all-night poker games, and relaxed conversations. There was a palpable camaraderie between the authors, fans, and booksellers.

Next year the LCCC will be in Boulder, Colorado. If anyone is interested in attending, call the Poisoned Pen bookstore in Scottsdale, AZ (602-947-2974) for details. Admission is \$95. — Jay Patton



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Musical Notes

CONTINUED FROM PAGE 20

by the "enforcer" of the society, a character called the "Central Scrutinizer," it attacks everything from Scientology to mind control to having sex with machines. Highly recommended, but not for the squeamish.

Zappa also wrote songs about the Coneheads, Cheesy Japanese Movies ("Cheepnis") and much more. He even started work on a science fiction opera called **Hunchentoot**, about a giant rubber spider from a Japanese Movie who tries to take over the world. (Portions of this opera appear on the CD version of his **Sleep Dirt** album.)

But if you really want to dive into science-fiction rock with a vengeance, you gotta check out

Hawkwind.

They're an English band that's been around in one incarnation or another for almost 30 years. (One former member was **Lemmy**, now bassist and lead singer of **Motorhead**.) Much of their material was either written or inspired by the works of **Michael Moorcock**. Moorcock even toured with them at one time, reading passages from his books between songs.

They've released albums at an average of about one per year since their inception. Some people think they're bombastic, others think they're wonderful. Try any of their earlier albums (pre-1980) and see what you think.

I could mention more songs — and I think I will:

**Beautiful Zelda (from Galaxy 4),
Urban Spaceman** — **Bonzo Dog Band**

Praying Mantis — **Don Dixon**

Martian Boogie — **Brownsville Station**

Purple People Eater — **Sheb Wooley**

Castin' My Spell — **Johnny Otis**

**Have You Seen The Saucers,
When the Earth Moves Again**
and countless others — **Jefferson Airplane**

The Monster Mash — **Bobby Pickett**

I Put a Spell On You — **Screamin' Jay
Hawkins**

This doesn't even begin to touch the songs out there about things that many filkers find interesting, including pagan rites, Stonehenge, cats, witches (two good ones are **Marie Leveaux** by **Shel Silverstein** and **Witch Queen of New Orleans** by **Redbone**) and even voodoo. I think **Hoochie Koochie Man** would be a great song to jam on at a filk!

Now, you all go out and learn something I know, and maybe we'll play a duet sometime.

The Con Curmudgeon says what he feels like about filk and science-fiction related music here in **ConNotations**. He also reviews new filk CD and tape releases. If you'd like him to review yours, send a copy to: Filk Review, **ConNotations**, PO Box 62613, Phoenix, AZ 85082-2613. ©



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To register, use the convenient Convention Registration Form located on Page 40.

(Instead of Badge Name, you can list your Organization Name.)

Reading and Waiting

Poetry by Marian Crane

Wait! In only two months, the final draft.

*Spring shudders awake, green core of
sweet grass*

Under straw, but straw hair never stirred

When parchment hands turned

One page a minute

She stayed alive to see Halley's Comet,

But not to read my first-born tale.

Her message on the tape said only

"Don't wait up for old eyes!"

Don't believe all the lies

You hear,

Reading and waiting."

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 recreation 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) 585-8654, or write 326 E. Electra Lane, Phoenix, AZ 85024.

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.

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.

CENTRAL ARIZONA SPECULATIVE FICTION SOCIETY, INC. (CASFS)

The non-profit corporation that puts on CopperCon 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 — 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, call Bruce Farr at (602) 274-3014 or Doug Cosper at (602) 849-3338, or send e-mail to info@casfs.org 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) at (602) 464-1691.

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 *Elfguest* 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, bellydancing, 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 Rosen at (602) 991-8847.

THE EMPIRE OF CHIVALRY & STEEL INC.

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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 *Finnegins' 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 was "John Wayne po Fellini" at 8pm. Call (602) 941-4888 for info about film talk.

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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.

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 \$18 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

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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.

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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, teaching, researching and enjoying all aspects of costuming. Business/discussion

meetings are at 7pm on the 1st Tuesday of the month. Workshop meetings are at 1pm on the last Sunday of the month. 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

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TARDIS

TARDIS is a Phoenix-based general SF/Fantasy fan club, specializing in international media SF/Fantasy since 1983. TARDIS meets every two weeks at different locations around the valley. Activities include watching videos, discussions, parties, fund-raisers, auctions, games, camping trips, outings, and we maintain an active presence at local conventions. TARDIS monthly publishes *The Index File*, which is included with \$12.50 annual membership. Contact us at PO Box 63191, Phoenix, AZ 85082-3191; voice mail at (602) 590-5674; e-mail benr@primenet.com or visit our World Wide Web page at <http://www.primenet.com/~jgeorge/tardis.html>

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. \$15 yearly membership includes four issues of their fanzine, written by semi pro's and other dedicated fans. For more information write Tracy A. Murray, PO Box 77513, Tucson, AZ 85703, or call her at (520) 881-9046 or Karen at (520) 750-8311.

VAMPYRES' 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! ☺

NEW ON THE LIST!

AWAY TEAM

A general sci-fi appreciation group that meets once a month to discuss television, movies, video, books, comics, magazines, collecting, and so forth. The meetings are comprised of news, reviews and comment, BBS/computer news and help, meeting new members, video presentations, games, and socializing fun! Other activities include null-modem link gamefests, group theater movie viewings, convention trips and more. Food and drinks are provided, via a \$3 munchie fee (per meeting) to compensate the host. (No other fees are involved.) Have sci-fi fun in a relaxed, low-structure environment**. The electronic home of the Away Team is the Lightspeed Space Station BBS at (520) 325-6674. For questions, you can call the BBS, or write to: LSS c/o R. Martin, 2522 N. Sparkman Blvd., Tucson, AZ 85716. **No uniforms or rubber ears allowed!

THE GALACTIC EMPIRE

A new club devoted to re-creating the glory of the Galactic Empire as portrayed in the *Star Wars* books and films. We're looking for dedicated people to appear at conventions, contribute to our bi-monthly newsletter, *The Holonet*, and stamp out the Rebellion once and for all. For more info, contact The Galactic Empire, 8306 Wilshire Blvd., Suite 7007, Beverly Hills, CA 90211.

