

ConNotations

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

A Conversation with Diana Gabaldon

By Catherine Book

Since Diana is a local Arizonan, I've seen her so many times I've lost count. I can't imagine why it took me this long to consider asking her for an interview...duhh... But she was gracious enough to lend me some time this month.

She has an incredible schedule. The lady is popular all over the world now; everyone knows Jaime and Claire, her heroes from her *Outlander* series. She



just came back from a grueling book signing tour in Germany, Canada, Washington, D.C. and Arizona. She's in the middle of remodeling a substantial portion of her home (she has no kitchen!) and somewhere in all that, we all hope she's working on the next installment of Jamie and Claire's lives.

The first time I listened to her talk, she described her writing style. It is most peculiar, to my mind. She visualizes particular scenes and writes them. Then, later, when she has enough of them, she'll string them together. I asked her if,

several books later, this style is still working for her. Oh, yes, she told me. She didn't think that would

change. Was it like watching a movie in her head, I wondered? No, she said, it wasn't like a movie although she does see the scene quite vividly.

And who were her literary influences? Well, her mother taught her to read at the age of three and she read

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SF Tube Talk

TV News & Previews

By Lee Whiteside

Coming up over the next couple of months is the final stretch for the SciFi Friday shows and NBC’s **Surface**, a new SciFi miniseries, the arrival of **Doctor Who** on US TV, and even more.

On the cable side, we’re into the home stretch for SciFi Friday, with **Stargate SG-1**, **Stargate Atlantis**, and **Battlestar Galactica** heading towards their season finales in mid-March. SciFi also has their usual crop of Saturday night movies as well as the US premiere of a new miniseries. The biggest news for SciFi is that they have picked up the rights to air the new **Doctor Who** series, having bought the first series of 13 episodes with an option for the second series. The show will start airing on SciFi Friday in mid-March at 9 pm, most likely on March 17th, the weekend following the end of the current season of the **Stargate’s** and **Galactica**.

Leading off February for **Stargate SG-1** is *Ethon*, where Daniel is captured and imprisoned on a planet under control of the Ori, and the Prometheus gets caught up in a lot of trouble when SG-1 tries to rescue him. In *Off the Grid*, the SG-1 team is investigating The Lucian Alliance on a planet and get captured and things get even more complicated when the Stargate on the planet vanishes. The SG-1 team gets assigned a seemingly menial job of giving some diplomats (including **Robert Picardo’s** Woolsey) a tour of an off world research base in *The Scourge*, only to have a carnivorous bug species get loose and threaten everyone. In *Arthur’s Mantle*, Mitchell and Carter get shifted to another dimension, much like what happened to Daniel in the *Crystal Skull* episode. They work to try to get back to their proper dimension as well as find a way to help track down Volnek, who lead a devastating attack on the Sodan. March sees SG-1 ramp up to the season finale cliffhanger, with many threads from the season coming together. In **Crusade**, SG-1 is contacted by Val Mal Doran (**Claudia Black**), who tells them of her life undercover since she was transported to the Ori

CASFS Business Report

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- * Gary Swaty was re-elected as Vice-President.
- * J.B. Talbott and Jeff George were re-elected to the Board of Directors. Sue Uttke was elected to replace Bob LaPierre, who declined nomination.
- * Ivan Erickson was elected to be the replacement Banker for CopperCon 26.
- * Sue Uttke was elected to be the replacement Banker for CopperCon 27.
- * All of the previously listed elections were by acclamation.

home galaxy back in the episode *Beach-head*. She also warns them of an impending Ori invasion and has another surprise for them as well. Bringing things full circle for the season will be *Camelot*, where SG-1 discovers the village of Camelot and must work their way past Merlin’s security systems to obtain an ancient weapon to use against the Ori. Unlike recent seasons when it wasn’t a certainty that **SG-1** was returning, with the knowledge that there will be a Season Ten, expect a really big cliffhanger at the end of this one.

Out in the Pegasus Galaxy, the Atlantis team kicks off February in *The Tower*, where they discover an Ancient created control tower much like the one at the Atlantis base. It has been used to repel Wraith attacks, but the ancient gene is deteriorating in the local protectors and Colonel Sheppard is caught up in a political battle with the local lords when they realize he could help produce a new generation of protectors. In *The Long Goodbye*, two pods are discovered in space that contains the minds of two alien beings. When they take over Weir and Sheppard, they continue their ages long conflict against each other. *Coup D’Etat* sees an Atlantis team go missing on a seemingly non-hostile world and when the main Atlantis crew investigate, they discover a coup in progress by the Genii. **Conner Trinner** (Trip Tucker on **Enterprise**) guests stars in *Michael* as a lieutenant with amnesia who discovers he’s really a “cured” Wraith. The Atlantis team attempts to evacuate a doomed civilization from a planet threatened by a super-volcano in *Inferno*. However, things really heat up when the stargate gets destroyed. In the **Atlantis** season finale cliffhanger, the Atlantis team joins up with a Wraith faction lead by Michael (now being played by **Brent Stait** - Rev Bem from **Andromeda**) who offers concessions in exchange for their help in fighting a Wraith civil war.

Battlestar Galactica ramps things up in the final episodes of season two, most likely ending on a nasty cliffhanger. First up in February is *Scar*, where the Galactica deals with a cylon raider ship that keeps attacking them in a hit and run pattern. *Sacrifice* sees a woman who lost her husband take the Cloud Nine lounge hostage, demanding that Adama hand over the Cylon Boomer to avenge her husband’s death. The *Captain’s Hand* has Lee Adama working with the unstable new commander of the Pegasus to investigate the disappearance of a raptor scouting party. In *Downloaded*, we learn more about the Cylon society when a dying Cylon’s consciousness is downloaded into a new body and we see things from the Cylon point of view. To finish up the season will be the two-part *Lay Down Your Burdens* where the Galactica is

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24 Frames

Movie News

By Lee Whiteside

2005 ended with the triple whammy of **Harry Potter**, **Narnia**, and **King Kong**. **Harry Potter and the Goblet of Fire** opened strongly with the largest box office so far for opening weekend of the four Potter movies and looks to hit the \$300 million mark domestically. **The Chronicles of Narnia** opened up strong and continued to hold up well at the box office through the holidays and looks headed towards the \$300 million mark as well. **King Kong** opened less than expected and may make it to \$250 million domestically; making it somewhat of a disappointment compared to some expectations. However, all three have done well worldwide and more than likely will make money despite their \$150 million plus budgets. For the whole year, the last **Star Wars movie**, **Revenge of the Sith**, topped everyone with \$380 million box office domestically and **Harry Potter and the Goblet of Fire** taking the worldwide gross honors with \$852 million. Coming up in 2006, there aren’t any of the franchise blockbusters in store, but there are a few things that will likely draw a lot of viewers to the theatres. May sees the third **Mission Impossible** movie,

which may have to counter **Tom Cruise’s** increasingly strange behavior, and the third **X-Men** movie. There is also the movie adaptation of one of the biggest selling novels of the last few years in **The DaVinci Code**. June will bring the anticipated return of the Man of Steel to the screen in **Superman Returns** and July brings back **Johnny Depp** and **Orlando Bloom** in **Pirates of the Caribbean: Dead Man’s Chest**. The big holiday fantasy movie this year will be the movie adaptation of **Christopher Paolini’s Eragon**.

The fifth Harry Potter movie, **Harry Potter and the Order of the Phoenix**, has started filming in England. For casting the character of Luna Lovegood, they’ve put out a casting call looking for an unknown to play the role who is one of Harry’s classmates in the fifth book. As expected, with the success of the first **Narnia** movie, Disney is gearing up another visit to the magical land, planning on adapting **Prince Caspian**. A script is in the works with production planned for later in the year. **Sam Raimi** is on board to produce and direct an adaptation of **Terry Pratchett’s** award winning young adult Discworld novel, **The Wee Free Men** for Sony Pictures Entertainment. Look for him to start work on it after he finishes up **Spider-Man 3**. More adaptations of young adult fantasy is in the works. Warner Bros. has

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ConRunners

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SF Tube Talk

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shocked when the Cylons offer a peace proposal to end hostilities provided the humans make some concessions. Needless to say the concessions aren't very popular options and it wouldn't be that exciting of a season three if they came to a peace accord with the Cylons, would it?

SciFi continues with their latest SciFi Pictures in February, starting February 11th with **House of the Dead 2: Dead Aim**, where zombies overrun a college town and a squad of soldiers is called in to take care of them. They are racing against time, trying to obtain a tissue sample from a first generation zombie to be able to find a cure for the infection and keep it from spreading. Starring is **Emmanuelle Vaugier** (*Smallville*, *Painkiller Jane*), **Victoria Pratt** (*Cleopatra 2525*), rapper **Sticky Fingaz**, and character actor **Sid Haig**. February 25 sees another natural disaster epic (in the wake of **Magma: Volcanic Disaster** in January) in **Disaster Zone: Volcano in New York**. After some illegal geothermal energy experiments get out of control, a lava flow is generated under Manhattan and it's up to a group of New York City sewer workers to save the city from disaster. Starring is **Michael Ironside**, **Alexandra Paul**, and **Costas Mandylor**. There's no word as of press time what SciFi has in store for Saturday nights in March, but it's a good bet it will involve some sort of mutation, natural disaster or an alien invasion of some sort.

After the SciFi Friday season finales, U.S. fans who haven't already seen the new **Doctor Who** series will finally get their chance to on the SciFi Channel. At press-time it's not clear if SciFi will air multiple episodes to kick off the series, so I'll preview the first few episodes that should air on SciFi at the end of March/beginning of April.

The last we saw the Doctor was in the ill-fated FOX TV movie starring **Paul McGann** in 1996. As the new series starts, we meet Rose, working in a dreary job in a Department store who sees her life change when she meets a mysterious man who saves her from some shop dummies that have come to life. Thus starts, **Rose**, the first episode of the new era of Doctor Who. He's recently regenerated, but we don't know from what or many details about what has happened to him since the last time we saw him. He's discovered a threat to London from the Nestene Consciousness, and soon Rose, her boyfriend Mickey, and her mother Jackie all get caught up in the adventure. When Rose is offered the chance to travel in time and space, she takes The Doctor up on his offer. In the second episode, **The End of the World**, The Doctor takes Rose far into the future when the Earth is about to die in front of a gathering of alien dignitaries. When things start to go wrong, Rose and Doctor work to save themselves and others while Earth is

disintegrating before their eyes. In the third episode, **The Unquiet Dead**, they travel to Cardiff in 1869 and meet Charles Dickens and come across some mysterious ghostly activity at the local undertakers. After that is a two part episode introducing an alien threat to Earth in modern day London, the Slitheen! More on current happenings with **Doctor Who** on the BBC later in the article....

Coming up on SciFi at the end of March is a new four hour miniseries that looks to be worth catching, in part because SciFi had nothing to do with it's production! The German produced **Dark Kingdom: The Dragon King** is based on the German myths that are the basis for the Wagner Rings Cycle opera as well as inspiration for Tolkien's **Lord of the Rings** (which is what SciFi is promoting). The production is English language and not dubbed and it's original title as it aired in Germany is **Ring of the Nibelungs** and there is a good English language website for it up at <http://www.ring-of-the-nibelungs.com> In fact, it was one of the highest rated TV movies in Germany and it also won the DIVA award for best TV movie on German TV for 2004. It was directed by **Uli Edel**, who directed the **Mists of Avalon** miniseries for TNT, and Edel co-wrote the screenplay with **Diane Duane** and **Peter Moorwood**. Starring are **Kristanna Loken** (*Terminator 3: Rise of the Machines*), **Alicia Witt** and **Benno Fuernmann**. SciFi describes the movie as a "fantasy love story, where Eric (**Fuermann**) is a young blacksmith who is unaware that his true identity is actually Siegfried, the orphaned heir to a conquered kingdom. When a comet impacts the earth, it sets off a chain of events setting Eric on the path to his true destiny. His adventure begins with a chance encounter with his true love, the Norse warrior Queen Brunhild (**Loken**). Next he becomes a hero to the Burgunds after he slays the much-feared dragon Fafnir. His reward for which is an ancient treasure trove the beast had long protected - the treasure of the Nibelungs. Eric ignores warnings of a curse placed on the treasure, an act that ultimately endangers his love for Brunhild and the reclaiming of his birthright."

According to **Diane Duane**, on her Out of Ambit blog, "Peter and I are, of course, both clear that what we did isn't the pure Nibelungenlied...even if you could figure out what that was, as there are about six different versions of the story, and a number of ancillary but not-really-part-of-the-poem myths. Any version of this epic brought to the screen is going to be the result of a long, long series of compromises. We made the best compromises we could, under the circumstances. (And, by the way, nothing positive enough can possibly be said about our friends and production partners at Tandem Communications, who were a solid support to us and a never-ending

ConNotations

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help in times of craziness all through the five years we worked together on this thing.)" If you don't want to wade through all the ads and promos on SciFi, Sony Pictures Home Entertainment will be releasing it on home video shortly after it airs. SciFi will broadcast it on Monday March 27 & Tuesday March 28th and likely run all four hours the following Sunday evening.

There's more news about the **Dresden Files** pilot that was filmed for SciFi late last year. It is based on the **Jim Butcher** novel series about wizard Harry Dresden, the only wizard listed in the Chicago phone book. **Robert Hewitt Wolfe** and **Hans Beimler** co-wrote the screenplay, based mostly on the first Dresden Novel, **Storm Front**, in which Harry Dresden deals with catching a black mage that's caused some horrific deaths that the Wizard White Council thinks Harry may have committed. Starring as Harry Dresden is **Paul Blackthorne**, best known for playing Stephen Saunders in the third season of **24**. **Valerie Cruz** is detective Connie Murphy, **Rebecca McFarland** is tabloid writer Susan, **Joanne Kelly** (*Jeremiah*) is the vampire Bianca, **Conrad Coates** is White Council enforcer Morgan, and **Raoul Bhaneja** is Murphy's partner Raoul Bhaneja. They haven't yet revealed who the voice of Bob is, though. You'll note a few differences in the characters from the book, which is

partly due to conflicts with real people's names (which is fine in a book, but not for TV) and the resulting casting for a character. Author **Jim Butcher** had this to report on his website (www.jim-butch.com) after visiting the set during filming: "In speaking to **Robert** and **Hans** and dozens and dozens of other people, I realized something really neat: they care. Over and over, I heard from the folks there: "most of the time we're working, it's just a job. But on this set, everyone thinks we're doing something really neat, and it shows in their work." Which was really exciting. I mean, it's amazing enough that I get to say "they're making a movie of my book!" But it's looking like I'll get to say, "they're making a GOOD movie of my book!" which is far more rare." **Butcher** also indicated he made comments on the script and they listened to him and made some changes. That's definitely not something **Ursula K. Le Guin** had the chance to say about SciFi. According to **Wolfe**, once a producer's cut is delivered to SciFi, they will decide if they want to make it into a weekly series or just air it as a movie.

Back to the broadcast airwaves, **Smallville** kicks off February with **Vengeance**, where Clark meets up with a masked, leather-clad, female vigilante named Andrea, who has similar powers to Clark and has been fighting crime in

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Elsewhere on the WB, *Charmed* continues to slide in the ratings and it's

Some of the biggest news in regards to network fare is the agreements between ABC and NBC/UNiversal to make episodes of current TV series available to download at Apples iTunes. ABC started things off, making episodes of *Lost*, *Night Stalker*, and *Desperate Housewives* available the day after they aired. When ABC pulled the plug on *Night Stalker*, iTunes made the unaired episode that concluded the two-parter available. NBC/

Even though the second series doesn't hit the screens on the BBC until April,

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SF Tube Talk

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there was plenty of **Doctor Who** at the end of the year in the UK. Kicking things off was a special segment recorded for the BBC's Children in Need charity telethon in November featuring **David Tennant** and **Billie Piper** in a scene aboard the



Rose (Billie Piper) and Doctor Who (David Tennant) © BBC

Tardis that followed directly from the regeneration seen at the end of the first series. The official debut of Tennant's 10th Doctor in *The Christmas Invasion* was on Christmas day on the BBC and on Boxing Day in Canada. Viewers got to see how Rose, her mother Jackie, and her boyfriend Mickey all dealt with the fact that The Doctor was a changed man. We also got a bit of info about **Torchwood**, which is the spinoff series airing later this year on the BBC. The Doctor wasn't too happy with the government's resolution to the Sycorax invasion threat, much as The Brigadier's handling of the Silurians back

in the third Doctor's era. As expected, the special ended with the Doctor and Rose ready for new adventures.

The BBC also produced a special interactive story, *Attack of the Graske*, that was made available on the BBC's interactive service. Viewers were able to make choices on what would happen next and help guide David Tennant's Doctor on

a solo adventure. It was well received and got a lot of use by BBC viewers with the capability to use it.