INTERNATIONAL BROTHERHOOD OF JEDI KNIGHTS

Members of the Tatooine Base have revised the International Brotherhood of Jedi Knights, a not-for-profit fan club dedicated to *Star Wars*. Membership is \$8 and includes a one year subscription to the bi-monthly *New Jedi Times*, membership card, IBOJK charter, bylaws information on Jedi studies and a free gift. (Checks payable to

Patty Vance or Elizabeth Laignel.) For more info: The I.B.O.J.K., PO Box 5459, Glendale, AZ 85312-5459, or call either Patty or Lilly at (602) 843-8303. May the Force show you the way of the Jedi!

INTERNATIONAL FEDERATION COUNCIL

(A Union of *Star Trek* Fans) For information call Commodore Stacy M. Styblo, Federation Recruiter, at (602) 846-0417; or write PO Box 14370, Phoenix, AZ 85063-4370.

ROLE PLAYING GAMES CLUB (RPGC)

The official gaming club of Az. State University. Activities include: live-action roleplaying games, tabletop gaming, conventions, parties, etc. General meetings are open to the public and are held every Friday at 6pm in ASU's Memorial Union. Dues are \$5/semester. For more info, contact Michael McLaughlin, 1730 W. Emelita #2025, Mesa, AZ 85202-3144, or call (602) 464-3144; email RPGC@asu.edu.

T.H.E.M.

T.H.E.M. is ASU's science fiction and fantasy club. Meetings are held every Thursday at 4:30pm in the Memorial Union while school is in session. For more information, contact Brian Korn at (602) 345-7230, or E-mail them@asu.edu. To subscribe to their list-serv, send a message to them-request@asu.edu.

TUCSON X-PHILES

An *X-Files* appreciation group that meets once a month to socialize, discuss and review the program's episodes. Club membership is currently free, and the newsletter is \$2 per issue. The electronic home of the Tucson X-Philes is Lightspeed Space Station BBS (520) 325-6674 (Tucson), in conference #7. For more info, call Joyce Kleikamp in Tucson at (520) 883-2813. (Address upon request.) ☺

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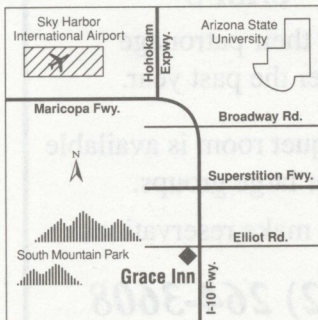
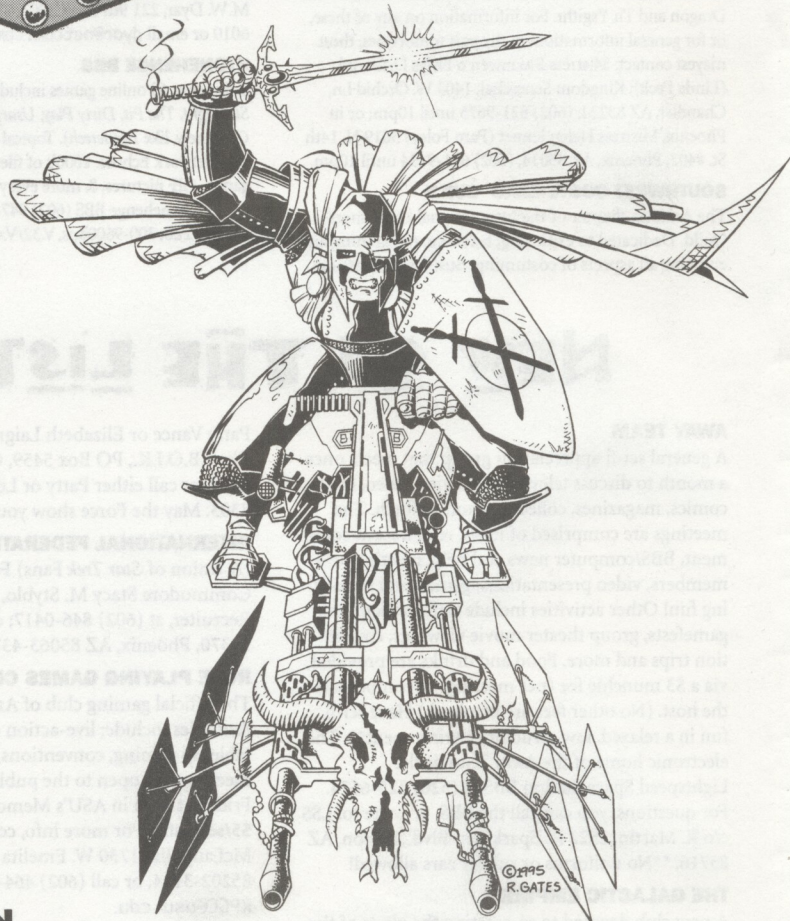
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*\$5 of the at-the-door price will be refunded if you stay at least one night at the hotel

AMERICA WEST AIRLINES

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Movies

CONTINUED FROM PAGE 5

George Lucas swears we'll see another installment in the **Star Wars** saga around 1998 or so. In the meantime he'll re-release *Star Wars* for its 20th anniversary in 1997. It'll feature a digitally-remastered soundtrack, footage originally filmed in 1976 of Han Solo meeting Jabba the Hutt, and extra creatures, vehicles, and droids in Mos Eisley and the Tatooine dunes. He says the changes will bring the movie closer to his "original vision."

In **Arnold** news (**Schwarzenegger**, that is), his next film will be an action thriller called **Eraser**. After that, his options include **Captain Blood**, **Sergeant Rock**, **Planet of the Apes**, and his pet project, **Crusade**.

Mel Brooks' *Young Frankenstein* was probably the best horror movie spoof of all time — let's hope his upcoming **Dracula Is Dead And Liking It** lives up to it.

Batman creator **Bob Kane** says **Val Kilmer's** much better in **Batman Forever** than **Michael Keaton** would have been (of course, Batman's been a more interesting character since Kane bowed out, so his opinion's probably not good for much).

Expect a revamped **Fantasia** in 1998, with scenes from the original and five new segments (at least one of which will be computer animated) — **Donald (Duck)** stars in one piece set to "Pomp and Circumstance."