Opening up series two on the BBC will be *New Earth*, where The Doctor and Rose return to the far future and meet up with Cassandra (from "The End of the World") and find a "plague farm" in the guise of a nightclub run by evil cat people. In *Tooth and Claw*, they must protect

Queen Victoria from an alien threat while visiting historic Scotland. *School Reunion* is the highly anticipated return of Sarah Jane Smith (**Elisabeth Sladen**) and K9 (**John Leeson**) along with a guest starring appearing by **Anthony Stewart Head**. In the episode, they discover a mysterious school overrun by the alien Krillitanes. In the rest of the season, The Doctor and Rose will visit the court of Louis XIV, deal with the Cybermen on an alternate Earth, and take on an evil creature called the Abzorbaloff, a creature designed by a fan (via the children's show Blue Peter).

On the animated front, reports are that

Cartoon Network has opted not to pick up **Teen Titans** for any more episodes, so the new episodes that just finished airing in January are likely the last new episodes to be produced. There is a direct-to-video movie, *Teen Titans* in Japan, that is in the works and if that does well, there could be more adventures in the direct-to-DVD format. As for **Justice League Unlimited**, after airing four episodes from the latest season in September, the show has been noticeably absent from the Cartoon Network schedule. Reports are that the show will return to the Cartoon Network sometime in late spring or early summer, although it could show up earlier. Upcoming episodes include a Hawkman centered episode called *Ancient History*, and *Far From Home*, where Supergirl is kidnapped and taken to the 31st century where she meets the Legion of Super-Heroes including Braniac 5 and Bouncing Boy. Reports are that this will also be the last season of **Justice League**, leaving only **The Batman** in production to represent the DC Universe. There are



© Warner

rumors of a Superman series similar in style to **The Batman** and possibly a Legion of Super Heroes series, but nothing has been announced or confirmed so far.

For Marvel fans, there is a new animated version of **Wolverine and the X-Men** in the works with no word on where it will air yet. **Jason Netter** of Kickstart Entertainment is producing the series and **Greg Johnson** is story editor. **Johnson** also served as story editor on the **X-Men: Evolution** series and also wrote four upcoming direct to video Marvel animated movies (**Ultimate Avengers**, **Ultimate Avengers 2**, **Iron Man** and **Doctor Strange**) which is a new line of Marvel CGI movies that will be released on a roughly quarterly basis starting with **Ultimate Avengers** on February 21st.

24 Frames (Continued from page 3)

picked up the rights to a movie based on Maurice Sendek's **Where the Wild Things Are**, with a script by **Dave Eggers** and **Spike Jonze** (who will direct). The movie will be a live action effort with lots of computer animation and has the support of **Sendek** who told The New York Times "I am in love with it. If **Spike** and **Dave** do not do this movie now, I would just as soon not see any version of it ever get made."

A Scanner Darkly has been pushed back to July from a March release (where it had been pushed back to from a fall 2005 release) **George Clooney** produces an adaptation of a **Philip K. Dick** story where **Keanu Reeves** is narcotics agent Bob Arctor who becomes addicted to drugs and has to start monitoring his addicted alter-ego Fred. Also stars **Winona Ryder**, **Robert Downey Jr**, **Woody Harrelson**, and **Rory Cochrane**.

With CBS's **Threshold** being cancelled, its rumored that star **Carla Gugino** will be signing up to co-star with **Ben Stiller** in the holiday release **A Night at the Museum**. **Stiller** is a bumbling security guard at a natural history museum that triggers an ancient curse that causes all of the animals and insects on display to come to life, leading to a very interesting night for **Stiller's** character. It will start filming soon in Vancouver and is scheduled for release right before Christmas.

The long in development **Watchmen** movie based on the **Alan Moore** comic has been picked up by Warner Bros. after Paramount dropped it. Warner Bros. will not be using the script that was in development and will start over with a new writer and director, which has yet to be lined up.

Daniel Craig is lined up to play James Bond in the next 007 movie, **Casino Royale**. However, they are still searching for the next Bond girl. The tabloids have been all over it, especially in the UK, bringing forth **Charlize Theron**, **Naomi Watts**, and even **Doctor Who's Billie Piper**. As of press time, latest rumors indicate that the main female role is named Vesper and is described as "Late 20s to 30s, must be gorgeous. A **Sienna Miller** 'type.'" The most dramatic Bond girl yet" in the casting call. With the production only weeks away from the start of filming, reports are that very few of the main roles have been cast. With filming scheduled to start at the end of January, expect there to be some sort of announcement by the time most of you read this.

Upcoming Movie Previews for February and March

Final Destination 3 (Feb 10) - This time, it's a roller coaster. When the survivors of

(Continued on page 7)

Nebula Awards Weekend 2006

MAY 4-7, 2006

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Grand Master Harlan Ellison

Author Emeritus William F. Nolan

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24 Frames

(Continued from page 6)

a fatal roller coaster accident realize someone is out to finish them all off, they race against time to defeat the Grim Reaper. Former *X-Files* writers **Glen Morgan** and **James Wong** continue their successful series

Ultraviolet (Feb 24) **Milla Jovovich** is caught in the middle of a civil war between “disease-modified humans” (i.e. Vampires) and the government when she becomes the protector of a 9 year old boy targeted for death.

Aquamarine (Mar 3) A mermaid is discovered in a neighborhood beach club by a couple of girls. When the mermaid gets a crush on a boy working at the club, the girls need to arrange to get her back to the sea before she is captured.

The Hills Have Eyes (Mar 10) Another horror remake with **Wes Craven** producing. A family road trip ends up in a government atomic zone where a mutant family stalks them. Stars **Aaron Stanford, Ted Levine, Kathleen Quinlan, Vinessa Shaw, and Emilie De Ravin.**

V For Vendetta (Mar 17) The latest Hollywood attempt to adapt an **Alan Moore** graphic novel, and initial indications are that they may have gotten it right this time! Previous adaptations of Moore’s work (**From Hell, League of Extraordinary Gentlemen, Constantine**) haven’t been the best adaptations which has led **Moore** to distance himself from any adaptation. The film is produced by **Joel Silver** and the **Wachowski Brothers** (**The Matrix**) and stars **Hugo Weaving** (**The Matrix, Lord of the Rings**) as the vigilante “V”, **Natalie Portman** as Evey, with **Stephen Fry, Stephen Rea, and Rupert Graves.** “V” rescues Evey from a desperate situation and she works to find out more about the masked vigilante as he urges the citizens to rise up against the tyranny and oppression of the government.

Stay Alive (Mar 24) - No, it’s not a sequel to **Staying Alive**. It’s about a group of players in an online horror game who discover that as their characters get killed, so do the people playing them.

Ice Age 2: Meltdown (Mar 31) **Ray Romano** (Manfred), **John Leguizamo** (Sid), and **Denis Leary** (Diego) return for a sequel to Ice Age. This time they learn that the global warming is causing a huge glacial dam to burst and they race against time with the aid of Ellie the Mammoth (**Queen Latifah**)

Ellison named Grand Master by SFWA

by Shane Shellenbarger

The Science Fiction and Fantasy Writers of America have named author **Harlan Ellison** a Grand Master and he is being honored at the Nebula Award Weekend on May 4-7, 2006 at **The Tempe Mission Palms Hotel**, 60 East Fifth Street, Tempe, Arizona. SF writer **William F. Nolan** will serve as the 2006 Author Emeritus and **Connie Willis** has agreed to fulfill the role of Toastmaster.

Born in 1932, Ellison made his first sale to *Infinity Science Fiction* in 1956 with the publication of “Glowworm.” In a career spanning fifty years, Ellison has won eight and a half Hugo Awards, three Nebula Awards, two Edgar Awards from the Mystery Writers of America, six World Fantasy Awards, in addition to their Lifetime Achievement Award, and five Bram Stoker Awards from the Horror Writers Association, including their Lifetime Achievement Award.

As a champion for writers, Ellison took internet giant AOL to court when they would not police their websites to prevent the dissemination of copyrighted material. In addition, he also helped launch the Comic Book Legal Defense Fund. His work has garnered accolades from fans worldwide and from such authors as Isaac Asimov, Jack Williamson, Robert Silverberg, and J. Michael Straczynski.

Born in 1928 in Kansas City, Mo., William F. Nolan has sold more than 1500 stories, articles, books, and other works. While best known as the co-author with George Clayton Johnson of the novel, “Logan’s Run”, Nolan’s work has included a broad range of material, including mysteries, science fiction, fantasy, horror and westerns. On his own, he wrote the novels “Logan’s World,” “Logan’s Search,” the novelette “Logan’s Return,” and the pilot script for the “Logan’s Run” television series. His work has earned praise from such writers as Stephen King, Ray Bradbury and Joe R. Landsdale.

In addition to being an author, Connie Willis sings soprano in a Congregationalist church choir.

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<http://www.scifi.com/sfw/issue17/interview.html>

My First (and Last) Week with the Apple iPod Video

By Shane Shellenbarger

My wife, Lauren, and I have a unique arrangement when it comes to giving gifts. I tell her what I want and she lets me buy it. I am reasonable with my requests (usually) and she hardly ever says no (usually.) I never worry about the size, or wonder if I will use a gift certificate before the store deducts service charges or dormancy fees. I talk to her about what I want, get the go-ahead, and make my purchase. Thus, I found myself the proud owner of a 60 GB Apple iPod for \$389.87 from Sams Club. While Apple doesn’t call its new fifth generation iPod a Video, I will christen it the iPod Video in order to differentiate it from the iPod Photo, the Nano, the Mini, or the Shuffle.

I could hardly wait to get the iPod out of the box and start stuffing the units 60



GB hard disk drive full of audio and video. Audio wasn’t difficult after I discovered that I needed to update the software on both iTunes and the iPod Video. I was soon pumping mp3’s of audio books, music, and podcasts into the unit and started working on getting video into the iPod Video. Then I hit a wall. After several hours of searching on the internet, I discovered that Apple didn’t want me to put video on my iPod. Well, not exactly. Apple didn’t want me to put any video onto my iPod that they hadn’t SOLD (at \$1.99) to me. I found that none of the free video podcasts such as DiggNation, DL.TV, or Rocketboom would play on the iPod Video without spending time downloading the file, converting the download to a mov file, or changing the resolution to 320 by 240, and then uploading it to the iPod. I find this is all very time consuming and a bit hit-or-miss.

One alternative is the Creative Zen Vision, which beats out the iPod Video 2.5 inch screen with its 3.7-inch screen. Recently recommended by tech guru, Leo Laporte, on a gift giving guide segment of Live with Regis and Kelly, the Zen Vision and Vision M (which just won the “Best of CES” award in mp3 and portable video category and also won the overall “Best in

Show” award) series of audio and video players can be organized by an iTunes-like piece of software called the ZenCast, available at www.creative.com. The Zen Vision supports AVI, DivX™ 4 & 5³, XviD⁴, MPEG-1, MPEG-2, MPEG4-SP, WMV9, and Motion-JPEG. The iPod Video supports m4v, .mp4 and .mov and their tutorial recommends that you buy QuickTime 7 Pro (\$29.99) to convert video files.

Disregarding the cost of the iPod Video, Apple is miserly with the accessories they supply: Ear bud headphones, USB cable, Dock Adapter, and leatherette case. They leave out a separate power supply (\$29.00) and A/V cables (\$19.00) to connect your iPod Video to a television. I found that it was necessary to keep the iPod in its case or the mirror finish case back would smudge and the view screen was at risk for scratches. Imagine watching a movie with a line diagonally across the screen, forever!

Apple did get the jog wheel right and it’s the best thing about their product. If

only they had spent a bit more time thinking about the needs of the consumer, I might not be a FORMER Apple iPod Video owner.

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Conversation

(Continued from page 1)

everything she could find from then on. Every writer, she told me, is influenced by everything they read. However, she does credit five particular authors in the dedication in her latest book “A Breath of Snow and Ashes”: Charles Dickens, Robert Louis Stevenson, Dorothy L. Sayers, John D. MacDonald and P.G. Wodehouse. A sterling selection.

Diana doesn’t write small... books, as her fans well know. Her tomes measure from the 600 pages of her first book, “Outlander,” to a massive 979 pages in her latest. And her legions devour every word. But how does such an effort evolve? Well...she tells me – slow at first since she doesn’t really know much about the story yet. She doesn’t know what will happen or what the historical timeline will be. In “Breath...” for example, she picked a particular battle that took place during the American Revolution in North Carolina. An obscure little battle of which probably no one outside of N. Carolina or scholars had ever heard. But it was an important battle to the story. Diana also had to consider through whose eyes she would portray the events. This isn’t something I’d considered before as simply a reader. Choosing the viewpoint is a very important consideration by the writer. Evaluating each prospect and what it would lend to the story probably takes up quite a bit of time. I asked her how much chronology the next *Outlander* book would take. She had no idea at this point as she has just started the story. She said it could be the last book or there might be another after it.

When a book is new, the writing goes very slowly as she is working out the story line and doing research. She’ll write every day to keep inertia from building up. As the book grows, she’ll achieve what she refers to as a ‘walking pace’ which is two pages a day. But Diana doesn’t do rough drafts; so before she moves on to a new scene, the previous scene must be finished. But towards the end of the book, when her research is done and she is just filling the gaps between scenes, the book has achieved what she calls ‘critical mass’ – plus the folks in New York are pressing her. At that point she’ll be working 12-15 hours a day and that will take some two or three months. An exhausting period, to be sure.

And even with all this effort, Diana still manages to have more than one project going at the same time. Before her fiction success, Diana would take any project that would pay – research for the University where she worked, grant proposals, articles for magazines, and training seminars. And she discovered that she had a ‘sticking’ point in her writing – it was about two-thirds of the way down a page. At that point, she would switch to a different project and work on it until she hit that ‘sticking’ point. Then, she would switch back and

find that she could continue on the previous project. So, she could continue working for several hours on multiple projects. This is, she states, still a good *modus operandi* for her. She has the next new *Outlander* book plus she has a contract for two more *Lord John* novels and she has a contemporary mystery novel that she’s been working on for some time (although it hasn’t yet achieved ‘critical mass.’) The next *Lord John* novel is titled “Lord John and Brotherhood of the Blade” and one after that will be “Lord John and Haunted Soldier.”

Lord John was actually a total accident. Back in 1998, she was asked to contribute to a British anthology titled “Past Poisons”, a tribute to Ellis Peters. She didn’t have the time to research an entirely different period of time so she knew it had to be in the 18th century and since she didn’t want to involve her major characters in a side story that might impact the greater story; she took a minor character from the *Outlander* series – Lord John. That story was titled “Hellfire.” As her American fans began to hear of that story, they wanted it and more. So, she decided to write a couple more short stories with the intent of collecting them all in a single book. So when she had “Lord John and the Private Matter” nearly done, she told her publisher she had this short story. Of course, by Diana’s standards, its modest 300 pages was only a short story but the publishers were happy to point out that it was really a normal sized book. Then, she got an offer to contribute to a fantasy anthology, “Legends II”, which produced “Lord John and the Succubus,” a novella. Eventually, when “Lord John and the Private Matter” was released as a paperback, it included the short story “Hellfire.” She also has a contract from Random House to produce a collection of short fiction. “..Haunted Soldier” will be released in Germany in February 2006

(*the Germans really love her*), and the collection of short fiction in the summer. “...Brotherhood...” will come out in the US in the fall of 2006; and hopefully, followed by “..Haunted Soldier,” although Diana can’t say for sure. Chronologically, “..Brotherhood...” is followed by “...Haunted Soldier.”

Laying her stories aside

for the moment, we talked about her trips to Highland Games-type events. I asked her if her interest preceded the *Outlander* stories or were a result of them. She started attending when they were convenient and meeting people. She ended up in a business relationship with a vendor who would bring her books to the event and pay for her expenses to attend if she would sign books at his booth. This lasted for several years until both he and Diana retired from it. Diana still attends local Highland Games events in Arizona but doesn’t go to any outside the state anymore.

2005 was an incredibly busy year for Diana – several book tours in Germany, Canada (including a writers conference) and the US, a lecture at the Smithsonian in D.C., multiple book releases, and tearing out the whole back end of her house. She went through both Thanksgiving and Christmas without a kitchen following on the heels of the book tour. There was something about enchiladas on the outside grill for Christmas dinner... Thinking of this, and how little time she’s probably had with her family or to write, I was even more appreciative of her time with me. So I imagine she’ll be saying ‘no’ to invitations in 2006... She doesn’t intend to leave home much, 2006 needs to be much more low-key, she told me with a chuckle.