A dying scientist grafts his brain into the body of a serial killer in **Afterlife**, but contrary to last issue's speculation, **Jean-Claude "Muscles from Brussels" Van Damme** won't be involved (the producers are now looking at **Keanu Reeves** or **Brad Pitt**).

Described as "a genetics thriller with a touch of *Dr. Strangelove*," **Experiment** will be casting in March.

Classic B movies like *Killers from Space*, *The Wasp Woman*, *Devil Girl from Mars*, and *Teenagers from Outer Space* (along with 22 others) will all be seen in a new NBC series **Alien Encounters**. Each film will be edited down to 22 minutes and introduced by NBC stars in a series that may begin this fall.

With the exception of **Martin Landau** as Best Supporting Actor in **Ed Wood**, no science fiction or fantasy films appear in this year's Academy Awards. Nonetheless, seven of the 25 top-grossing films were in the genre (*The Lion King*, *The Mask*, *Interview with the Vampire*, *Star Trek: Generations*, *StarGate*, *Wolf*, and *The Crow*). That says something about the audience's taste vs. the Academy's — expect an article on Sci-Fi in the Oscars sometime in the next few issues of *ConNotations*.

Several features are on their way from the wide world of comic books including **Spawn** from New Line Cinema and **Daredevil** from 20th Century Fox — more details as things are nailed down.

A *Dungeons and Dragons* film is in development with a possible Christmas 1996 release. A "quest" plot is planned, with the politics of dragon control playing a big part. Effects will be from Digital Domain (**Stan Winston and James Cameron's** company) — expect a budget of at least \$50 million.

Next issue will feature summer sci-fi, with lots more details on a variety of films including **Batman Forever**, **Congo**, **First Knight**, **Johnny Mnemonic**, **Judge Dredd**, **Mary Reilly**, **Pocahontas**, **Species**, and **Waterworld**. ☺

Highlander: The Final Dimension

A Guest Review by Eugene Glover

Highlander is one of my all-time favorite films, and I was both shocked and dismayed by *Highlander II: The Quickening (H2)*. A *Highlander* double feature consisted of getting both films, watching *Highlander*, then tossing *H2* into the fireplace and watching it burn.

The producers and star Christopher Lambert stated that *Highlander: The Final Dimension (H3)* was to be "an apology" to the fans of the original, and would totally ignore *H2*, but while fighting to stay awake during *H3*, I realized it was actually worse.

H2 was a milestone film for me. Never before had I seen a sequel that said to the audience, "Screw you. We're making a sequel and we're disregarding everything about the original." The characters and their histories were so totally rewritten as to invalidate the events of the first film.

Putting this total lack of continuity aside, it was still not a very good film, but at least it tried to tell a new story, and I wasn't bored senseless during it. (Dismayed, shocked, outraged, stunned, incredulous, dumfounded maybe, but not bored.)

H3, as promised, totally ignores *H2*. Once again, MacLeod is an immortal born in Scotland in the 16th century and not an alien from the planet Zeist. However, MacLeod is now portrayed as the dumbest man on the planet — it turns out that he only THOUGHT he won the prize at the end of *Highlander*. All that stuff about him finally being mortal and being able to read everyone's mind... all untrue, he was mistaken.

MacLeod now lives in Marrakesh, but when three immortals escape from a Japanese cave in which they've been imprisoned 400 years, the Gathering is back on, and MacLeod must return to New York City.

The evil immortal, Kane, is virtually a clone of Kurgen from *Highlander*, raspy voice and all. Blaming MacLeod for his imprisonment, he begins his pursuit. Never mind that when the immortals escape, it's from behind some wooden planks nailed over the cave mouth by a Japanese excavation crew in 1994. What kept them in there 400 years? A ripping good game of Uno?

The plot of *H3* parallels *Highlander* too closely; many scenes, such as Kane's drive down the highway while terrifying his passenger are stolen directly from the first film. As a remake, it's numbingly dull. The action scenes, what few there are, have no suspense or excitement and are horribly choreographed. Between the dull fight scenes, MacLeod broods. Ho hum.

Highlander: The Final Dimension is an apology for *H2* saying, "Here's the original film all over again for you, sorry we tried something different in *Highlander II*." The question is: Will *Highlander IV* apologize for this film? ☺

Roll Credits

Ever seen a film based on a book and wondered why they picked the wrong actor for your favorite character? Here's your chance to cast one or both these films (which are in or near the casting stage now) and win great prizes — send your brilliant thoughts to the PO Box on the back cover and we'll publish the best answers next issue and send out some prizes.

Stranger in a Strange Land

Valentine Michael Smith _____

Jubal Harshaw _____

Gillian Boardman _____

Others (your choice) _____

Tom Hanks is currently the actual leading contender for the Michael Smith role...

Spiderman

Peter Parker _____

Mary Jane _____

Aunt May _____

J. Jonah Jameson _____

Dr. Octopus _____

Green Goblin _____

James Cameron has reportedly asked *Michael Biehn* to play the Webslinger...

| SUNDAY | MONDAY | TUESDAY | WEDNESDAY | THURSDAY | FRIDAY | SATURDAY |
|--------|--------|---------|-----------|----------|--------|----------|
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Convention Calendar

Compiled by Margaret Grady

1995 WORLD HORROR CONVENTION [GA]

March 2-4, 1995 • Annual horror con at the Sheraton Colony Square, Peachtree and 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: \$75 in advance, \$100 at door; \$25 supporting. Info: World Horror Con '95, Box 148, Clarkston, GA 30021-0148; (404)921-7148; email: ed.kramer@genie.geis.com.

FANTASY WORLDS FESTIVAL '95 [CA]

March 10-12, 1995 • General SF/F con at the Berkeley Marina Marriott, Berkeley, CA. GoHs: C.J. Cherryh, Jane Fancher; Guests: Marion Zimmer Bradley, Diana L. Paxson, Deborah Wheeler, Elisabeth Waters, more. Memb: \$35 until 3/1/95, \$40 after (checks to Marion Zimmer Bradley). Info: Fantasy Worlds '95, c/o Marion Zimmer Bradley, Box 72, Berkeley, CA 94701.

REVELCON 6 [TX]

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: \$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.

INTERNATIONAL CONFERENCE ON THE FANTASTIC 16 [FL]

March 22-26, 1995 • Literary SF con at Florida Atlantic University, Boca Raton, FL. Guests: Joe Haldeman, Brian Aldiss, Pat Cadigan, more. Info: IAFA, College of Humanities, 500 NW 20th HU-50 B-9, Florida Atlantic U., Boca Raton, FL 33431; (717)532-1495.

AGGIECON XXVI [TX]

March 23-26, 1995 • at the Memorial Student Center, Texas A&M University, College Stn., TX. Info: AggieCon XXVI, Memorial Student Center, Box J-1, College Stn., TX 77844; (409)845-1515.

GEOCON III [WA]

March 31-April 2, 1995 • Gaming convention at Evergreen State College, Olympia, WA. GoH: Tom Maddox. Guests: TBA. Info: The Gaming Guild/GeoCon III, CAB 320, The Evergreen State College, Olympia, WA 98505; (206)866-6000 x6036; email: grayhat@elwha.evergreen.edu.

NORWESCON 18 [WA]

April 6-9, 1995 • General SF/F con at the Red Lion Hotel/Seattle Airport, 18740 Pacific Highway South, SeaTac, WA; (206)246-8600; rms \$82 for up to 4 people, \$92 for 5. GoH: Robert Silverberg; AGoH: James Gurney; TM: Dragon Dronet. Memb: \$35 until 1/15/95, \$40 until 2/15/95, \$45 after. Limited Membership. Info: NorWesCon 18, c/o NWSFS, Box 24207, Seattle, WA 98142; (206)248-2010; email: norwescon@wiwards.com.

CORFLU 12 [TX]

April 7-9, 1995 • Fanzine con at Jackie Gaughan's Union Plaza Hotel, Las Vegas, NV; rms \$45 sgl. Memb: \$45 until 3/31/95, \$50 after; \$10 supporting (checks to Joyce Katz). Info: Corflu 12, c/o Joyce & Arnie Katz, 330 S. Decatur, Box 152, Las Vegas, NV 89107; (702)648-5677.

SYNDICON [CA]

April 14-16, 1995 • Media convention celebrating syndicated shows — this year's theme: *Highlander* — held at Cathedral Hill Hotel, San Francisco, CA. Guests: Adrian Paul, Stan Kirsch,

Jim Byrnes, Amanda Grayson. Memb: \$55. Info: email: cpl@rain.org.

SPACE ACCESS '95 [AZ]

April 21-23, 1995 • Conference promoting affordable access to space at the Airport Day's Inn, 3333 E. Van Buren, Phoenix, AZ; (602) 244-8244; rms \$45 sgl/dbl, \$55 poolside. Guests: Jerry Pournelle, Gary Hudson, G. Harry Stine, Rick Cook, Mitch Clapp, Jim Muncy, Max Hunter, and more. Membs: \$75 until 3/31, \$85 thereafter (\$10 discount for Space Access Society members). Info: Space Access Society, 4855 E. Warner Rd #24-150, Phoenix, AZ 85044

AMIGOCON X [TX]

April 21-23, 1995 • Literary SF/F con at the Quality Inn Airport, El Paso, TX. Special GoH: Michael Moorcock; GoH: Judith Tarr; AGoH: Peggy Ranson. Info: AmigoCon, PO Box 3177, El Paso, TX 79923; (800)585-8574; email: RichBrandt@aol.com.

SON OF CON-TROLL [TX]

April 21-23, 1995 • Literary SF/F con at the Ramada NorthWest, 12801 NW Freeway, Houston, TX 77040; (713)462-9977. GoH: Katherine Kurtz; AGoH: Lubov; TM: Greg Bennett. Memb: \$25 until 3/15/95, \$35 after. Info: Con-Troll, PO Box 740969-1025, Houston, TX 77274; (713)895-9202.

PHOENIX CON II [AZ]

April 23, 1995 • Comic convention at Rockin Rodeo in Tempe, AZ; (800)467-2244 or (602) 839-0919. Artists signing: Todd McFarlane (creator of *Spawn*), Greg Capullo (Angela & Violator), Marat Michaels (Battlestone, Nightmare), Dan Fraga (Black Flag), and Mike Mayhew (Zorro, Lady Rawhide). Dealers' room! Advance tickets \$6 (available at Dillard's Box Office), \$7 at door. 11am-6pm, Sunday only.

ANGLICON 8 [WA]

May 5-7, 1995 • Media con in Seattle, WA. GoH: TBA. Info: Anglicon 8, PO Box 75536, Seattle, WA 98125; (206)745-2700.

MARCON 30 [OH]

May 5-7, 1995 • Literary SF/F con at the Hyatt Regency, Columbus, OH. Guests: Katherine Kurtz, Spider & Jeanne Robinson, Forrest J Ackerman, Ray Harryhausen, more. Info: Marcon 30, Box 211101, Columbus, OH 43221; (614)451-3154.

CONDUIT 5 [UT]

May 12-14, 1995 • Literary SF/F con in Salt Lake City, UT. GoHs: Kristine Kathryn Rusch, Dean Wesley Smith; AGoH: David Cherry. Memb: \$23 until 4/15/95, \$25 after. Info: CONduit 5, c/o

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: _____

Dave Powell, 2566 Blaine Ave., Salt Lake City, UT 84108-3359; (801)467-9517.

INSITECON [CA]

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 (checks payable to Insite). Info: InsiteCon, Box 1556, Covina, CA 91722.

GAYLAXICON VI [NY]

May 19-21, 1995 • Gay SF/F con at the Radisson Hotel, Niagara Falls, NY. GoH: Don Sakers; AGoH: Heather Bruton. Memb: \$25 until 5/1/95, \$30 after. Info: Gaylaxicon VI, Box 160225, St. Louis, MO 63116.

CON COM CON 2 [WA]

May 21-22, 1995 • Convention for people who run conventions at the Best Western Summit Inn, Seattle, WA; (206)434-6300; rms \$65. Memb: \$25 (checks payable to SWOC). Info: Con Com Con 2, PO Box 283, Seattle, WA 98111-0283.

LEPRECON 21 [AZ]

May 26-29, 1995 • Art oriented SF/F con at the Francisco Grande Resort, Casa Grande, AZ; (800)237-4238; rms \$39 sgl/dbl patio, \$49 sgl/dbl tower. GoHs: Dr. Laura Brodian Freas, Frank Kelly Freas, Nancy Strowger, D.C. Fontana, & filkers Barry and Sally Childs-Helton. Memb: \$30 until 5/1/95, \$45 ATD. Info: Leprecon, Inc., PO Box 26665, Tempe, AZ 85285; (602)945-6890; email: mwil1moth@bix.com.