Diana has a wickedly subtle sense of humor. She compared a book tour with being a political prisoner: you are removed from your home and familiar places, separated from your loved ones, moved willy-nilly at others’ direction with no choice in the matter, strip-searched on a daily basis by the TSA, routinely deprived of food and sleep and on top of all that, you’re interrogated repeatedly by strangers who ask the same questions day after day, city after city – apparently hoping you’ll crack...

Her fans love her... she gets gifts all the time. I asked her what the best thing was she ever received. She has a group of fans called the Ladies of Lallybroch – some of them are part of a group called the Lally-Quilters and this past year, they gave her a quilt made especially for “Breath...” – a beautiful blue and white creation with each block containing a snowflake or snowflakes with accents of grey and black to symbolize ashes. And the strangest gift, I asked? Well, that, she laughed, had to be the international collection of toilet paper. Near the end of writing “Fiery Cross”, she was asked by one of her fans if she could sign some bookplates. She agreed but said she couldn’t do it right away and could the fan please remind her again a little later. Diana joked with her that at the moment she only had two brain cells left and one of those was trying to remember to buy some toilet paper. Apparently, the woman shared that conversation, because the next thing Diana knew was that FedEx was disgorging about 40 rolls of toilet paper from all around the world – Dutch, Japanese, Australian. They followed up this year with Venezuelan toilet paper to add to her collection.

Diana has a wonderfully low, warm voice with a bit of a whiskey-type roughness to it. The woman is very personable and incredibly generous with herself for her fans. Any time I’ve seen her talk, she’ll talk non-stop for an hour or more. You can tell from listening to her anecdotes, that she is a born story-teller. If you ever have a chance to meet her in person, don’t pass it up. And in the meantime, stop by her website. She writes a lot of it herself and you’ll get a good dose of her personality.

www.dianagabaldon.com You’ll also find a great deal more information about her current projects than I mentioned here; be warned though, there *are* spoilers.



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Pro Notes

Happy New Year everyone! I hope everyone had as good a year as I. And you all have my best wishes for a great 2006. I have a few new voices this month. And, as ever, you can always let me know if there's an author you'd like me to contact. So let's get to it...

I tracked down **Anne Bishop** in snowy New York. She's a favorite author of mine. Her **BLACK JEWELS** series is simply fabulous. Anne tells me "Sebastian," the first book in the **EPHEMERA** duology, is coming out on February 7, 2006 in the US and in March 2006 in Australia. It's her first US hardcover, which is very exciting. She also has two of the **BLACK JEWELS** books scheduled to come out in Germany this year, and the **Black Jewels Trilogy** is going to be published in Portugal. In terms of writing, she's finishing up "Belladonna," the second book in the **EPHEMERA** duology. Just a little north, in the backwoods of Maine, I heard from **James Hetley**. A new favorite of mine, James has three books published, one of which is reviewed elsewhere in this issue. "Dragon's Eye," came out from Ace last November. This is only distantly related to his previous "The Summer Country" and "The Winter Oak," being set in the same fictional Maine but without the Celtic mythology and otherworld connection. Reviews have been favorable, including a starred review in **BOOKLIST**. A sequel, "Dragons' Teeth," is due out from Ace in November 2006. He is now working on a fantasy detective noir, working title "Signatures" as a change from the previous works.

And from the other side of the country, in California, I found **Kim Stanley Robinson** and he's working on the third and concluding volume of his global warming trilogy, which started with "40 Signs of Rain" and continued just recently with "Fifty Degrees Below." The latter was released last November, and got good reviews in the *NY Times*, *Washington Post*, and the *Times Literary Supplement* in England, among other places. While promoting the book in the DC area, he gave a talk about it at the National Science Foundation, which is where much of the novel takes place. He'll finish the book by this coming June, and Bantam Books and HarperCollins in UK plan to publish it in early 2007. He's going to be an online guest of the Clarion Foundation's online chat for Clarion supporters, to be found at <http://theclarionfoundation.org/> That will happen on Thurs, February 23rd, 2006, at 9 PM EST. He is also going to be a guest at the annual Jack Williamson tribute and conference, at East New Mexico University, on March 1, 2006. He will be a featured speaker at the 25th Annual International Space Development Conference, held May 4-7, 2006, at the

Sheraton Gateway Hotel in Los Angeles, hosted this year jointly by the Planetary Society and the National Space Society. Mostly he'll be holed up at home writing, which is really his favorite part anyway. Another Californian, and a regular here, is **Larry Niven**. Larry says he's working sporadically on four collaboration novels. "Inferno" (the sequel to Dante's Inferno, written a quarter century ago with Jerry Pournelle) gets a rewrite, and its own sequel which is currently in Jerry's hands. There's been a lot of sinners since 1977... Ed Lerner came to Larry with the ambition to write a novel set in the Fleet of Worlds from "Ringworld". They're halfway through. You're going to learn a lot more about Pierson's puppeteers than you ever needed. And Greg Benford came to him with a structure of **RINGWORLD** scale and an astounding back history. It's their first collaboration, but it's a natural. Greg's first story used the plot structure from Larry's "Becalmed in Hell". Larry and Steven Barnes are working on a fourth **DREAM PARK** novel with considerable research. It'll be set on the Moon. Plus, "The Draco Tavern", from TOR, is now on the shelves. These are thirty or forty years of ultra-short stories set in a spaceport bar in Siberia. Larry's planning to get to the next Nebula Awards. It's been too long... {We're certainly looking forward to seeing you in Arizona this year!}

Ben Bova hailed us this month from Florida. He finished "Titan," then wrote a high-tech thriller for Tor, titled "The Green Trap." "Titan" will be out in March, "The Green Trap" in autumn 2006. His agent is negotiating with a Hollywood producer team who wants to make a movie of his novel "Mars." He received the Lifetime Achievement Award from the Arthur C. Clarke Foundation "for fueling Mankind's imagination regarding the wonders of outer space." And he'll be

Guest of Honor at Bubonicon in Albuquerque in August, and in residence at Arizona State University as a Distinguished Scholar in the fall semester. {Welcome to Arizona!} **William Dietz**, in Washington, reports that the second volume of his **RUNNER** duology (mentioned in the last column) was delivered last October. Come March, his first thriller, a hardcover called "Snake Eye" will hit the stores; and he's hoping his science fiction fans will give it a read. During that same month, Tor will release an anthology called "Elemental", which will include stories from the likes of Brian Aldiss, Jacqueline Carey, David Drake, Joe Haldeman, Larry Niven, Martha Wells, Brian Herbert and Kevin J.

Anderson. Oh yeah, and Bill has a story in there too! All proceeds will go to victims of last year's tsunami--so here's an opportunity to read some outstanding fiction and help people out at the same time.

From the midwest, **Jody Lynn Nye** shared that she was pleased to announce the publication of "Class Dis-Mythed," the third in the series of new **MYTH ADVENTURES** novels by her and Robert Asprin. It premiered at DragonCon in Atlanta last September. Meisha Merlin will be publishing the first novel in her new humorous SF military series, "The Wolfe Pack, Strong Arm Tactics," in October. Please check her website for

(Continued on page 10)

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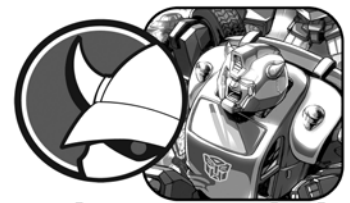
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Pro Notes
(Continued from page 9)

updates and excerpts. http://www.sff.net/people/jodynne. Lee Modesitt offered that "Cadmean's Choice" -- the second book in the second trilogy of the COREAN CHRONICLES -- will be published in April of 2006, followed by "Soarer's Choice," the concluding volume, in September 2006. He'll also have a story appearing in the "Slipstreams" anthology out this summer, and one in Joe Haldeman's "Future Weapons" anthology. "The Eternity Artifact," which came out in hardcover last October, was named by Kirkus as one of the ten best F&SF books of the year. Lee will be attending ChatCon in January, the International Conference on the Fantastic in the Arts in March, The Phoenix Book Fair in April {whoo-hoo!}, CONduit in Salt Lake City over Memorial Day, and World Fantasy in Austin.

Tee Morris, after the 2004 releases of "Billibub Baddings and The Case of The Singing Sword" and "The Fantasy Writer's Companion," has stayed out of trouble (more or less) in 2005 with a series of bylines. His horror short story "Reality Check" appeared in Lite Circle Book's "No Longer Dreams" anthology, released in March 2005. He then premiered at Westercon 58 in Calgary, Alberta, Canada, the highly-anticipated sequel to "MOREVI, Legacy of MOREVI: Book One of the Arathellean Wars" from Dragon Moon Press. He followed this book launch with the article "Dear John" featured in BenBella Book's retrospective "Farscape Forever: Sex, Drugs, and Killer Muppets," and wrapped up the year by sharing bylines with The Dragon Page's own Evo Terra with the do-it-yourself guide "Podcasting for Dummies" from Wiley Press. 2006 will see Tee featured in "Writing Fantasy: The Business End of Things" (Volume Three of The Complete Guide Series) and welcoming Terry Brooks to Richmond, VA (his hometown) for RavenCon 2006.

Horror writer, Harry Shannon, has his first mainstream thriller coming from Gale Group/Five Star Mysteries in November, 2006. It's called "The Pressure of Darkness." A best-selling horror writer named Peter Stryker is found in a locked suite after what the police describe as a night of 'self-mutilation.' With classical music playing softly in the background, Stryker laid out medical instruments, filleted his own flesh, and cauterized each wound unto death. But would a man commit suicide by butchering his own body? Private investigator Jack Burke follows a bloody trail to the answer, and ends up facing both a vicious drug lord out for revenge and an evil cult that seeks to destroy the world by unleashing a deadly new virus.

And from Canada, my friend Nancy Kilpatrick told me her second book in

the JASON X world will be out in April 2006. "Jason X: To the Third Power" (Black Flame Publishing/New Line Cinema) is a continuation of the series where everybody's favorite serial killer goes into space and does what he does best. Just out is her essay about the book "Perfume" by Patrick Susskind, in "Horror: The Next Best 100 Books" (edited by Stephen Jones and Kim Newman for Carroll & Graf Publishing). Nancy and Nancy Holder are still busy

promoting their critically acclaimed anthology "Outsiders" (Roc Books—October 2005) which features stories from many of the best writers in the horror field, including: Neil Gaiman; Joe Lansdale; Poppy Z. Brite; Dallas Mayr; Steve Rasnic Tem; Tanith Lee; Kathy Koja and many more. Currently, Nancy is finishing up several short stories, as well as working on the novel "Hunted" for the new Orion Publishing imprint Neon (edited by Maxim Jakubowski). She will be attending World Horror Convention 2006 in San Francisco this May, so look for her in the flesh.

And then for something entirely different... David Morrell was happy to relate that a year and a half ago, Andy Schmidt (an editor at Marvel comics) got in touch with him, wondering if he'd be interested in writing a six-part comic-book series. Andy is a fan of David's fiction and that he thought it would be interesting for the creator of Rambo (that's David...) to write about another military character: iconic Captain America. David was writing "Creepers" at the time. Whenever he had a break in his schedule, he studied Captain America's background - he was invented in 1940 as a response to the looming world war. The character increasingly fascinated him. Finally, a year later, David felt he had a clear focus on what he wanted to do. He didn't want the project to be light or campy. To the contrary, he saw a chance to develop a major

theme--the burden of being a hero in today's troubled world. He was determined to make the reader believe that Captain America is a real person. He was also determined to add emotion to the action. Early readers reported that there were places in which they felt like weeping. David's done with his part of the project now. The artist is working on the illustrations. He wouldn't tell me the artist's name because Marvel wants to make the announcement in a dramatic

way with a couple of the covers. This was a new medium for David, and he said he loved working in it. Some comic-book aficionados were concerned that a novelist might forget that comics are a visual method of telling a story. Not to worry. Having written for TV and the movies, David knows when an image is worth a thousand words. The first issue will probably appear in the summer of this year. Eventually, all of them will be

(Continued on page 11)

AniZona2
Arizona's OWN Anime Convention
April 14-16, 2006
Embassy Suites Phoenix North, I-17 & Greenway Rd.
We're proud to announce our first Guests:
•Katie Bair - Petting Zoo Wigs, Ninja High School: Hawaii, Aesir Corp
•Jodon Bellofatto
Sir Digimus' Guide to the Weary Traveler, Aesir Corp
Get your spot now for just \$35!
Register with the form below or online at
www.anizona.org
Send this form and a check or money order to: AniZona 2, PO Box 67641, Phoenix, AZ 85082
NAME, BADGE NAME, ADDRESS, CITY, STATE, ZIP, EMAIL
I agree to the fine print as listed at http://www.anizona.org/FinePrint.html
If the above-listed person is under 13 years of age, their parent or guardian must sign instead of them
SIGNATURE

Pro Notes

(Continued from page 10)

collected in a book, for which he will write an introduction. He says he can't wait for this labor of love to make its appearance.

The boys (**Evo Terra** and **Michael Mennenga**) over at **The Dragon Page** (<http://dragonpage.com>) have been busy little sci-fi geeks. You probably listen to their popular science fiction podcasts (Cover to Cover, Wingin' It! and Slice of Sci-Fi), but did you know they are branching out to new areas? The Kick Ass Mystic Ninjas (Summer and Joe) have branched off to form their own podcast of the same name (<http://kickassmysticninjas.com>). The KAMN show goes "old school" on science fiction, covering great books, movies and television shows of days gone by. If you're looking for serious geeking out on some of your favorite stuff, this is the place to watch... and listen! The Slice of Sci-Fi podcast (<http://sliceofscifi>) was recently awarded top honors at the Podcast and Portable Media Expo. Thousands of fans voted to put Slice of Sci-Fi as the Top Rated podcast of 2005. This happened just before the announcement that Slice of Sci-Fi can now be heard on XM Satellite Radio every weekend. {*Congrats, guys!*} Co-host Evo Terra has just launched a side project called Podiobooks.com. At his site, listeners are exposed to several great stories, delivered in serialized form and narrated by the authors. All the books are free to listen to, and they make the service freely available to new authors who would like to explore this innovative way of distributing their works. Thousands of members have already subscribed, and dozens of new authors are furiously working on recording their own books for the site. It's worth checking out!

And, finally, from our own **Mark Greenawalt**, our local artist of note: his 2006 calendar is now available on his website: <http://www.futureclassx.com> {*Please be aware that Mark's website is not suitable for minors.*} Mark was involved in a local public art project called *Kaleidoscope Horses*. Mark painted a life-sized horse statue with an Egyptian theme and it was on display during the last Arizona State Fair. He's hoping to be selected to paint a horse statue as part of *The Trail of Painted Ponies* art project. He's also been busy contributing articles to local publications – see his website.

That's it for this month. Thanks for being there for me! And, as always - if anyone wants to contribute or knows someone who knows someone...please write to ConNotations or email me at Editor@casfs.org – *Catherine Book*.

In Memory

Kenneth Bulmer
Howard Devore
Cynthia McQuillin
Robert Sheckley
Gerald Neal Williamson

Henry Kenneth Bulmer
January 14, 1921 - December 16, 2005

UK writer and fan Kenneth Bulmer died peacefully on December 16, 2005 following a long illness. He was 84.

Bulmer was one of science fiction's most prolific writers, publishing over 165 novels and many short stories under at least 22 pseudonyms. His best known work is the Dray Prescot series written as Alan Burt Akers. There were 52 novels were published in the series, though 15 of them were published only in German.

Bulmer was also active in UK science fiction fandom. He published the fanzines *Star Pride*, *Parade*, *Juggernaut*, *Steam* (with Pam Bulmer) and others. and was President of British fandom's first amateur press association. He was the first person selected by the Trans-Atlantic Fan Fund (TAFF) to travel to North America in 1955 and in 1974 he was made a Life Member of the British Science Fiction Association.

Howard Devore
1925-2995

Howard Devore, L.A. Con IV's Fan Guest of Honor, huckster, storyteller, and long time fan passed away on Saturday, December 31, 2005

Per his wishes there will be no funeral, his life will be celebrated at the 2006 Midwestcon and the 2006 Worldcon.

His family would appreciate it if anyone who can, would send us any personal remembrances, funny tales, stories, online postings etc that you have about Howard. They can be sent to Howard's email, bigheartedhoward@comcast.net or to his address, 4705 Weddel, Dearborn Heights, Mi. 48125

Cynthia McQuillin
July 25, 1953 - January 14, 2006

The Filk world and the world in general has suffered a traumatic loss with the death of Cynthia McQuillin at the young age of 52. She was the author of such Filk standard as "*Space Station Annie* and *Bedlam Cats*. She often collaborated musically with her beloved companion, Dr James Robinson. All Filkers know her albums, *Bedlam Cats*, *Mid-Life Crisis*, *Dreams of Fortune* etc.