BAYCON '95 [CA]

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

COSTUME CON 13 [Ont, Canada]

May 26-29, 1995 • Annual costume con at the Sheraton Toronto East Hotel & Towers, 2035 Kennedy Road, Scarborough, Ontario; (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 or c.lyon4@genie.geis.com.

A-KON 6 [TX]

June 2-4, 1995 • Japanese animation con at the Harvey Addison Hotel, Dallas, TX; rms \$69. Guests: Ben Dunn, Carl Macek, Ted Nomura, Tex Henson, Adam Warren, Neil Nadelman, Fred Perry, Ellen Winkler, Herb Mallette. Memb: \$20 in advance, \$25 ATD. Info: A-Kon, PO Box 472456, Garland, TX 75047-2456.

BRITANNICON '95 [CO]

June 2-4, 1995 • British media convention at the Sheridan Denver West Hotel in Denver, CO; (303) 987-2000; rms \$59. GoHs: Danny John-Jules ("Cat" on *Red Dwarf*, & *Maid Marion*) and Paul Darrow ("Avon" on *Blake's 7*). Dealers' room, panels, autographs, sci-fi video room, art show, photographs, Japanese Anime room, costume contests, British comedy video room, workshops,

and much much more! Membership \$30 now, \$35 at door. Info: Britannicon '95, PO Box 620008, Littleton, CO 80162.

SEATREK '95 [Caribbean]

June 10-17, 1995 • Floating con on Carnival Cruiseline's liner *The Celebration*; rms \$1000 per person + port charges (includes meals + membership). Guests: TBA. The convention is held on board a ship traveling in the Caribbean islands with ports of call in San Juan, St. Thomas and St. Maarten. Memb: See above (deposit of \$200 required). Info: Seatrek c/o Devlin Assoc. Inc., 8306 Mills Drive, Box 198, Miami, FL 33183; (800)326-8735.

WESTERCON 48 [OR]

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; AGoH: John R. Foster; FGoH: Elayne Pelz. Memb: \$50 until 6/10/95, \$60 after (children 6-12 half-price, under 6 free); \$20 supporting. Info: Westercon 48, Box 2584, Portland, OR 97208-2584; (503)283-0802; email: 74007.3342@compuserve.com or westercon.48@genie.geis.com.

DRAGONCON/NASFiC '95 [GA]

July 13-16, 1995 • North American SF con 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.

HEXACON V [AZ]

July 14-16, 1995 • Annual gaming convention at the Mesa Centennial Hall, 201 N. Center, Mesa, AZ (rooms next door at the Sheraton Mesa, 1-800-456-6372, \$50 S/D). Variety of tournaments and games, used game auction, miniatures contest. Memb: \$12 until 7/1/95, \$18 ATD. Info: HexaCon V, PO Box 62613, Phoenix, AZ 85082; (602)956-1344; email: hexacon5@casfs.org.

DARKCON [AZ]

July 21-23, 1995 • General SF/F con at the Grace Inn, 10831 S. 51st St., (Elliot Rd. & I-10, exit 157) Ahwatukee, AZ; (800)843-6010; rms \$52 sgl/dbl, \$62 tpl/quad (all rms include fridge, coffee maker, & private balcony). Guests: TBA. Memb: \$27.50 until 7/14/95 (available thru Dillard's Box Office), \$35 ATD. Info: DarkCon, PO Box 5833, Glendale, AZ 85312; (602)978-9314.

PULPCON [OH]

August 3-6, 1995 • Convention for enthusiasts & collectors of early pulp magazines held at Bowling Green State University, OH; rms \$36 sgl, \$21 double. Guests: Michael Avallone, Hugh B. Cave. Memb: \$15 until 7/20/95, \$25 after. Info: Pulpcon, Box 1332, Dayton, OH; email: jxxl@cs.nps.navy.mil.

MYTHCON XXVI [CA]

August 4-7, 1995 • Mythopoeic con's theme: Fairies in the Garden, Monsters in the Mall. Clark

Kerr Campus, UC Berkeley, CA; rms \$225 sgl, \$180 dbl for the weekend (includes meals). GoH: Tim Powers; Scholar GoH: Michael R. Collings. Memb: \$55 until 7/1/95, \$60 after (children 7-13 \$25). Info: Mythcon XXVI, c/o Eric & Bonnie Rauscher, 2231 Tenth St., Berkeley CA 94710; email: rauscher@uclink2.berkeley.edu.

VIKINGCON 16 [WA]

August 11-13, 1995 • Literary con at Western Washington University, Bellingham, WA. GoH: Poppy Z. Brite, AGoH: Jim Woodring. Memb: \$20 until 7/31/95, \$25 after. Info: VikingCon 16, Associated Students, WWU, Viking Union #V-1, Bellingham, WA 98225; (206)734-0919; email: vikingcon@nessie.cc.wvu.edu.

BUBONICON 27 [NM]

August 11-13, 1995 • Literary relaxacon, held at Howard Johnson East, 1-40 & Eubank NE, Albuquerque, NM; (800)877-4852; rms \$48 sgl/dbl. GoH: Harry Turtledove, AGoH: Martin "Bucky Starr" Cameron, Media Artist GoH: Rick Sternbach, TM: Simon Hawke. Events include: Green Slime Award, genre cereal tasting, Rock 'Em Sock 'Em Robots, dance. Memb: \$18 until 5/31/95, \$21 until 8/1/95, \$25 ATD (children under 12 free when accompanied by adult) — payable to *NMSF Conference*. Info: NMSF Conference, PO Box 37257, Albuquerque, NM 87176; (505)266-8905.

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. Theme: Space & Time. Emphasis on SF, Science Fact and Futures, Media Fandom, Japanese Animation, Artwork, Music, and more. Memb: \$125; \$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.

COPPERCON 15 [AZ]

September 8-10, 1995 • Literary SF/F con at the Phoenix Airport Day's Inn, 3333 E. Van Buren, Phoenix, AZ; (602) 244-8244; rms \$42 sgl/dbl, \$52 tpl/quad; GoH: Spider Robinson; AGoH: Jeanne Robinson; FGoH: M.R. (Hilde) Hildebrand; Guests: Adam Niswander, Peter L. Manly, Joe Bethancourt, Leslie Fish, Larry DiTillio; Memb: \$25 until 5/31/95, \$30 until 8/26/95, \$35 after; Info: CopperCon 15, PO Box 82303, Phoenix, AZ 85071-2303; (602) 973-2054; email: cucon15@casfs.org.

SILVERCON 4 [NV]

September 29-October 1, 1995 • SF & gaming con at the Best Western Mardi Gras Inn, 3500 Paradise Rd, Las Vegas, NV 89109; (800) 634-6501 or (702) 733-6994; rms (all are suites) \$60 sgl/dbl. GoHs: Roger Zelazny, Bob Tucker. Events include auction and banquet; lots of gaming. Memb: \$15 until 5/30/95, \$20 until 9/29/95, \$25 ATD. Info: SilverCon 4, SNAFFU c/o Aileen Forman, PO Box 95941, Las Vegas, NV 89193-5941; (702)896-6338.

"CONVENTIONS" CONTINUED ON PAGE 43 ▼

HexaCon V

Annual Gaming Convention

July 14-16, 1995

Mesa Centennial Hall, 201 N. Center, Mesa, AZ

Gaming from Noon on Friday till 6pm on Sunday!

Role Playing Games, Wargames, & Boardgames

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Vampire • And much more...

***Full Weekend Memberships are just
\$12 until July 1, then \$18 at the door***

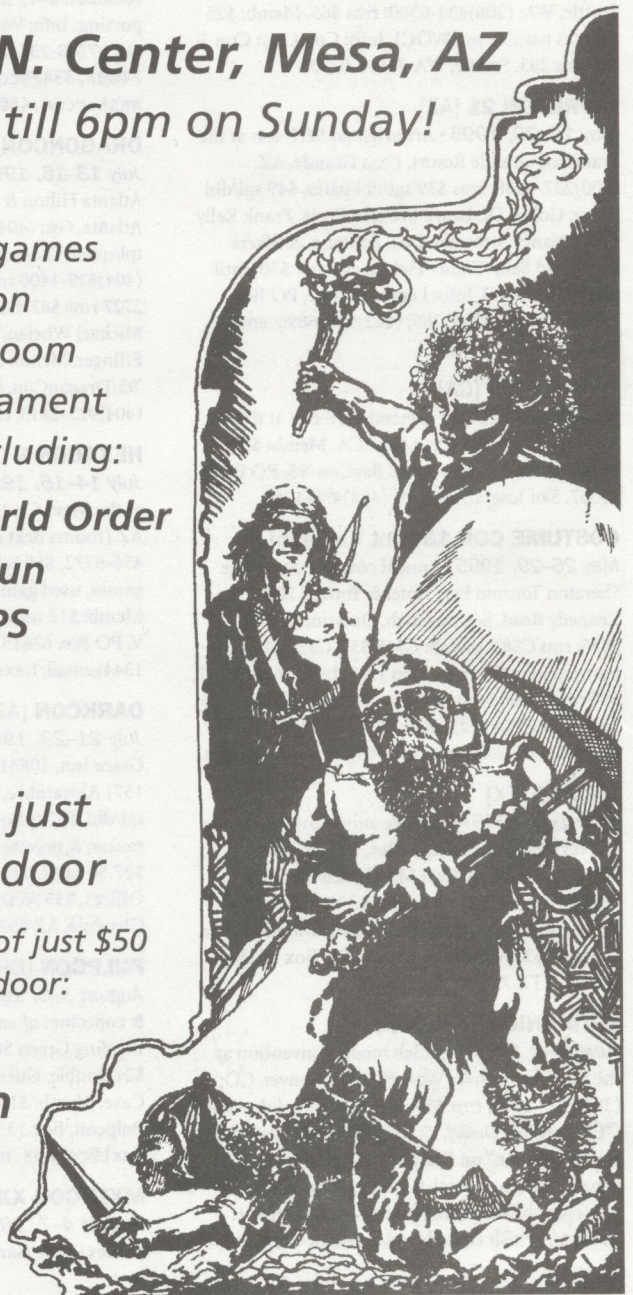
*Hotel rooms available at a special convention rate of just \$50
for 1 or 2 persons at the Sheraton Mesa next door:*

call 1-800-456-6372 for reservations

Call 956-1344 for more information

***To register, fill out the form on page 40, and send a check
or M.O. to: HexaCon 5, PO Box 62613, Phoenix, AZ 85082.***

Please note if you would like to GM a specific game!



Conventions

CONTINUED FROM PAGE 41

ARMADILLOCON 17 [TX]

October 6-8, 1995 • General SF/F con at the Red Lion Hotel, Austin, TX; (512)323-5466. GoH: Alexander Jablov; AGoH: Vincent Di Fate; FGoHs: Dick & Leah Zeldes Smith; TM: Terry Bisson; Memb: \$20 until 4/30/95, \$25 until 9/30/95. Info: ArmadilloCon, Box 9612, Austin, TX 78766; (512)835-9304 (to 10pm CST).

WORLD FANTASY CON '95 [MD]

October 26-30, 1995 • Annual literary fantasy con at the Inner Harbor Marriott, Baltimore, MD. Guests: Rick Berry, Terry Bisson, Lloyd A. Eshbach, Lucius Shepard, Howard Waldrop; TM: Edward Bryant. Memb: \$85 until 7/1/95 (checks to Baltimore Gun Club). Info: PO Box 19909, Baltimore, MD 21201-0909.

CON*STELLATION XIV: MONOCEROS [AL]

November 3-5, 1995 • General SF/F con at the Tom Bevell Center, 1100 N. Loop Rd., Huntsville, AL; (205)721-9428; rms \$45. GoH: Rick Shelly; AGoH: Ruth Thompson; MC: Roland Castle; Fan: Adrian Washburn. Memb: \$15 until 5/14/95, \$20 until 7/16/95, \$25 until 9/20/95, \$30 to the con and ATD (children under 3 free, 4-10 \$10). Info: Con*Stellation XIV, PO Box 4857, Huntsville, AL 35815-4857; (205)883-4493 or (205)464-6665; email: constell@iquest.com.