She was a frequent Guest of Honor at Filk Conventions and at Fantasy and Science Fiction Conventions all over the United States. She was a Guest of Honor at Arizona Conventions as well.

She was a comic force of nature. Her music and her presence created joy and hilarity wherever she went. In this she ably abetted by the zaniness of James. I loved her music, her joyfulness and her zest for life in the face serious health problems.

She will be missed. – Gary Swaty

Robert Sheckley
July 16, 1928 - December 9, 2005

Robert Sheckley, who wrote scores of novels and several episodes of the original *The Twilight Zone* TV series, died in New York on December. He was 77. Sheckley wrote scores of novels and hundreds of short stories and was named Author Emeritus in 2001 by the Science Fiction Writers of America,

In addition to *The Twilight Zone*, he wrote for the TV series *Captain Video* as well as 60 short stories that were read aloud by Basil Rathbone on Monitor Radio. He was fiction editor for Omni magazine for two years and was a visiting scholar at the Artificial Intelligence Lab at the Massachusetts Institute of Technology in 1983. In 1991, Sheckley received the Raymond Z. Gallun award for contributions to the genre of science fiction.

Gerald Neal Williamson
April 17, 1932-December 8, 2005

Gerald Neal Williamson, who wrote horror as J. N. Williamson and Julian Shock, died December 8, 2005 at the Riverwalk Village nursing home near Indianapolis.

Williamson had his first novel published in 1979 when he was 47. He went on to publish over 40 novels and over 150 short stories. Several collections of his short story were published and he edited the *Masques* series of anthologies. In 2003 he received a Lifetime Achievement Award from the Horror Writers of America.



FYI

CASFS Book Discussions

The CASFS Book Discussion is held monthly at the Barnes & Noble bookstore at Metrocenter, 10235 N. Metro Parkway East. We will be meeting on the third Wednesday of each month at 7PM

Books scheduled for discussion are:
February 15: *Alas Babylon* by Pat Frank. My all-time favorite post-nuclear-war book from 1960. Back in print in paperback.

March 15: *Carpe Demon* by Julie Kenner. Adventures of a Demon-Hunting Soccer Mom – nuff said!

April 19: *Jherog* by Stephen Brust. First three books collected in *The Book of Jherog*, currently in print. Science fiction/detective story set on a world where humans are second-class citizens.

May 17: *Crystal Soldier* by Steve Miller and Sharon Lee. A new Liaden story. For more information contact Catherine <books@casfs.org>

CASFS MEMBER MAKES GOOD V.2

An academic paper by **Michael Griffin** appears in the journal *Semiotica*, Volume 158, the first issue of 2006. Its title explains its content: 'Mythic Algebra Uses: Metaphor, Logic, and the Semiotic Sign.' The algebra is a way to model symbolic processes, while semiotics is the study of any kind of signs. This paper is the first of a second trilogy on the algebra. The first trilogy of papers all appeared in the *Journal of Literary Semantics*, in the years 2000, 2001, and 2003. For more details on those, see prior publication notices in ConNotations.

Arizona Book Festival

The 2006 Arizona Book Festival will be Saturday, April 1st at the Carnegie Center, 1101 W. Washington Street in Phoenix, Arizona. Hours are from 10 am to 5 pm.

The festival is Free! Featured authors will include **L.E. Modesitt, Jr.** and **Stephenie Meyer**. Authors tentatively scheduled to appear as part of the CASFS programming block and signing at the CASFS booth include **Emma Bull**, **Russell Davis**, **Diana Gabaldon**, **Emily Hogan**, **Ernest Hogan**, **Jeff Mariotte**, **Dennis L. McKiernan**, **Joe Nassise**, **Adam Niswander**, **Will Shetterly**, **Michael A. Stackpole**, **John Vornholt**, and **Michelle M. Welch**. Details on the festival are at www.azbookfestival.org. Additional details and schedule information on the SF/F authors are available at www.casfs.org/azbookfest. For more information, contact Lee Whiteside at leewsfv@yahoo.com

The Costume Closet



Get Medieval on Your Pop-Up

by Randall Whitlock

Okay, this column is as much about renfaire home improvement as it is about costumes. Think of a tent as your outermost layer of clothing.

Pop-ups are those simple open-sided pavilions you see at every kind of picnic and street fair. They are based on easy-to-assemble aluminum, plastic or steel frames. The most sophisticated frames collapse along pantograph joints into compact bundles. One person can pop one up in a few minutes, hence the name. They are marvels of modern materials technology. That's the problem.

As a costume crafter, I participate mainly in renaissance faires and medieval reenactment events. Modern is not the right look. With a little work, however, a pop-up can be made into a proper medieval pavilion.

Open-sided pavilions were used in period. A noble couldn't be expected, after all, to be exposed to the hot sun while enjoying a tournament or directing a battle. What is it about pop-ups that makes them look too modern for the rennies? I see three condemning characteristics – overly sharp or square lines, modern framing materials, and synthetic fabric tops. All of these are fairly easy to disguise.

The Castle

One of the easiest disguises to build (especially if you don't sew) involves making your pavilion look not like a pavilion at all, but a castle tower. Simply cut panels of lightweight plywood to cover the lower portions of the tent top. The upper edges of the panels are cut

into square crenellations like a castle wall. Paint the panels to resemble stonework, apply faux bricks, or start out with faux brick paneling. Support the panels somewhere above the bump-your-head level with wooden legs and bind the legs to the legs of your pavilion, helping to conceal the metal. Since most pop-ups are about ten feet wide, it will be most convenient to make the panels in two sections (left to right) for each side of the pavilion, for a total of eight panels on a four-sided pavilion. These flat side panels make a good surface to display signs and heraldry for your business, guild, or performing company.

The Drape

Another no-sew option is to drape your pavilion with cloth or greenery pinned together. I've seen a belly dance performing troupe do this with bright colored lames and satins on the outside of the pavilion and carpets and cushions inside. The result looked kind of like the inside of Jeannie's bottle. Very effective.

Another performing troupe created a faerie bower effect by wrapping the pavilion legs in flower and leaf garlands and draping the top with artificial leaves and flowers.

The most extreme example of the drape disguise I've ever seen

involved a merchant who had no pavilion at all. He had signed up for the faire at the last minute and had never done a medieval event before. Fortunately he was a dealer in oriental rugs. He covered his van and tables with the carpets. I don't think the guests knew he was hiding an entire vehicle. On the other hand, I don't think the park staff were very happy with the wheel ruts.

The Over-Shell

My favorite disguise method is to build a new cloth outer shell which covers the original tent frame and shell. To build this over-shell, mimic the pyramid shape of the original shell by building four triangular side panels.

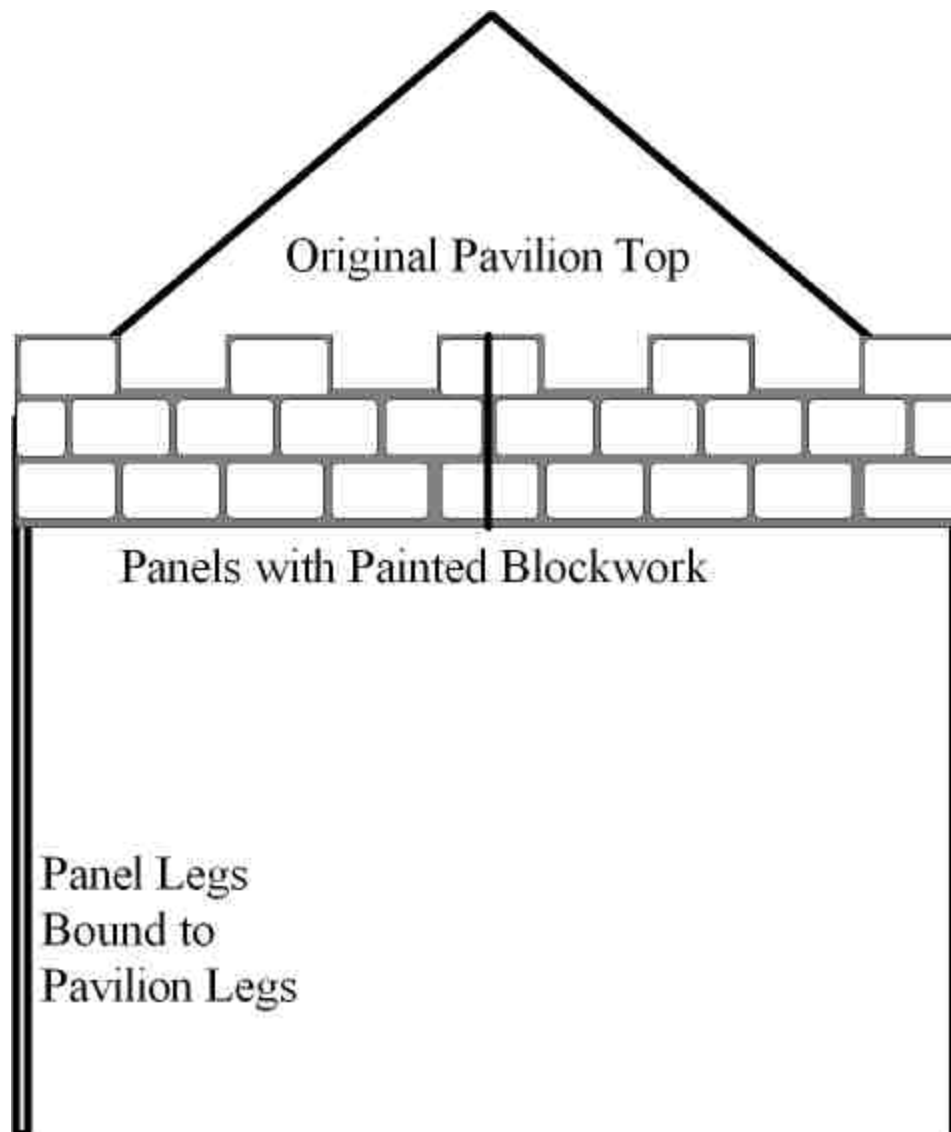
First, measure your pavilion. You'll need the total width of each side. Surprisingly a nominal 10-foot pavilion is only about 117 inches on a side, three inches short of ten feet. This is a good thing – it makes suitable fabric easier to find. Take this figure, divide it in half, and add one inch for seam allowances. Call this the base B. On my tent $117 / 2 + 1 = 59.5$ inches, conveniently just less than a standard 60-inch bold of fabric. I rounded my B figure up to 60 inches to make cutting simpler.

Measure the distance up the middle of a side panel from its base to the peak of the tent. Call this the altitude of the triangle A. On my tent this is 67 inches.

Measure the length and circumference of the legs. Save these figures for later.

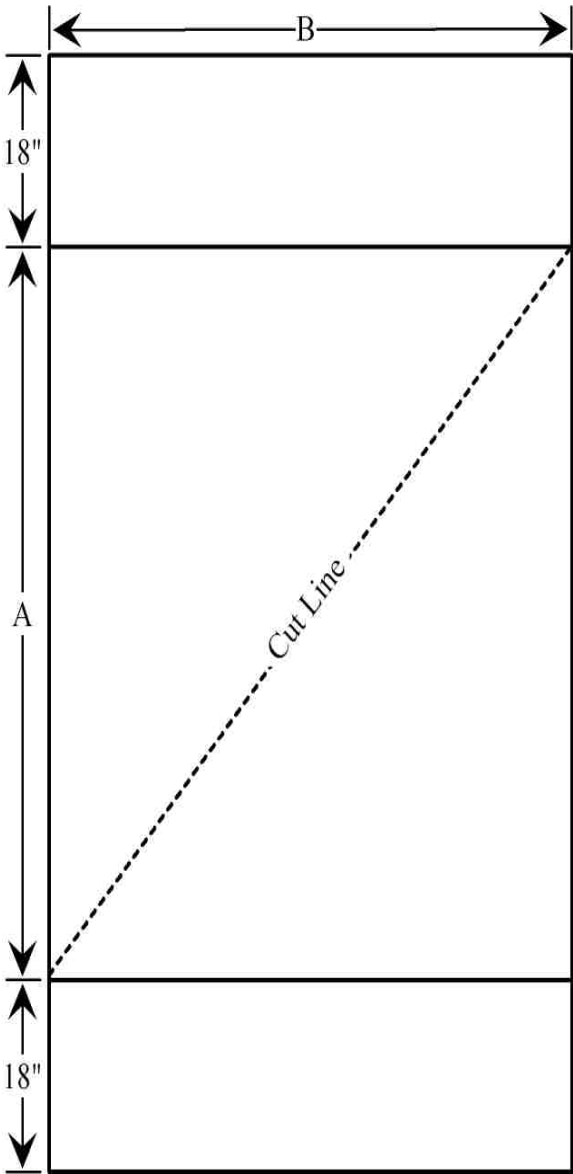
Lay out four layers of fabric. Each layer's length should be equal to A plus one yard. The extra yard allows the panel to hang down below the edge of the triangular portion of the tent roof, completely concealing the original tent roof.

Measure one-half yard from each end of the fabric and draw a diagonal line as shown. Cut through all four pieces of fabric along the diagonal line as shown. You now have eight pieces of material shaped like a triangle with one extended side.



Costume Closet
(Continued from page 12)

Sew the pieces together
straight-side to straight-side and

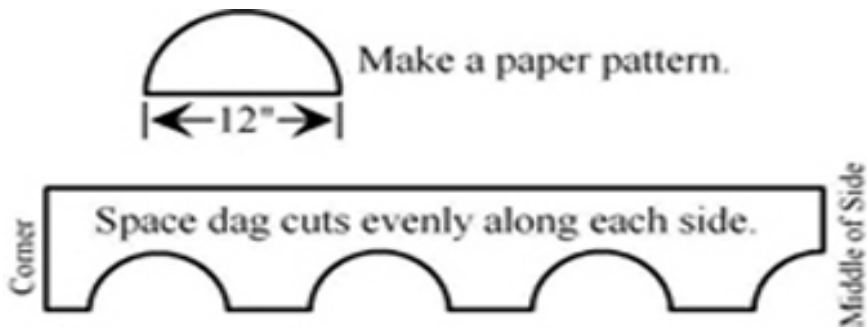


bent-side to bent-side to form a
pyramid-shaped tent top.

Finish the bottom edge of your
new tent roof. This provides an
opportunity to make the tent look
much more medieval-ish. You can
finish the edge with a fringed trim,
available from upholstery stores.

My favorite edge finish is to cut
the edge along curves to form
“dags.” There’s nothing that looks
more medieval. Dags can be any
shape and those found on clothing
become very complicated indeed. I
make my dags by building a half-
circle pattern about 12-inches
wide, then using the pattern to lay
out cuts evenly spaced along the
tent edge, as shown. Once the dags
are cut, finish the tent edge by
turning under and sewing.

What do you
do if your
favorite fabric is
not available in
60-inch widths?
You’ll have to
alter the pattern.
You can insert a
triangular gusset
in the middle of
each side wall,
or you can run
the fabric side-
ways and divide
each panel into
top and bottom
portions. This
will take a bit of
strategy, differ-
ent for every
project.



Mount grommets in pairs at the corners of the corners of
the tent shell. Suitable grommet kits are available at uphol-
stery supplies stores and camping stores. Pass cords
through the grommets to tie the tent over-shell to the tent
legs.

Fabric Considerations

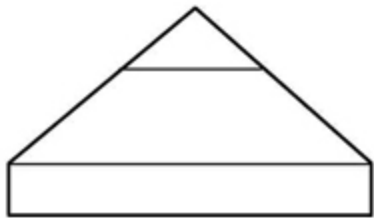
The pyramid-shaped over-shell described above requires
about 11.5 yards of 60-inch wide fabric to make. You have
many choices of fabric. If you leave the tent’s original shell
in place (concealed by the over-shell) your fabric does not
have to be very heavy since it does not have to support its
own weight. My first over-shells (made from used
bedsheets) lasted for years. There’s an old SCA trick that
involves building a pavilion from a military surplus train-
ing parachute.

Your fabric should have a natural look. The whole point
is to cover up that plastic-looking material the tent came
with. Broadcloths, twills, and triggers are suitable. I’ve
done well with the sportswear solids that turn up in spring
clearance sales. Your material should be able to take some
sun and rain without the colors fading or running.

Machine-washable is good, but may bow to other con-
siderations. For example, I know a greyhound adoption
group that uses a beautiful shell built from two contrasting
colors of upholstery brocade with the same weave pattern.
The use of two or more colors for adjoining panels is called
“particoloring.” It’s another feature that screams medieval.
I used alternating panels of blue and yellow to achieve this
effect on my own pavilions.

Leg Covers

If they look too metallic, the
legs of your pavilion will need to
be covered. The simplest way to do
this is to build “leg warmers.” Cut
four pieces of fabric equal in
length to the legs and a bit wider
than the circumference of the leg.



Finish the ends of the fabric strips
and sew the sides together to form
a long tube. Add some cord to one
end so the leg warmer can be tied
to the tent frame.

Some types of pop-up have long
extensions to the shell that run
down the legs. If your tent has
these, you should mimic their
shape by making long rectangular
extensions of your over-shell.
These are tied around the outside
of the legs with cords.

As mentioned above, you can
cover your tent legs with leaf and
flower garlands from florist supply
companies.



ReAnimation

- **** RahXephon Volume 4 Dissonance
- **** RahXephon Volume 5 Synaesthesia
- **** RahXephon Volume 6 Aria,
- **** RahXephon Volume 7 Crescendo
- ***** Superman: The Animated Series Volumes One and Two
- ***** Geneshaft Complete Collection
- ***** Batman: The Animated Series Volume Four
- ***** Gargoyles The Complete Season 1
- ***** Gargoyles Season 2 Volume 1

**** RahXephon Volume 4 Dissonance
**** RahXephon Volume 5 Synaesthesia
**** RahXephon Volume 6 Aria,
**** RahXephon Volume 7 Crescendo
ADV Films,75-100 minutes each, 15+
DVD: \$29.98 each

Synopsis: *Rahxephon* tells the story of high school student and wannabe artist Kamina. Invaders have taken control of Tokyo after they devastated the rest of the planet. The human race has fought a losing battle against the Mu all the time knowing that the answer is within Tokyo. The city is walled off from the rest of the



world in a way that makes time run more slowly and inside, none of the people even know the city was conquered. No one has been able to get into Tokyo, until now. Via a subway accident Kamina finds himself in this parallel Tokyo. Once there he learns that the outside world is fighting a war against the Invaders using giant mechas which use sound as a weapon. When Kamina finds a giant egg the mecha RahXephon hatches from it and bonds with Kamina and thus Kamina finds himself in the role of the world’s savior.... if he survives.

Last January I reviewed the first three DVD’s of the *RahXephon* series, now for

the last four. I went back and watched the first three just to bring myself back up to speed with the series. Boy was I glad I did. I had missed a lot of small but important facts that made more sense of the next four DVD’s. RahXephon keeps getting more complicated as the episodes go.

I found myself watching the last two DVD’s again. This is series will be come one of the Classics in Anime.

This series is a must have for anyone heavily in to animation.

The rating is 15+ due to the mild nudity and the number of characters that die in the last four DVD’s. You now can get the Complete RahXephon Collection on DVD from ADV Films for the suggested retail price of \$89.98. It comes with a 52 page booklet and a two hour movie *RahXephon (The Motion Picture)* that is the short version of the seven DVD’s. This is great buy and well worth getting. - Craig L Dyer.

Superman: The Animated Series Volumes One - 390 minutes, NR
Volume Two - 390 minutes, NR
Warner Home Video DVD \$26.99 each

Superman: The Animated Series ran on the WB network from 1996 to 2000. It was a direct follow-up to the highly successful *Batman: The Animated Series* and came from the same creative minds.



You’ll see the same style of simple but effective figures and backgrounds combined with top-notch writing.

Supes isn’t so gloomy as Bats and his environment shows it. Metropolis looks like a city straight out of the “house of tomorrow” display at a 1930’s World’s Fair. The skies are bright and the scenes are well-illuminated.

As with their bat-work, the series creators have combined the best elements of previous generations of Superman stories and added their own touches. My favorite innovation is the new origin for Brainiac. In this version he was the artificial intelligence that operated the Kryptonian government’s computer network. He’s sort of like HAL on

(Continued on page 16)

COPPERCON 25 wants to say THANK YOU!!!

To our hard-working volunteers who made this convention better. We are pleased to announce complimentary memberships for the following people to CopperCon 26, September 1st-4th, 2006.

If you do not see your name on this list, and feel that it should be, please contact us:
CopperCon, P.O. Box 62613, Phoenix, AZ, 85082, or email; cu25@coppercon.org

Pass-thru memberships are neither transferable nor refundable and are only available for CopperCon 26 in 2006.

Pam Allen	Anna Caggiano	Margaret Grady	Kim L Martin	Gus Talbott
Sylvana Anderson-Gish	Elaine Carlile	Dawn Grigsby	Sean Martin	J. B. Talbott
Matt Andrews	Shahn Cornell	David Hungerford	Cinder McDonald	Paul Tanton
Rick Andrews	Jay Denebeim	Eric Lane	Ethan Moe	Aerik Taylor
Rene Ayala	Cindy DeVault	Jackie Langholz	Dawn Mullen	Christian Truelove
Stephanie Bannon	R. Loup DeVault	Kerry Langholz	Marguerite Murray	Susan Uttke
Terry Berry	Ronnie Duran	Kurt Langholz	Preston Poland	Rachel Webb
Richard Bolinski	Craig Dyer	Bob LaPierne	Lisa-Marie Quillen	Jim Webbert
R. Merrill Bollerud	Vickie Edwards	Lori LaPierne	David Rood	Janet White
Catherine Book	Ivan Erickson	Paula Lary	Walter Sanville	Lee Whiteside
Ron Book	Felicity Fisher	Michel Leckband	Sara Schooley	Randall Whitlock
Marcus Braman	Jessie Foster	Erin Lewis	C. J. Sellards	William B. Whitmore
Denise Bruce	Gamer's Inn	Jodi Lewis	Gordon Smith	Chris Wilcoxson
Shane Bryner	Jeff George	Randy Lewis	Terry Smith	Jay Williams
Shadara Butler	David Gish	Vickie Lind	Ayla Stein	Mike Willmoth
T. G. Buzzard	Glennadene Gish	Blue Martin	Gary Swaty	Cathie Yankovich
	Sean Gish	Cheryl Martin	Lily Swift	

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When: March 17-19, 2006 - Phoenix, Arizona

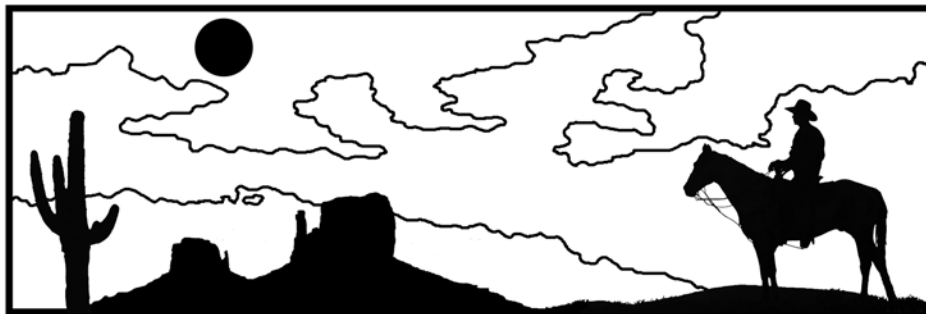
Where: Hilton Phoenix East in Mesa (480) 833-5555

Speakers: Rick Frishman: Planned Television Arts, Laura Holka: AZTV, Jerry Jenkins: Jenkins Group, Jeffrey Bowen: Writers Marketing Ass., Ron Pramschuffer: RJ Communications, Sam Henrie: ABPA, Diane Gedyman: IUniverse, more...

Highlights: Free Agent Appointments (see website or call for list of agents & editors), Free Author Signing Tables, Media and How-To Workshops, Charity Auction, Parties...

Registration: Online Pre-Registration is available at www.iceescape.com or register by phone by calling us at 480.835.9102

Cost: \$105 thru Feb 28th, \$130 at the door



PRE-REGISTER NOW for this affordable 3 day writers conference. Valued at \$130 at the door, admission for all 3 days is \$105 through February 28th.

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Where: Hilton Phoenix East
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Contact: www.ConEvents.com
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Painting, Paint-N-Take**

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(Prize Valued at \$250)

* **Living Greyhawk**

* **Living Arcanis**

* **Plus More**
is being
added all the
time!!!



ReAnimation

(Continued from page 14)

steroids complete with 'roid rage. His deliberate concealment of data prevented Jor-El from convincing the ruling council about Krypton's impending doom. The creators of *Smallville* have since borrowed this origin story, "spiking" it with a black, gooey nanotechnology twist.

I like this version of Lex Luthor too. He manages to be both the evil scientist of the old comics and the evil tycoon of more recent stories.

There are plenty of appearances by popular DC characters, including Supergirl, Dr. Fate, The Flash, Lobo, Steel, The New Gods, the Legion of Super Heroes, and the Green Lantern Corps (Kyle Rayner is the main GL, but look for Jon Stewart in a group scene and Hal Jordan's name in the aircraft graveyard.)

There were 54 half-hour episodes in the series and the first 36 of them are included in volumes One and Two. Volume Three, with the final 18 episodes, should be out by the time of this publication. Each volume is printed on one single-side and one double-side DVD. I'm not too fond of double-side DVDs. It's a missed opportunity for cover art.

Special features include commentary tracks by producers/artists/directors Bruce Timm, Paul Dini, Alan Burnett, Dan Riba, and Glen Murakami on several episodes; a pop-up trivia track on one episode, and making-of documentaries on several topics. Volume One came with a free movie pass that expired in August (Gee thanks!). On the upside, Volume Two came with a matted collectible reproduction animation cell.

Volume Two includes the three-part episode *World's Finest*, which was previously released as *The Superman-Batman Movie*.

Superman has been animated many times. Not since the Max & Dave Fleisher cartoons of the 1940s has he been animated so well. - **Randall Whitlock**

******* Geneshaft - Complete Collection**
Bandai, 325 minutes, 13+
DVD \$49.98

Synopsis: By the mid-23rd century humanity regulates itself via genetic programming. To control male aggressiveness the ratio is 1 male to 9 females while the overall manipulation is an attempt to breed a new human race by breeding to enhance those skills that will benefit mankind. Every male that reaches a position of power also has a female Register to watch his activities and intervene if they think there is a problem.

Our story finds Earth threatened by an enormous ring which suddenly appears between the earth and the moon. While Earth is able to use the prototype warship *Bilkis* to destroy the ring the question



remains, who sent it? Lord Sneak, in defiance of the Earth's ruling cabinet, orders the crew to find the aliens that launched the ring. The Shaft, piloted by Mika, Mir, Remmy, Tiki and Sofia set out to find the answer.

This Japanese TV series, that came out in 2002, has been very popular in Japan and the USA. There are only 13 Episodes, originally aired in the US on Tech-TV in 2003 and later on G4.

The computer graphics and anime drawing styles are done well. And of course the genetic engineered women and men that save the earth have to learn how to have feelings for each other. Even as they work out the bugs of the Shaft they learn to get along as a crew. The concepts of this series is what sets it apart from the rest. That is why anyone can jump in to this series at any place and it holds your interest. A very enjoyable series, worth watching over and over again.

Craig L Dyer.

Batman: The Animated Series
Volume Four
Warner Home Video, 521 minutes, NR
DVD \$44.99

Volume Four of *Batman: The Animated Series* represents the return of my all-time favorite comic book TV show after an approximately two-year hiatus. During the hiatus, the show moved from Fox Kids to the newly-created Kids WB network and the creators produced the first season of *Superman: The Animated Series* (see above). These episodes were produced in parallel to the Superman series and most originally aired as part of *The New Batman/Superman Adventures* in 1997 and 1998. The DVD settings allow you to choose which version of the opening credits are shown.

The creators seized the opportunity to redesign the characters somewhat, using their Superman experience. Some of the new designs are impressive, the new Scarecrow is way scarier and the new Penguin is finally free of that Danny DeVito look from the Burton films. I'm less fond of the new Riddler and Killer Croc lines. Bats' new look has a bulkier



utility belt and no ring-around-the-bat on his chest. Batgirl is now a full-fledged member of the team. Dick Grayson has graduated to become Nightwing and there is a new Robin who combines characteristics of Jason Todd and Tim Drake from the comics. There are hero guest appearances by Supergirl, The

Demon, and a Freakazoid!-like new version of The Creeper. The guys were clearly starting to think about a Justice League series.

The DVD set includes 28 episodes on four single-side disks with commentary tracks on three of the episodes and *Arkham Asylum File* with discussions on the redesigns of the villains.

If you have all four volumes of *Batman: The Animated Series*, you still don't have the whole story. There were three stand-alone movies produced. *Batman: Mask of the Phantasm* was released to movie theatres during the first run of the series. *Batman: Sub-Zero* was released to video between seasons three and four and includes the last appearance of Dick Grayson as Robin. *Batman: Mystery of the Batwoman* was released to DVD in late 2003 and can be considered the last episode of the series.

(Continued on page 17)

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ReAnimation

(Continued from page 16)

The Batman, which currently runs on the WB, is a completely separate continuity by different creators. It's okay in its own way, with good background drawings and a catchy *Batman Five-Oh* surf guitar theme song. IMHO, it does not reach the high standard of writing set by *Batman: The Animated Series*.

I eagerly await boxed sets of the succeeding shows in the Dini-Timm-Burnett version of the DC Comics universe *Batman Beyond* and *Justice League Unlimited*. - **Randall Whitlock**

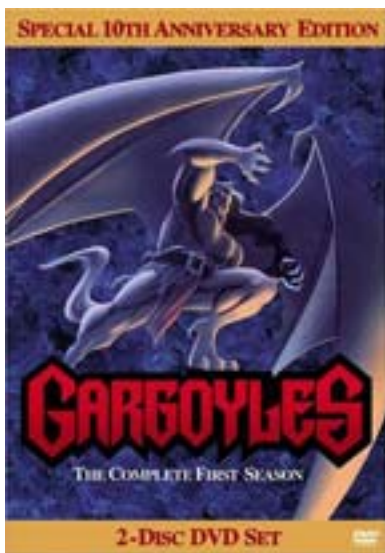
Gargoyles The Complete Season 1

Walt Disney, 294 minutes, NR
DVD \$22.99

Gargoyles Season 2 Volume 1

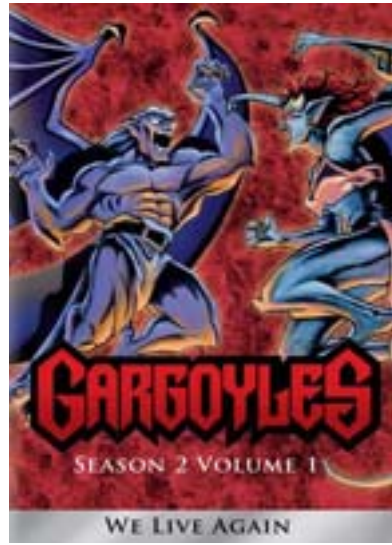
Walt Disney, 596 minutes, NR
DVD \$39.99

Gargoyles tells the story of a clan of Scottish gargoyles. In 994 they were betrayed by a friend. Almost all the



gargoyles were killed and the remaining six cursed to remain stone day and night until the castle rises above the clouds. Skip forward a thousand years to Manhattan where millionaire David Xanatos rebuilds the gargoyles Scottish castle stone by stone on the top of a skyscraper. At first the Gargoyles think he is a friend but soon realize he is using them for his own nefarious purposes. The six gargoyles are the leader Goliath, wise elderly Hudson, the mechanically inclined Lexington, happy go lucky Broadway, teenage-rebel Brooklyn, and the dog-like gargoyle, Bronx. Later we are introduced to Demona, Goliath's bitter mate and Elisa Marsa, a police officer, who becomes a good friend to the Gargoyles.

The first set includes all 13 episodes from the first season including the five part *Awakening* that introduces the gargoyles through the season ending



Reawakening in which Demona and Xanatos, combine science and sorcery to build a gargoyle out of rubble left at the castle.

The second set contains the first 26 episodes of season 2 running from *Leader of the Pack* through *Kingdom* and includes the four part *City of Stone* and the three part *Avalon*, both of which explain more of the gargoyles background

This is an incredibly enjoyable series. While it holds the attention of younger viewers it has much to offer the adult viewer. The characters are well defined, better defined in fact than many a hit night time drama. . The gargoyles are far from perfect and are just as likely to make mistakes as the humans. From Goliath himself who nearly loses himself to his anger and his desire for revenge to the villain David Xanatos whose fear of growing old and dying feeds his desire for immortality - these characters are fully three-dimensional, so much so that they almost seem real.

The stories cover everything from straight forward adventures to organized crime to Shakespeare with touches of virtual reality, magic, mythology, the past, present and future.....

The first set has two extra features. First up is *The Gathering of the Gargoyles*, a fascinating short piece that takes us to a Gargoyles fan gathering in Canada and lets us see the impact the show has had on its fans. The second extra is the *Original Show Pitch By Greg Weisman*, a totally entertaining bit of footage that was the original show pitch used to sell the series to network.