ORYCON 17 [OR]

November 10-12, 1995 • General SF/F con at the Red Lion/Columbia River, Portland, OR. GoH: Joel Rosenberg; AGoH: Dameon Willich. Memb: \$20 until 5/31/95, \$25 until 10/31/95, \$35 after (children under 6 free, 6-12 half-price). Info:

OryCon 17, Box 5703, Portland, OR 97228-5703; (503)283-0552; email: orycon17@ripcity.com.

LOSICON 22 [CA]

November 24-26, 1995 • Media SF/F con at the Burbank Airport Hilton, Burbank, CA. GoH: Bob Shaw; AGoH: Lubov; FGoH: Larry Stewart. Info: Loscon 22 c/o LASFS 11513 Burbank Blvd., N. Hollywood CA 91601; (818)760-9234; email: rbourget@aol.com.

PHIL & ED'S EXCELLENT CONVENTION [CA]

April 5-7, 1996 • General SF/F con at the Burbank Airport Hilton and Convention Center, Burbank, CA. Info: PO Box 1064, Lomita, CA 90717-0646; (310)325-3157.

COSTUMECON 14 [WA]

May 23-27, 1996 • Annual costume con at the Sea-Tac Airport Marriott, Seattle, WA. Memb: \$40 until 7/4/95; \$25 supporting. Info: CostumeCon 14, PO Box 1095, Renton, WA 98057-1095; email: j.zetterberg@genie.geis.com or nebulas@aol.com.

DRAGONCON '96 [GA]

June 20-23, 1996 • SF and gaming con at the Atlanta Hilton & Towers, Atlanta, GA. Info: DragonCon '96, PO Box 47696, Atlanta, GA 30362; (404)925-0115.

CONDIABLO/WESTERCON 49 [TX]

July 4-7, 1996 • Western US Regional SF con at the Camino Real Paso del Norte and El Paso Convention Center, El Paso, TX. GoHs: Howard Waldrop, James P. Blaylock; AGoH: Brad W. Foster; FGoHs: Arnie and Joyce Katz; TM: Pat Cadigan. Info: ConDiablo, PO Box 3177, El Paso, TX 79923; (800)585-8754; email:

richbrandt@aol.com; Web URL: <http://io.com/user/shiva/elpaso/>.

L.A.CON III/54th WORLDCON [CA]

August 29-September 2, 1996 • Worldcon at the Anaheim Hilton, Anaheim Marriott, Anaheim Convention Center, Anaheim, CA. GoH: James White; Special GoH: Elsie Wollheim; Media GoH: Roger Corman; FGoHs: Takumi and Sachiko Shibano; TM: Connie Willis. Memb: \$90 until 6/30/95, \$110 after; 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; Web: <http://sundry.hsc.usc.edu/lacon3-info/www/lacon3.html>.


COPPERCON 16 [AZ]

September 6-8, 1996 • Literary SF/F con in Phoenix, AZ. Info: CopperCon 16, PO Box 82303, Phoenix, AZ 85071-2303; email: cucon16@casfs.org.

LONESTARCON 2/55th WORLDCON [TX]

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

23rd/1997 WORLD FANTASY CONVENTION [England]

October 29-November 1, 1997 • Annual literary fantasy con at the Britannia International Hotel, London Docklands, UK. Memb: tba; \$50/£30 to 6/1/95 supporting. Info: World Fantasy Convention, PO Box 31, Whitby North Yorkshire YO22 4YL, UK. 

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COPPERCON 15

September 8-10, 1995

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and

Artist Jeanne Robinson

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Fan

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Hildebrand

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Joe Bethancourt

Leslie Fish

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Day's Inn

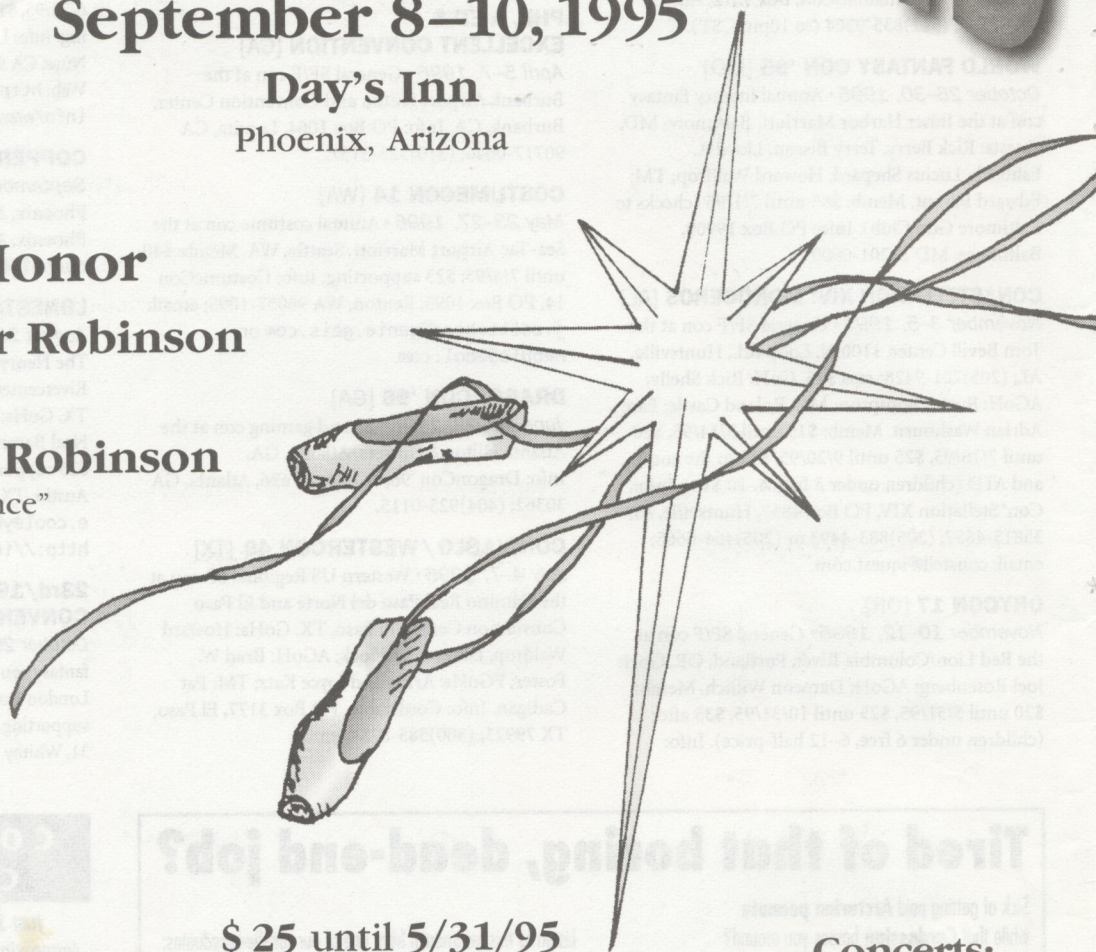
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ConNotations Puzzle #5 — You're It!

Fit these 39 "Stephen King" titles into the grid below so they interlock in crossword fashion. When the puzzle is solved correctly, each word will be used exactly once. (Ignore blank spaces in the titles and portions of the titles that are gray.) Send your correct puzzle, and your name, address & phone number to *ConNotations* Puzzle, PO Box 62613, Phoenix, AZ 85082-2613.

Winners of Puzzle #4 (see pg. 23) — *Stargates: Triften Chmil, Thomas Endrey, David Hungerford, Melinda Hutson, Brian Korn, Charles Kvaver, Lissanne Lake, Darkyr Malys, Kim & Cris Martin, Min Nemoy, Dave Richmond, Nick Shannon, David Stansbery, and Starry Wright! Keep up the good work, kids!*

Two Letters

It
Stand By Me

Three Letters

The Running Man

Four Letters

Cujo
The Dark Half
The Dead Zone
Gerald's Game
Cat's Eye
The Long Walk
Creepshow
Rage

Five Letters

The Stand
Night Shift
Lawnmower Man
Danse Macabre
The Dark Tower:
The Gunslinger
Golden Years

Six Letters

Carrie
Misery
Silver Bullet
Eyes of the Dragon

Seven Letters

Thinner
The Shining
Different Seasons
Needful Things
Dolores Claiborne
Maximum Overdrive
The Dark Tower II: The
Drawing of the Three

Eight Letters

Roadwork
The Talisman
Skeleton Crew
Cycle of the Werewolf

Nine Letters

Christine
'Salem's Lot

Eleven Letters

Firestarter
Pet Sematary

Twelve Letters

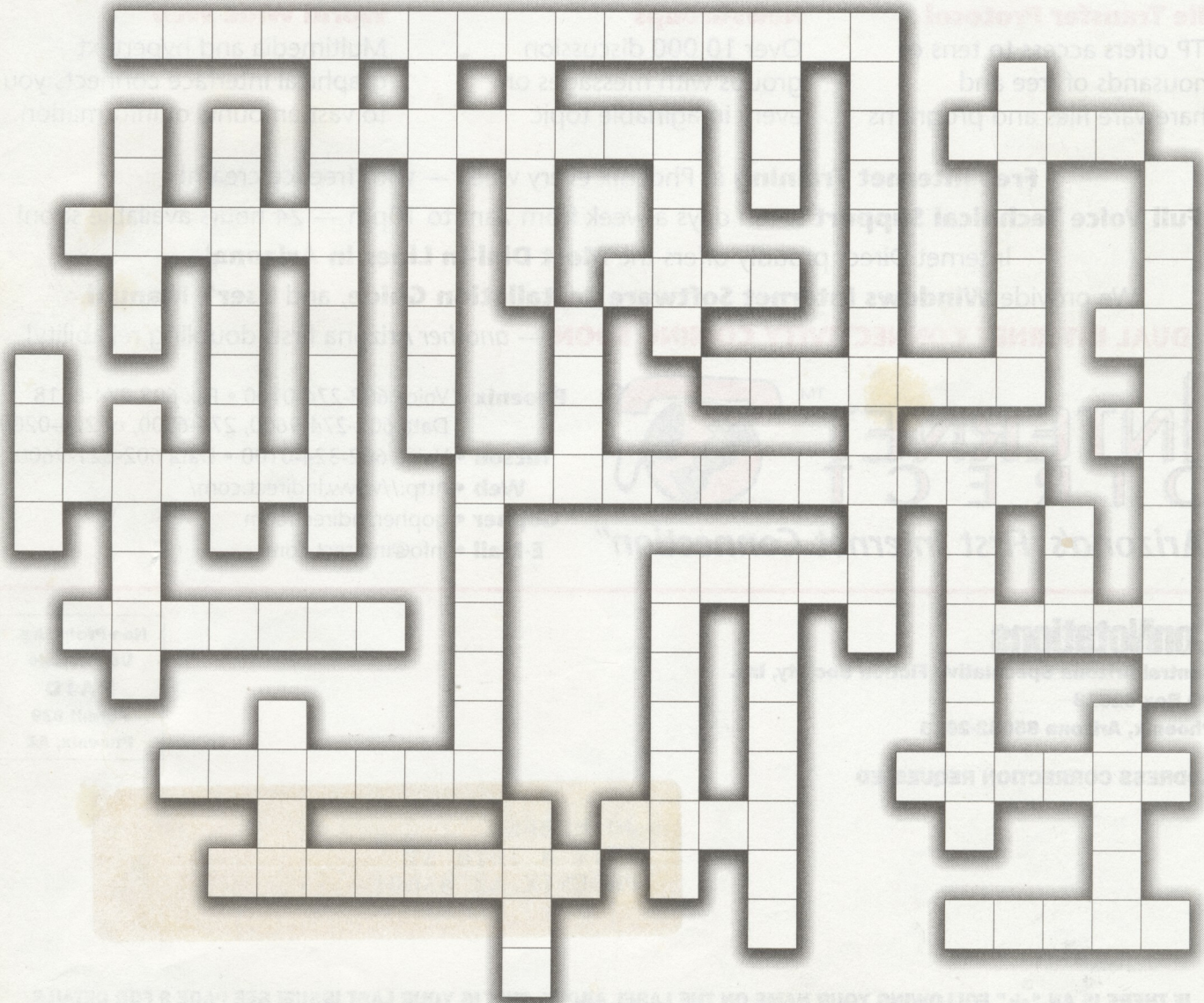
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The Tommyknockers

Sixteen Letters

Four Past Midnight



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