Se two extras are episode introductions from co-creator Greg Weisman, Audio commentary on the four part *City of Stone* and *The Gathering of the Cast and Crew* (which I confess I have not viewed yet)

These sets, in fact the entire series, is highly recommended. I look forward to the remaining 26 episodes of season 2 and the final 13 episodes that make up season 3. - **Stephanie L Bannon**

An American in England, Part Nine: Shaking a spear at Stratford Upon Avon by Jeffrey Lu

Stratford Upon Avon. The land where William Shakespeare was born, breathed, and buried. The place where his poems and drama are read and played by actors from the Royal Shakespeare Society. Yet, this place at present is a puzzle.

First: three to five different places claim that Shakespeare was born there. Can this Will be at these places at once? No, one will do. Is his will to power to his immoral words or will it end to find the right Will? I have no idea. Will it last? Him, yes. Who? Only Shakespeare. I have no clue but to follow the will of the local English people and Shakespeare experts in which place is the greater possibility to be his birthplace. His will and testament, later.

Next, I see not merchants from Venice but from England. Here is a tourist trap town with souvenirs ranging from teacups to t-shirts. Here is a maze of shops in Stratford. I, like others, are rich in Shakespeare stuff but poor in wallet. In one case, a comedy of errors about a well-known eating place. The place is also known from WWII as "The Dirty Duck." People not familiar will avoid this pub like the plague. I, a silly Shakespeare nut, ate and drank at this famous landmark twice. To Shakespeare fans, this is known as "The Black Swan." This is where the famous playwright often dined. Will this confusion ever end? Never say never. Maybe...forever?

Last, this Will's resting place. There is a small entrance fee to his indoor cemetery. There lies Shakespeare, his wife, his daughter, and son-in-law. The question is where are the rest of his family? I could not find his son's resting place.

More is to be said about Stratford but in this article, only three jigsaw puzzle pieces are in place. My spear is down. I no longer shake. Overall, I did enjoy the Bard- his home, his words, and his life. With my Stratford books and bookmarks, I walk away and bid to you, adieu.

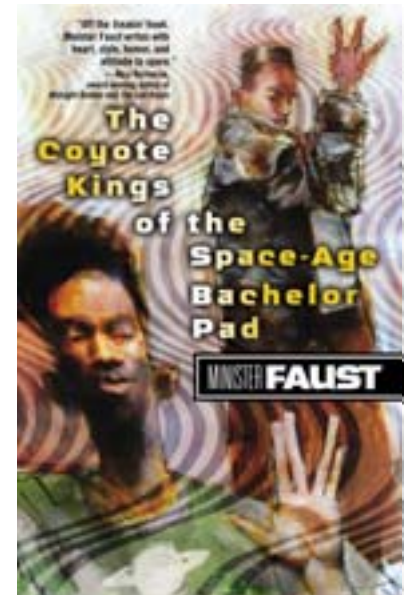
Next time: Salisbury.



In Our Book

The Coyote Kings of the Space-Age Bachelor Pad
by Minister Faust
\$14.95, Del Rey, softcover, 531 pp

I read this book for the title; I'm a sucker for unusual titles. I spent most of the 531 pages trying to figure out if this was the dumbest book I'd ever read or a gift from a genius.



Our two protagonists are black and the author is black – I'm not. Our two protagonists are fen and so is the author, obviously – me, too. If there were black cultural references that I missed – so be it – it didn't detract from the story at all. However, if I hadn't understood the fan references, I would have been lost. Our two boys are a bit lost – life has dealt them some severe setbacks and they huddle inside their bachelor pad and grouse about how lousy their lives are. Yehat builds amazing machines and Hamza finds things and people. One day, they meet a woman. This woman is unlike any other woman Hamza has ever met. She might even be able to help him forget the woman who completely stalled his life; Yehat hopes so...at first. But as events get weirder and weirder, Ye begins to believe the woman is nothing but trouble. She needs Hamza to find something for her – something lost for 7,000 years, something that will change humanity, something for which the bad guys will do *anything* to have for themselves.

And the bad guys? Boy, oh boy, these guys define 'bad.' They're also fen. They call themselves the Fan Boys and argue Star Wars and Star Trek trivia. They also have superpowers...

The book is peppered with genre references; from Star Trek to comics to games. The characters are defined by their genre leanings. I liked the character development; it was a bit confusing at first but it turned out to be part of the

(Continued on page 18)

In Our Book
(Continued from page 17)

charm of the book. The story was lovely and I could barely stand to put the book down. I so very much wanted our boys to get their heart’s desire. But I was also hooked on one of the bad guys – I almost wanted him to get it so I could see what he would do with it. My single complaint about the book was the Jamaican-wannabe who spoke with such a thick accent that I had trouble reading his dialogue. There is room for another story about our boys and what they found. I desperately hope Mr. Faust thinks so too.
- **Catherine Book**

An Accidental Goddess
by Linnea Sinclair
Bantam Spectra, New York, 2006, 434
Pages, \$6.99

At a critical time when the Khalaran Confederation was facing extinction at the hands of the Fav’lhir, a military advisor was sent to them from the powerful and mysterious Raheiran nation. This advisor, one Gillaine Ciran Rothella Davre, a Raheiran Mage, or as they titled them - Kiasidira, helped them to organize their fleet and assisted them in developing strong technologies. She also partied endlessly, attempting to be one of the guys. In these parties she created for the amusement of all aphorisms about life and behavior basing them mainly on the sayings and teachings of her sentient Crystal Ship, The Serendipity. It was all good drunken fun.
Then the final battle came. The newly formed fleet defeated the ordinary Fav’lhir fleet but she and The Serendipity had to face down the last desperate strike of the Fav’lhir Mages in their great Crystal Ship. Both disappeared in a great battle. She saved them all and thus was born The Lady Kiasidira, a new goddess in their religion. Her Aphorisms became holy writ, her data tablet containing the first eight was a holy relic along with various personal items and many pictures.
Three hundred and forty-two years

later, The Serendipity, appearing to be a damaged tramp freighter is discovered adrift close to Cirrus One, an old space station which was being revitalized as a new Jump Gate leading from the Cirrus Quadrant into the Heart of the Khalaran Confederation at Traakhalus Prime. Gillaine is found unconscious on the ship’s bridge. She awakens in the sick bay of Cirrus One. She immediately does an out-of-body-EVA and is appalled to discover a temple and other monuments to the Lady Kiasidira. Thus begins our story.
She soon meets and falls in love with Rynan Makara, Admiral of the Sixth Fleet, discovers that the Fav’lhir are on the move again and her own chief priest, Rigo, is one of them. She must act. Rynan must not find out who she is. But can she save the Khalaran Confederation and keep her love? Is her presence there 342 years after her supposed sacrifice pure chance? Or was it planned?
She discovers that she now faces a revived line of Fav’lhir Mages of possibly great power. She and the Admiral work to gain sufficient strength and overcome treachery in high places at Traakhalus Prime. Can their love survive the gradual revelation of her origins and status?
The novel is well crafted. I could not put it down. I will not spoil it by saying more. Read and enjoy. - **Gary Swaty**

Kitty and the Midnight Hour
by Carrie Vaughn
Warner, 288 pages, \$6.99

So, last night when I should have been doing all those pesky things like paying bills I decided to peruse the “to read” pile for something more interesting. I hit the jackpot with Ms Vaughn’s debut fantasy novel. Part fantasy, part mystery this is exactly the type of novel I enjoy. Once I started I couldn’t put it down.
Kitty, a late night DJ on a local Denver radio station is still coming to terms with being a werewolf and assessing her place in the pack. One evening she inadvertently turns her radio show into a late night talk show for the supernatural much to the dismay of both her pack leader Carl and local vampire

head honcho Arthur, who hires a hit man to kill Kitty on-air. Talk about a ratings boost!
Toss in pack problems as Kitty becomes more alpha and less subservient to the pecking order, a murder mystery involving an apparently supernatural serial killer, a bounty hunter who specializes in supernatural prey (including his unfulfilled hit on Kitty) who is now helping Kitty search out the murderer, a mysterious traveling faith healer who promises to cure the werewolves and vampires of their afflictions, a mysterious clandestine government program, the unique problems surrounding how to tell your mom you can’t attend a cousin’s wedding held on the morning after the full moon without also telling her you are a werewolf, and, oh yes, the growing success of her radio talk show as it reaches more markets via syndication since her on air confession that she is a werewolf.

The supernatural people in her world are neither the infallible or the noble misunderstood characters often seen in such literature, the pack leader has some very human weaknesses and he has the same type of issues with his mate that many a human male has. The police are intelligent instead of being one-dimensional bad guys and even the fanatics (on both sides of the fence) are believable instead of easy stereotypes.
This is the first of a series, the second book *Kitty Goes to Washington* is excerpted at the end of this story, and I look forward to more of Kitty’s adventures. Highly recommended -
Stephanie L Bannon

The Year’s Best Science Ficiton:
Twenty-Second Annual Collection
edited by Gardner Dozois
St Martin’s Griffin, XL+663 pp., \$19.95

As per the cover blurb: “more than 300,000 words of fantastic fiction”! That is 28 stories from 28 authors from 15 sources. A good spread: six from Asimov’s magazine, five from SCIFI.COM, four from F&SF magazine, two from the Between Worlds anthology, and all the rest from single sources. The editor also provides a 30 page summation of the field, introductions to each story, and a 10 page list of honorable mention stories that you could look up if you want more of the best of 2004. Definitely a great annual survey of the field, as its 14 Locus Awards attest. - **Mike Griffin**

Marque and Reprisal
by Elizabeth Moon
\$24.95, Del Rey/Ballantine, 324 pp

This is a sequel to “*Trading in Danger.*” Normally, I won’t review a sequel without reading what went before; but this one slipped by me until I’d already read the first couple chapters. Oh,

well...as it turns out, it stands alone quite well.
Kylara Vatta is the daughter of an interspace shipping magnate, a bit naïve, but still a pretty tough ship’s captain. Ky is plagued by self-loathing for what she discovered is a personal joy in killing. She fears her beloved father’s reaction when he discovers what his little girl has become. That turns out to be a wasted fear when her father and most of her family are wiped out by enemies unknown – but determined, apparently, to destroy the Vatta family shipping enterprise. Ky is joined by her ‘bad girl’ cousin, Stella, and Stella’s ex-boyfriend, Rafe – a rogue, a charmer, and, quite possibly, a spy for the bad guys. Financed by their Aunt Gracie’s habit of baking diamonds into her fruitcakes, they hire mercenaries to help them track down who is disabling interstellar communications and to rescue surviving family members.

This was a very competent space-military story. I don’t personally care much for hard-core, military SF; but this one had just enough without sacrificing character development. I was very satisfied with Ky’s growth and motivations. Stella’s development was a bit rushed but would probably have cost the author another fifty pages without improving the story measurably. Rafe is still a bit unknown and that’s alright as I expect to learn more about him in the next book. I actually have a little problem with the title. While the title would seem to define the book, Ms. Moon never actually got around to either of them. The Marque that Ky holds – a letter authorizing her to be a pirate on behalf of a world’s government – was never used, and while Ky used a little Reprisal against a nasty family member, it didn’t seem to me to be sufficient or even against the true perpetrators. I’m counting on the next book to hold true to this title and give me the whole story. - **Catherine Book**

Fledgling
by Octavia Butler
Seven Stories Press, New York 2005,
Hardback 317 Pages \$19.96

Vampires are not what we thought. There are no Undead. Vampires are not parasitic. They are symbiotic. They are a separate race which has coexisted with mankind through its entire history. Some vampires believe they came here from another planet as suggested in their 10,000 year-old holy book. Others believe they evolved on Earth in parallel with mankind. Whatever the truth of this, vampires and their symbionts live among us today as they always have. Their symbionts live far longer than unaffiliated humans.

In the Pacific Northwest one young vampire Chori, our Fledgling, awakes alone in a cave, blind and badly burned

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ConNotations

(Continued on page 19)
Volume 16 Issue 1

In Our Book

(Continued from page 18)

with a severe head injury. She remembers nothing of who she is. She suffers terrible agony. After a while a creature of some sort enters the cavern. She seizes it, drinks her fill in blind hunger and consumes some of its flesh. She then begins a rapid regeneration and largely recovers over several days. Her memory, however, is lost forever. She leaves the cave one night and finds nearby a burned settlement comprised of a number of dwellings. There are no bodies, only ashes.

She salvages clothing and finds shelter with a construction worker in a nearby community. He becomes her first symbiont. Returning to the site she meets her father who has come to investigate what happened to Chori and the Matrilineal group she lived with. It is decided that Chori is to go to her father's home the following Friday. Friday comes and her Father does not come to get her. Investigation shows that her father's group has also been destroyed, burned just as her mother's. She has to regroup. With the help of her friend and two surviving symbionts from her Father's settlement, Chori sets out for California and the only settlement the surviving symbionts know about. Somehow she must discover what happened. Who is killing vampires? Is it humans? Other vampires?

Octavia Butler has done it again. As in *The Parable of the Sower* she uses simple narrative to build a compelling and believable tale of courage and determination. – **Gary Swaty**

The Winter Oak by James A. Hetley

\$14.00, Ace Books, softcover, 295 pp

Mr. Hetley's second outing is just as satisfying as his first. His characters seem to be in the same room as me – quite fascinating. I can actually hear their voices. He gives satisfaction and value in less than 300 pages that takes other

authors 600 pages to accomplish. I long for more time with Jo and Maureen but I'm afraid that might ruin the charm of the story. James is a gifted storyteller and maybe some stories are best told succinctly.

Jo and Maureen are sisters with an inhuman heritage. In the last book they discovered this heritage and traveled to the land where others of their kind live, plot and kill. Maureen and Brian stayed behind in the Summer Country and freed slaves – human, plant and animal. Jo and David returned to Maine but found that their lives were still anything but simple. They've both been fired from their jobs and the police are very interested in the whereabouts of Maureen and Brian – especially in light of the blood found on Jo's kitchen floor. But Maureen is still battling her own personal demons and Brian has apparently disappeared. Their biggest mistake was probably leaving Fiona, Brian's sister, still alive. This witch puts a new definition on evil and she'll make a pact with the last Dragon to kill her most powerful rival, Maureen. The Dragon, by the way, has the most fascinating character development in the story. Brian is a Pendragon which by definition means more than family; he has spied, fought and killed for the mysterious ruling circle without questioning. But, innocently, he has now stumbled upon a secret for which the Pendragons will kill him. Can Maureen survive without Brian's love and will her fragile sanity be strong enough to save herself and the Summer Country? Will Jo be able to live with the consequences of her own actions and will David's love be stronger than his very real fear that the woman he loves more than life could be his death? -

Catherine Book

Dies The Fire

by S. M. Stirling

ROC, 483 pages, \$23.99HB, \$7.99 pb

From the back cover: "The Change occurred when an electrical storm centered over the island of Nantucket

produced a blinding white flash that rendered all electronic devices and firearms inoperable - and plunged the world into a dark age humanity was unprepared to face..."

Michael Havel was flying over Idaho en route to the holiday home of his passengers when the plane's engines inexplicably died, forcing a less than perfect landing in the wilderness. And as Michael leads his charges to safety he begins to realize that the engine failure was not an isolated incident..."

Anyone who knows me knows I love end of the world scenarios and this book delivers all that I like about the genre. After reading this book S.M. Stirling goes on my "must read" authors list along with Eric Flint and Harry Turtledove.

The characters, both good guys and bad guys, are well defined, the action is totally believable and the plot is a page turner.

Dies the Fire does a very good job of showing how difficult simple survival can be during a widespread social collapse. People who normally wouldn't even say hello to each other are forced to come together and work towards the common goal of survival. The two major characters, Michael Havel and Juniper Mackenzie, are first followed separately with each of them approaching survival with a philosophy rooted in their individual lifestyles: Juniper is Wiccan, Michael is ex-military. Even "bad guy" Norman Arminger's choices are shaped by his past as a history professor, urban anthropologist and medieval recreationist. Over the course of about a year we follow these three groups until the climactic confrontation at the end.

I ended up reading this cover to cover in one sitting and as I reached the end I found myself wanting to know more about both the survivor groups and how they faced the future. Luckily for me *The Protector's War* was next in my "to read" pile. Highly recommended. - **Stephanie L Bannon**

The Protector's War

by S.M. Stirling

ROC, 496 pages, \$24.95

From the inside cover "It's been eight years since the Change rendered technology inoperable across the globe. Rising from the ashes of the computer and industrial ages is a brave new world. Survivors have banded together in tribal communities, committed to rebuilding society. In Oregon's Willamette Valley, former pilot Michael Havel's Bearkillers are warriors of great renown. Their closest ally, the mystical Clan Mackenzie, is led by Wiccan folksinger Juniper Mackenzie, the Queen of Witches.

Their leadership has saved countless lives.

But not every leader has altruistic aspiration. Norman Arminger, a medieval historian and scholar rules the Protectorate. He has enslaved civilians, built an army, and spread his forces from Portland and throughout most of western Washington State. Now he wants the Willamette Valley farmland, and he's willing to wage war to conquer it.

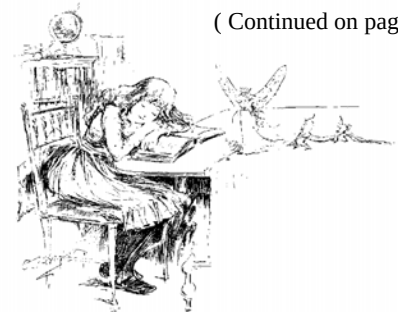
And unknown to both Northwest Pacific factions is the imminent arrival of a ship from Tasmania bearing British soldiers..."

This book takes up the story about 8 years after the Change. Juniper and Clan Mackenzie are welcoming newcomers to their area, the Bearkillers under Mike's leadership are building a strong society and while Mike is enjoying fatherhood, his wife Signe is beginning to have suspicions about the parentage of Juniper's son Rudi. On the "evil overlord" front: Lord Protector Norman Arminger is gearing up to invade their lands and add them to his empire.

Added to the mix is Sir Nigel Loring, former SAS colonel. The book begins in England where the Change has caused the same type of mass chaos, disease and conflict as we found in the Pacific Northwest. Loring was one a band of soldiers who helped the Royal Family escape and subsequently return to establish order but when he suggested that Parliament be restored he was imprisoned. Escaping from prison, Loring, his son Alleyne and Sergeant John Hordle travel to the Willamette Valley in a journey that takes them past pirates and cannibals as well as giving the reader an idea of how the rest of the world outside the Willamette Valley is dealing with the Change. Once there the Englishmen meet the three major survivor groups and join in the preparations for the coming war.

The characters have grown since the previous book, the action moves along at a nice pace, the various plot lines and characters are followed leading to the ending which sets up the next book in the series, *A Meeting at Corvallis*. My one quibble with the book is the rather graphic (and more than one) descriptions of dogs and horses being killed. Call me silly but that bothered me and made it hard for me to finish the book. However, even with that problem I find myself wanting to know more about the future of Michael, Signe, Juniper, Astrid and the rest. - **Stephanie L Bannon**

(Continued on page 20)





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In Our Book
(Continued from page 19)

Babylon 5: The Scripts of J. Michael Straczynski
Volume 1 - 454 pages
Volume 2 - 467 pages
Volume 3 - 457 pages
by Michael J Straczynski
Synthetic Worlds Publishing, \$39.95 each

There have been script books for a good number of TV shows released in the past few years. From Buffy, the various incarnations of Star Trek, and others, they’ve generally covered a few episodes and not been very comprehensive. A lot of screenwriters have sold individual scripts at conventions and through their web sites. There are also various vendors that sell scripts as well, online or at cons, mostly without any official arrangements with the screenwriter. With the

Screenwriter’s Guild rules making it possible for a screenwriter to sell copies of their scripts, it is possible for them to arrange for publication without having to work with studio licensing departments and such. Babylon 5 creator J. Michael Straczynski has recently embarked on a project to print all of the scripts he has written for Babylon 5 (92 total) in a fifteen volume series being published through Café Press.

For the series, Straczynski is publishing the final draft of each episode that he wrote for the series. Scripts that he did not write are not included. For each volume, Straczynski is writing a multi page introduction about that time in the series as well as several pages talking about each episode included. In most volumes, there are also pictures from Straczynski’s personal archives as well as memos from that time period showing some of the communications he had with the studio and the crew. With each book

containing seven scripts and the additional material, each volume will be 450 plus pages long. They are being offered via the Babylon5Scripts.com web site via Café Press. Straczynski is also offering various other items (shirts, caps, mugs, and pillows) with Babylon 5 Quotes on them via Babylon5Quotes.com .

The first three volumes have been released and cover roughly the first season and a half of the series, including the original pilot movie. The first volume includes the earliest version of the pilot script, *The Gathering*, which was the one that was used to sell the series, but not what was actually filmed (the final script will be in a later volume). It is interesting to see how things changed from the original conception, including small things like character names to bigger things like the introduction of Kosh’s life mate. In the introductions and episode commentary, Straczynski talks in detail about the process he went through to get the series going and what changes were made between the pilot and the series. The memos include information about episode premises that never came to be (like the sequel to Harlan Ellison’s Outer Limits episode, Demon with the Glass Hand) or characters that never made it to screen (The Boss, downbelow’s big crime boss).

In volume 2, which contains the second half of the season one scripts, Straczynski covers how he set up the arc within the first season, why Londo’s hair came to be the way it was (and the problems that caused down the road), some of Straczynski’s thought processes for Morden’s “What do you want?” question and the other big questions asked throughout the series, and a lot of good behind the scenes information.

Volume 3 covers the first half of the second season, which saw the introduction of John Sheridan following the departure of Commander Sinclair. Straczynski discusses the changeover of the show’s lead character in detail and what went into creating the character of Sheridan (originally called Strider) and the process they went through to find the right actor for the part. He also discusses the addition of Starfury pilot Warren Keffer to the cast as an appeasement to the network and what he really wanted to do with the character (in addition to killing him off at the first chance he had). This volume includes the script for The Coming of Shadows, the first of two Babylon 5 episodes to win the Hugo award, for which Straczynski was very appreciative.

Throughout the volumes, Straczynski includes many personal stories about himself, from life events that influenced him and some of the storylines that came up in the series to behind the scenes stories about the cast and crew including the Babylon 5 coincidences that kept cropping up. He also makes heavy use of footnotes, from giving additional

information or background to little tidbits like his naming the toilets after the TV Guide critic, Jeff Jarvis, that panned the pilot. The photos add to the volumes, although they were left out of volume 3 due to the extra commentary dealing with the changes made for Season Two. The main bulk of each volume is still the scripts. Reading the scripts gives you additional enjoyment of the episodes and also gives you more insight into what was seen onscreen and what was indicated in the script.

The books themselves are standard print-on-demand quality and are only available in soft cover. Once the series is complete, they will remain available for a limited time, making them a limited edition publication. Each volume is available at a discount for a limited time upon its release. Once you sign up for their mailing list, you likely will receive some Café Press coupons that can get you additional discounts if you take advantage of them.

This is a must have collection for die hard Babylon 5 fans and something that casual fans or those interested in scriptwriting should look into. The insights into the production and creation of the series greatly add to the value of the collection beyond the printing of the scripts. - **Lee Whiteside**

Paths Not Taken
by Simon R. Green
ACE, 272 pages, \$6.99

From the back cover: “I’m John Taylor. I was born in the Nightside, that square mile in the hidden center of London where it is always the hour of the wolf, where gods and monsters walk side by side and where every dark question ever asked can be answered - for a price.

I left for awhile, but I did come back, to make my living doing what I do better than anyone else: finding things - lost or stolen, real or imagined.

Recently I found the most dangerous thing of all; the true identity of my long-gone mother. Turns out she’s a being who’s been around since before the dawn of history. Then she created the Nightside - and now, for her own warped reasons, she intends to destroy it.

To stop her before she even gets started, I’ve got to do some hard traveling - back in Time, through the eons, into the very distant - and probably deadly - past...”

John Taylor, along with Shotgun Suzie, travels back to the beginnings of Nightside to try and stop his mother Lillith. Along the way they meet Merlin, alive this time as opposed to the ghost that haunts the bar in their present day Nightside, discover the origins of a current time Nightside menace and engage in several bar fights...all the usual mayhem that accompanies John Taylor

(Continued on page 21)



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In Our Book

(Continued from page 20)

where ever he goes.

I picked up Mr Green's first Nightside novel because I love a supernatural mystery. Though the series has evolved into much more than a hard boiled detective with a supernatural beast, this latest entry in the series is a satisfying tale that leaves me eager for the next entry. Recommended - **Stephanie L Bannon**

Warhammer 40,000 Blood Angels

DEUS SANGUINUIS

by James Swallow

Black Library Publication, \$6.99, 246 pp.

Brother against brother. Space Marines caught in a web of deceit. The endgame of who is the rightful heir to a holy artifact and what will happen to the chapter of Blood Angels Space Marines.

This is the second and final book of the *Blood Angels* series.

Definitely a good read for 40,000

Warhammer buffs. - **Jeffrey Lu**

Warhammer 40,000 Flames of Damnation

edited by Marc Gascoigne and Christian Dunn

Black Library Publication, \$9.99.

This graphic novel contained a mixture of stories in the dark future world of Warhammer 40,000. This is an easy read. This book is a collection of stories. Some graphics are violent. Yet, the world of Warhammer 40,000 is made clearer in

what the creatures, Space Marines, and vehicles actually look like.

Recommended for beginners and experts in the dark future science fiction genre. - **Jeffrey Lu**

Warhammer 40,000 Warrior Brood

by C.S. Goto

Black Library Publication, \$6.99, 251 pp.

A strange hive of insects is attempting to destroy the planet Herodian IV. A young inquisitor attempts to find and to recover something that made these insects more powerful than ever. With the help of Deathwatch Space Marines and Mantis Space Marines, the inquisitor finds something more than what she expects- a new experimental weapon.

The Deathwatch Space Marines are like the S.A.S. They take the best of each Space Marine chapter.

The book is solid. There are surprises that will keep one reading. This book is for Warhammer 40,000 fans. - **Jeffrey Lu**

Warhammer The Broken Lance

by Nathan Long

Black Library Publication, \$6.99, 251 pp.

An imperial general gone rogue? Reiner and his gang are given a new mission to penetrate the general's army. If the commander did go rogue, they are given orders to assassinate him. Yet, there is something more sinister than their mission- a secret enemy invasion.

This is the second series of the Blackhearts.

This story is like a fantasy "The Dirty Dozen." Overall, I liked the book. This seems similar to the DC comic book series, "Suicide Squad" but with a twist of darkness. Excellent for fantasy readers who like rogues in interesting situations. - **Jeffrey Lu**

Warhammer Guardians of the Forest

by Graham McNeill

Black Library Publication, \$7.99, 410 pp.

When a human knight named Leofric is the sole survivor of a woodland ambush, he is taken as a "guest" by the wood elves in the dark forest of Athel Loren. He is protected from an Elfish Prophetess because she sees a future where elves and men will have to fight together against a greater evil. Yet, the wood elves detest humans.

This book is generally about a coming of age for a human knight to become a "guardian" of the forest through sacrifices and heroism. Highly recommended for fantasy readers who like wood elves and/or chivalry in a dark setting. - **Jeffrey Lu**

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Wingin' It is a show about everything and nothing in particular... from beer to gaming to SF conventions, you can find it in this show

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(Continued on page 22)

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Email: w61@leprecon.org
www.leprecon.org/w61

In Our Book

(Continued from page 21)

Warhammer The Ambassador Chronicles

by Graham McNeill

Black Library Publication, \$9.99, 477 pp.

This book contained two novels, “The Ambassador” and “Ursun’s Teeth.” The story is about retired General Kaspar von Velten as a newly arrived Empire ambassador to the court of The Ice Queen. Many plots and subplots. In the end, Kaspar will again be a general at the cost of his life.

Enjoyed the twists and turns of Ambassador Velten’s life in not only the battles but also the day-to-day headaches of life in a court of a magical ice queen. A dark fantasy must. - **Jeffrey Lu**

Warhammer Grudge Bearer by Gav Thorpe

Black Library Publications, \$6.99, 250 pp.

To summarize the book: a Dwarf King Barundin took not only a blood oath against all his enemies but also all his ancestor’s enemies. He succeeds against all odds in different wars and solutions.

Liked the Dwarf’s point of view. They maybe small but, boy, they really carry a grudge. This is overall for fantasy

readers who like a few dark intentions. - **Jeffrey Lu**

Warhammer The Daemon’s Curse by Dan Abnett and Mike Lee Black Library Publications, \$7.99, 383 pp.

Here is a story of a “noble” dark elf, Malus Darkblade. He is ruthless and pure evil among enemies, allies, and family. But, he will have to pay a price for a hidden but powerful treasure in a near impossible Chaos wasteland. Only for the very dark fantasy lover. - **Jeffrey Lu**

Warhammer Bloodstorm by Dan Abnett and Mike Lee Black Library Publications, \$7.99, 413 pp

This is part two in the return of monster, Malus Darkblade. Now, he is on the quest to find the five artifacts within a year or his soul is forfeit to a darker power. He lures his brothers and sister to find one of the artifacts, Idol of Kolkuth. With cunning and luck, Malus will succeed in finding it at a cost of betrayal. Again, only for the very dark fantasy lover. - **Jeffrey Lu**

Genre/Non-Genre

One of our local Filk group, Jennifer Ashley, is a published author of Science Fiction, Fantasy, Romance, Historical fiction and Mysteries. She is a delightful, creative person. I have particularly enjoyed all five of her gritty Regency mysteries. They cater to two of my favorite novel types at one and the same time. I have read and enjoyed a couple of her pirate romances. They are off the wall and funny. I have several more of her novels resting on my copious “to read” pile. The sixth Regency mystery will move to the top of the pile upon publication. Since she is one of our own, I am going to shamelessly promote her by covering her entire repertoire.

Filk:

The End of Trek (as We Know It)
(Tune: End of the World as we know it by REM)

Sic Transit Vir (Tune: Refugee, by Tom Petty & the Heartbreakers)

Sunnydale Blues (a salute to Armin Shimerman)

Angel Baby Blues

Mad Dog Blues

The Circle and the Cross

Tatters of Lace (with Larry Warner, based on her mystery novels)

The Historical Romance

The Submission (or How Not to Submit Your Manuscript)

Except for the first two, all are set to original music.

She says of her Filk: “I grew up playing music, being in everything musical (band, chorus, etc) when I was a kid in school and continuing through college. Flute and guitar are my primary instruments; though I know piano. I can even read music, which has helped me out a lot. I think the most fun I’ve had in music was doing the part of Daisy the Barmaid in Nancy Freeman’s Stardust County [Filk Operetta] project. While these days I’m devoting most of my creative energy to writing books, I still take the time to enjoy playing music and writing the occasional song.”

Her Science Fiction/Fantasy writings under her own name [Jennifer Ashley] include:

“The Spell Game” (Marion Zimmer Bradley’s Fantasy Magazine #25)

“The Lady of Light” in Sword and Sorceress XIX (Daw) Jan. 2002

“Play Nice,” in The Mammoth Book of Future Cops (Carroll & Graf/Robinson), Aug. 2003 (Note: I actually made this sale through a call for submissions I saw in ConNotations.)

Similarly as Jennifer Ashley (romance; fantasy/paranormal romance):

Penelope and Prince Charming

(Dorchester/Leisure) 04/06 (fantasy/historical romance)

“A Single Girl’s Guide to Christmas” in Christmas Cards from the Edge (Dorchester/Making It) 10/05

Confessions of a Lingerie Addict (Dorchester/Making It) 06/05

The Care and Feeding of Pirates (Dorchester/Leisure) 02/05

The Pirate Hunter (Dorchester/Leisure) 05/04

The Pirate Next Door (Dorchester/Leisure) 10/03

Perils of the Heart (Dorchester/Leisure) 11/02

Forthcoming:

The Mad, Bad Duke (Dorchester/Leisure) 2007

My Favorite Highlander (working title) (Dorchester/Leisure) 2007

“Viva Las Vampires” in Untitled Vampire anthology (Dorchester/Love Spell) 2007

The Calling (series: The Immortals) (Dorchester/Love Spell) 2007

The Gathering (series: The Immortals) (Dorchester/Love Spell) TBA

as Allyson James (Dragon romances):
Playing with Fire (Berkley) 5/07
Once Burned (working title) (Berkley) 2007

As Allyson James (Erotica):

Tales of the Shareem: Rees (Ellora’s Cave) 3/05

Tales of the Shareem: Maia (Ellora’s Cave) 9/05

“Christmas Cowboy” (short story, Ellora’s Cave) 12/05

Tales of the Shareem: Rio (Ellora’s Cave) 2/06

“Dragonmagic” in anthology Dreams of the Oasis I (Ellora’s Cave) 3/06

Double Trouble (Astrology series, Gemini) (Ellora’s Cave) 6/06

Her historical fiction includes

as Laurien Gardner (historical fiction):

A Lady Raised High: A Novel of Anne Boleyn (Berkeley/Jove), March 2006

as Ashley Gardner (mysteries set in the Regency period.):

A Body in Berkeley Square (Berkley) 12/05

The Sudbury School Murders (Berkley) 06/05

The Glass House (Berkley) 12/04

A Regimental Murder (Berkley) 05/04

The Hanover Square Affair (Berkley) 12/03

Forthcoming:

A Covent Garden Mystery (Berkley) 06/06

Web sites are:

www.jennifersromances.com and

www.gardnermysteries.com

– **Gary Swaty**

Club Listings

ACROSS PLUS - So you live in North Phoenix and are interested in anime? Well there is a club out there available for you people. Across Plus is a social club that discusses anime, video games, manga, other animation, and the Japanese culture. We meet at Bookman's on 19th Ave and Northern On Sundays at 7:00pm until 9:00pm. In general, we explore anime, manga, and other styles of animation, creative educative demonstrations, participate in interactive discussions, attend local Arizona conventions, and make cosplay. We are willing to gain any new members out there who are interested. Dues are only \$2 per month. Our members are very friendly, respectful, and fun. We welcome any and all. For more information, contact Shane Bryner at ninjakittyofdoom@gmail.com

ADRIAN EMPIRE A medieval and renaissance recreationist club. Sword-fighting, arts, banquets, masquerades, dances. meets every Wednesday night from 7-10pm at Encanto Park. All are welcome. Free.

AERIAL MIRAGE JUGGLERS. Meets Wednesday 7-10pm in Encanto Park, 15th Avenue, south of Encanto. No dues, everyone welcome. All levels skill exchange in many areas of object manipulation Dave Davis <aerialmirage@gnerds.com>, 602-955-9446; or Ron Harvey <rbh1s@yahoo.com>, 480-775-4690 for more info or impromptu juggling sessions.

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

THE AWAY TEAM: The Away Team, is a general sci-fi appreciation group that meets once a month for discussion of various sci-fi news regarding several mediums to include: television, movies, video, books, comics, magazines, collecting, and so forth. The meetings are comprised of news, review and comment, BBS/computer news and help, meeting new members, video presentations, games, and socializing fun! Food and drinks are provided, via a \$3 munchie fee (per meeting) to compensate the host. (No other fees are involved.) The electronic home of the Away Team, is the Lightspeed Space Station BBS at (520) 325-6674.... Member ages for the group range from 13-40-something with both male and female members. Other activities include null-modem link gamefests, group theater movie viewings, convention trips and more. Have sci-fi fun in a relaxed, low-structure environment. NO RUBBER EARS ALLOWED!! For questions, you can call the BBS, or write to: LSS c/o R. Martin; 2522 N. Sparkman Blvd.; Tucson, AZ 85716

BASFA Local Tucson science fiction group that puts on TusCon. Contact us at PO Box 2528, Tucson AZ 85702-2528 or

basfa@earthlink.net
our website at <http://home.earthlink.net/~basfa/>

CENTRAL ARIZONA SPECULATIVE FICTION SOCIETY, INC. (CASFS) The non-profit corporation that puts on CopperCon conventions, SmurfCons, HexaCons, occasional regional cons, and publishes Con-Notations. Best described as SF/F generalists with a strong bent towards literary SF/F. Guests welcome - meets at 8pm on the last Friday of each month in January thru September and the second Friday in October, November and December at JB's Restaurant, 2560 W. Indian School in Phoenix, AZ. Write PO Box 62613, Phoenix, AZ 85082-2613 or call Stephanie L. Bannon (602)973-2341 for information. Web www.casfs.org

*******C.R.O.F.T.** Celtic Reenactment of Fellowship and Trades is Phoenix based Reenactment group specializing in the western European renaissance. We research lifestyles and trades concurrent with the Celtic Peoples from 400 BC until 1746 AD. We emphasize Scots, Irish or Welsh crafts and do Celtic re-enactment. We open participation to anyone with an interest in period crafting and entertainment. Demonstrations occur at the Highland Games, Scarborough Fair, and the Arizona Renaissance Festival. Web page <http://www.crofters.org> We meet in Tempe at the Pyle Adult Center SW corner of Rural and Southern on the 2nd Saturday of every month, phone number (480)350-5211. The Board meeting will be at 2:00 pm with the General meeting starting at 2:30 pm.

THE DARK ONES (Dark-wunz) n. 1) An organization formed for the expression and exploration of various cultural themes including, but not limited to, the Dark Ages and the Renaissance through forms of art including, but not limited to, painting, drawing, writing, photography, spoken word, and acts of characterization. 2) a member of this organization. 3) Information available at www.darkones.org

THE EMPIRE OF CHIVALRY AND STEEL, INC. The Empire of Chivalry and Steel specializes in the general recreation of the culture of the Middle Ages including all of the Art Forms, Events (Feasts, Tournaments, Ceremonies and Wars) and Combat Arts covering the years of 800AD up to 1650AD and any location within Europe or its explored territories. For more information contact Leonard Byrd (Tucson) (520)742-2432 Web: www.galandor.org

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

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

MIB The Men in Black is the official global organization of field operatives for Steve Jackson Games. We attend local conventions to demonstrate and promote products of Steve

Jackson Games. We also schedule demos in local gaming stores as well as community service events. If you have a gaming store, convention, or community service that you would like to have official Steve Jackson Games representation at, please contact the MIB Arizona Cell Leader at MIB.6361@cox.net. We are also recruiting new MIBs in some areas of Arizona. If you're interested, contact us. You can find additional information about the Arizona MIB at our website <http://members.cox.net/mib.6361/>

ORANGE COUNTY SCIENCE FICTION CLUB meets last Wednesday of every month (except Dec.) We frequently have author guest speakers. You're all welcome to come if you're in the area. We meet in Fullerton, about 5 miles north of Disney-land. For more details ph. Greg at [949] 552-4925 or send a message to our listserve OCSF@yahooogroups.com

PAReX is a non-profit, just for fun organization dedicated to the proliferation of robotics as a hobby. Monthly meetings will be held and will be announced under the Meeting Information page, <http://www.parex.org/meetinfo.htm>. All interest-ed persons are invited to participate. We are currently in the process of getting organized and becoming an official organization with tax status. Web page: <http://www.parex.org/> E-mail Contact: John Kittelsrud, johnkit@teamdroid.com

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

RAGE ACROSS THE SOUTHWEST A Live Action Theatre Troupe based out of the ASU campus in Tempe, AZ. It is dedicated to the game Werewolf: The Apocalypse by White Wolf publishing. Contact Mike McLaughlin at (602)461-5842 or write 1730 W Emelita Place #2025, Mesa AZ 85202-3144 or warlok@aztec.asu.edu

RAW GAMES (Role-players & Wargamers, Inc.) Role-players & Wargamers, Inc. is the Valley's oldest role-playing and wargaming club. Currently meeting at 8159 W. Weldon in Phoenix every Sunday from 3pm-9pm (except during conventions and other special events). Open to new members - call (602) 849-9515. www.rawgames.org

SAMURAI OTAKU ANIME CLUB The Samurai Otaku is a group of fans of anime, manga, and Japanese pop culture. Meetings are held every Saturday night at 6pm at Samurai Comics, 5024 N. 7th St.. Members discuss anime and manga, work on a web comic, discuss fund raisers, and schedule club events. After each meeting the club views selected anime DVD's and plays games. Open to new members. Contact Moryha Banks—(602)265-8886, Email: moryha@samuraicomics.com

THE SOCIETY FOR CREATIVE ANACHRONISM The kingdom of Atenveldt doth lie in the state of Arizona. Within the fair kingdom can be found six Baronies: Atenveldt, Mons Tonitrus, Twin Moons, SunDragon, Tir Ysgithr and Ered Sul. For more information on any of these or for general information on thy past tomorrows

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

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

SUPERSTITION SPACEMODELING SOCIETY is Arizona's club for builders of model and high-power rockets and those who love to see them fly. Launches are held on the second Saturday morning of each month in Rainbow Valley. SSS hosts the annual G. Harry Stine Memorial Rocket Launch every October. Visit www.sssrocketry.org for membership information, directions to the launches and meetings, and to read the monthly newsletter, "Newton's Minutes."

TARDIS is a Phoenix-based General SF/Fantasy Fan Club, specializing in International media SF/Fantasy since 1983. **TARDIS** meets every two weeks at different locations around the valley. Activities include watching videos, discussions, parties, games, and occasional outings with more to come now that Doctor Who is returning from hiatus. Many members maintain an active presence at conventions. You can contact us at 2243 W Wagon Wheel Dr, Phoenix, AZ 85021, Voice Mail at (602) 864-0901, E-mail TARDIS-Info@cox.net or visit us at <http://members.cox.net/tardis-info>

TEKWAR FAN CLUB Sanctioned by the series' production companies and the USA Network! It is THE information conduit between the fans and the series! Fan club membership will bring you the following 1) subscription to the info filled Tek Informer newsletter; 2) official TekWar Fan Club membership card and kit. Membership is by regular mail only and the newsletter and materials will not be reproduced electronically. To join the action and initiate your annual membership, make check or money order out for \$12.50 to: Official TekWar Fan Club (Membership section), 2522 N Sparkman Blvd., Tucson AZ 85716-2417

T.H.E.M. is ASU's science fiction and fantasy club. Weekly meetings are held on the Arizona State University campus, with dates and places to be announced after the semester starts. For more information, Email them@themonline.org Web www.themonline.org

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Club Listings
(Continued from page 23)

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

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

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

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

WESTERN SCIENCE FICTION ASSOCIATION (WesternSFA) A non-profit corporation that sponsors the ConRunners seminars and sponsored the 2004 Westercon. Dedicated primarily to educational activities relating to literature, music, and visual and performing arts, especially in the genres of science fiction, fantasy, costuming, gaming and science. Applicants for membership in WesternSFA must be sponsored by a current active WesternSFA member. Dues are \$10 yearly plus a \$5 non-refundable application fee. General Meetings are held on the first Friday of February, May, August and November, at the Bookmans located at 19th ave. and Northern in Phoenix Guests are welcome. For more info contact Craig Dyer at WesternSFA, PO Box 87457, Phoenix AZ 85082, (602) 973-2341, Email: craig@westernsfa.org Webpage: www.westernsfa.org

What is CASFS? What is really behind putting on a convention? What are the funds raised by a convention used for? Why not attend a meeting and find out? We're the sponsor of ConNotations, CopperCons, HexaCons, SmerfCons and other conventions. We are a charitable, non-profit organization that exists to further science fiction, fantasy and science fields in Arizona. CASFS currently meets at the JB's Restaurant at 2560 W Indian School Rd in Phoenix (NW corner of I-17 and Indian School). The meetings begin at 8PM and are held on the last Friday of the month Jan. through Sept. and on the second Friday of the month Oct through Dec. Everyone is invited to attend two meetings as a guest (non-member). Membership rates are \$12/year plus an initial \$3 application fee and rates are prorated for the amount of the year remaining. For more info Call: Stephanie L. Bannon (602)973-2341 Webpage: www.casfs.org email: casfs@casfs.org

Convention Listings

Ice Escape 2006 (Mesa AZ) March 17-19, 2006 at the Hilton Phoenix East. ICE Escape Writers Conference is for ALL authors and small-publishers. Main focus for 2006 is MEDIA & MARKETING. Listen to TV producers and radio personalities tell you what they want. Find out how to maximize the internet's potential. Find out how to promote yourself and your book. Stop wasting money and time and learn from the experts. (All workshops free w/admission) .Membership: \$105 Pre-Register January 1st - February 28th; \$130 At The DoorInfo : ICE Escape 2006, c/o ICE HOUSE PRODUCTIONS, PO Box 8829, Scottsdale, Arizona 85252 Web: http://www.conevents.com/page/ie06/main.asp

Gilacon 2006 (Phoenix AZ) March 31 - April 2, 2006 Holiday Inn Phoenix - Midtown 4321 N. Central Ave., Phoenix AZ (602)200-8888 We will be featuring several Nyrond regional scenarios, Living Arcanis, and D&D Minis More info: http://www.warhorn.net/gilacon/

AniZona 2 (Phoenix AZ) April 14-16, 2006 Embassy Suites Phoenix North, Phoenix, AZ Arizona's Own Anime Convention Guests TBA Memberships \$35 until 03/31/06, \$40 at the door Membership limited to 1200. Hotel rates \$99 S/D, \$109 T \$119 Q (plus tax) (602) 375-1777 www.anizona.org, Email chair@anizona.org

Space Access '06 (Phoenix AZ) April 20 - April 22, 2006 Thursday afternoon through Saturday night as soon as we have a firm hotel contract. Latest word as of 1/04/06: We're a few days away from finalizing the contract and announcing our conference hotel for Space Access '06, just a few miles free hotel-shuttle ride from Phoenix Airport.Space Access '06 Conference memberships are now available at the pre-conference rate of \$100 (It'll be \$120 at the door.) Mail checks to: Space Access Society, 5515 N 7th St #5-348, Phoenix AZ 85014. Be sure to include your name, address, affiliation info for your badge (if desired), and an email address (for Updates) with your Space Access '06 Conference membership. http://www.space-access.org/

Nebula Award Weekend (Tempe AZ) May 5-7, 2006 Tempe Mission Palms Toastmaster: Connie Willis More Guests To Be Announced Membership Full Weekend: \$100 thru 12/31/05, \$110 thru 3/31/06, Panels & Parties \$25 thru 12/31/05, \$35 thru 3/31/06 Hotel Rates \$137 S/D plus tax Tempe Mission Palms, 60 E 5th St, Tempe, AZ 85281 (800) 547-8705 Info: www.sfwf.org/awards/2006 Email: nebulas2006@gmail.com

LepreCon 32 (Phoenix AZ) May 5-7, 2006 Embassy Suites Phoenix North, Phoenix, AZ Guests: Artist Guest: Alan M. Clark, Author Guest: John Vornholt, Media Guest: Bill Blair. Memberships \$30 thru 10/31/2005; \$35 thru 1/31/2006. Hotel \$95 S/D, \$105 T (plus tax) Reservations: (602)375-1777 Info LepreCon 32, PO Box 26665, Tempe AZ 85285 Phone (480)945-6890 lep32@leprecon.org or www.leprecon.org/lep32

Phoenix Con Games (Mesa AZ) July27-20, 2006 at the Hilton Phoenix East. Current Membership Rate: \$25.00 We'll have special events on Thursday night, July 27st, for pre-registered members and a prize drawing from among those who both pre-register with the convention and the hotel. Register your membership online today at http://www.conevents.com/page/p06/main.asp

CopperCon 26 (Tempe AZ) Sept 1-4, 2006 Tempe Mission Palms Guests Authors Marc Zicree; Diane Duane, Peter Moorwood Memberships \$30 thru 3/31/06 Hotel Rates \$91 S/D plus tax Tempe Mission Palms, 60 E 5th St, Tempe, AZ

85281 (800) 547-8705 CopperCon 26, PO Box 62613, Phoenix, AZ 85082, Phone(480) 949-0415 Email: cu26@coppercon.org Web www.coppercon.org

Phoenix Cactus Comicon (Mesa AZ) September 23-24, 2006. Saturday and Sunday at the Mesa Convention Center for two days of a comic book cornucopia including dealers, panels, workshops, guests, and contests. Guests Terry Austin, Josh Blaylock, Bret Blevins, Amanda Conner, Ron Garney, Justin Gray , Jimmy Palmiotti, and Devils Due Publishing. Early-bird registration is \$15 for a 2-day pass. Register online today! Kids 10 and under get in for free with paid adult admission. More info at http://www.phoenixcomicon.com/

HexaCon 16 (Phoenix AZ) October 13-15, 2006 Embassy Suites Phoenix North, 2577 W Greenway Rd, Phoenix, AZ Gaming starts on Friday and runs 24 hours until Sunday 4PM. Planned events include RPGA, LARP, LAN Party, CCG, Battletech and much more. Also Anime and a full consuite. *THURSDAY EVENTS for pre-registered members only include Movie Previews and Giveaways (tentative) Memb: \$20 thru 9/30/06 Hotel: Embassy Suites Phoenix North, 2577 W Greenway - Rooms \$109 S/D. All rooms include breakfast and happy hour. Info: www.hexacon.org

Mailing/Subscription Information

ConNotations is sent free of charge to those who have attended a CASFS sponsored convention in the past calendar year (currently 2005). Attendees of CopperCon 25 or HexaCon 15 will receive ConNotations Volume 16 Issues 1 thru 6.

ConNotations updates it's mailing list each December.

Individual subscriptions are available for \$20 for 6 issues beginning January 1, 2006.

Some non-CASFS groups give their membership lists to CASFS and purchase a bulk corporate subscription so their attendees may also receive ConNotations

Currently these groups are:

Generic Convention Registration Form

Name: _____

Badge Name: _____

Address: _____

City/State/ZIP: _____

Phone: _____ Email: _____

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

(See individual convention listing for mailing address)
More info on __ Masquerade __ Art Show __ Volunteer __ Other