

ConNotations

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FREE

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

Neil Gaiman on American Gods, Doctor Who & Other Stuff by Lee Whiteside

This year marks the 10th anniversary of the release of Neil Gaiman's award-winning novel *American Gods*. To celebrate the anniversary, Gaiman embarked on a book tour to coincide with the release of the 10th Anniversary Edition of *American Gods*. I saw him at the Saban Theatre in Los Angeles (where he was interviewed by Patton Oswalt) and at the taping of the Late Late Show with Craig Ferguson and have put together this report on those appearances.

Neil has been in the news of late for several things. He scripted the recent Doctor Who episode *The Doctor's Wife*, and there've been announcements of TV adaptations of *American Gods* and *Good Omens*.

The tenth anniversary edition is "the author's preferred text" which includes about 20,000 words that were edited from the novel on its original release and restored for a limited edition from Hill House



Publishing a few years back. It also contains an introduction by Neil about the novel and is, overall, a nice edition to pick up, especially if all you have is a worn-out paperback.

For his original inspiration of the book, Neil recounted how he'd made a trip to Iceland, and decided

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CASFS Business Report

CopperCon 31 -- Carrie Vaughn has agreed to help with the Short Story Contest. Check the web site for time line, rules and other needed information. Six memberships were sold at LepreCon. **CopperCon 32** Chair is still talking to prospective guests. Things look good. **ConNotations** -- The next deadline for web CN is August 10th for submissions. The next print Deadlines are September 10th for submissions and the 15th for ads. **CASFS Book Social** is now being held in the Community Room at Bookman's on the Northwest corner of 19th Ave and Northern in Phoenix at 7:00 P.M. on the third Tuesday of the month. On May 17 we discussed American Gods by Neil Gaiman. Feelings were divided. Some could not get into the book. Some liked the peculiar mix of Mythological elements from various cultures. On June 21 we discussed Neuromancer by William Gibson. This caused a broad discussion of Steampunk. **Elections:** President - Nyki Robertson - elected by acclamation after Mark Boniece declined his nomination. VP - Gary Swaty - elected by acclamation. Secretary - Gary Swaty - elected by acclamation. Treasurer - Tina Batt - elected by a show of hands after Stephanie Bannon declined the nomination. Board: Bob LaPierre - declined his nomination. Jeff Jennings, Nyki Robertson and Kevin McAlonan were elected by acclamation. -- Gary Swaty

Who is Who in this Issue

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A Note From the Editor

July 29, 2011

Hello Everyone,

I became ConNotations editor rather unexpectedly in early 1998. Over the past 14 years, thanks to a wonderful volunteer staff, we have put out 75 issues on time and never missed a deadline. I have enjoyed almost every minute of the time spent as editor but it is now time for me to step down, take my life in a different direction and give someone else a chance to take ConNotations in the direction of their choosing.

In stepping down I want to thank the following people, without whom ConNotations would not have been possible for lo these many years:

Craig Dyer, who patiently pasted up every hard copy master we sent to Payson for printing (and who was vastly relieved when we could start sending PDF masters), who printed and sorted the mailing labels to make labeling a breeze and who patiently dealt with the US Post Office Bulk Mail facility for 75 issues.

Cathy Book, who came on board and willingly took over handling advertising, distribution and mailing tear sheets to the publishers as well as being an able columnist and book reviewer.

The wonderful folks at the Payson Roundup who have printed our small job for 16 years and who once spent 90 minutes on the phone with me helping me with publishing software problems.

Our proof readers - Cathy Book, Bob LaPierre and Gary Swaty

And last, but certainly not least, the wonderful staff writers without whom there would have been no ConNotations - Pam Allan, Catherine Book, Craig L. Dyer, M.L. Fringe, Michael Griffin, Bob LaPierre, Jeffrey Lu, Sue Martin, Christina Paige, Shane Shellenbarger, Gary Swaty, Tom Tuerff, Lee Whiteside, and Randall Whitlock.

Thanks guys - you have made my job as editor a breeze, I couldn't have done it without you. You deserve all the credit and I will miss working with you.

And finally, thanks to You, our faithful readers - without you all our efforts would have been for nothing.

Stephanie L Bannon
ConNotations Editor

SF Tube Talk

TV News & Previews
By Lee Whiteside

August sees the continuation of many of the cable series such as **Torchwood: Miracle Day** and **True Blood**, while September sees many shows return and debut on the broadcast networks as well as the likely return of **Doctor Who** to screens in the U.K. and the U.S.

We're in the midst of **Torchwood: Miracle Day** on Starz and the BBC, with Captain Jack Harkness and Gwen Cooper joining with Rex Matheson and Esther Drummond to try to find out the conspiracy behind the Miracle. At press time, initial reactions to the first episode were quite favorable. Coming up in August are *The Categories Of Life* where Torchwood goes undercover and discovers the terrible truth behind the Miracle, *The Middle Men* sees Gwen, Rex and Esther trapped on both sides of the Atlantic, and it's a race against time as Jack goes straight to the heart of the conspiracy, and *Immortal Sins* sees Gwen fighting to protect her family and embarks on a terrifying journey taking her back in time and across many miles to reveal the truth about The Miracle. After that, enough appears to be known about the conspiracy that even a log line may reveal too much, so the final three episode titles are *End of the Road*, *The Gathering*, and *The Blood Line*.

While nothing has been announced for sure about when the remaining six episodes of the current series of **Doctor Who** will air ("Late Summer" is what BBC America is promising), there are indications that it might resume early in September, possibly as early as September 10th. The first episode up will be *Let's Kill Hitler*, which reportedly is a Doctor-lite episode, with the focus more on companions Amy, Rory and River with them visiting 1940's Germany and dealing with Nazis and Hitler and such. Next up is *Night Terrors*, written by **Mark Gatiss**, which was originally slated to air earlier in the season. According to **Gatiss**, the episode is about a boy named George "who is frightened of everything. He has a nervous cough and a nervous blink, and he's frightened of clowns, old toys, enclosed spaces, vans ... and particularly of something being in the cupboard in his bedroom. And the Doctor turns up and tells him that he's right! I can't tell

you anything more except that the monsters are the creepiest things ever." Beyond that is *Green Anchor* and *The God Complex*, followed by the season ending two-parter by **Stephen Moffatt**. Not much is known about those episodes aside from *The God Complex* taking place primarily inside of a hotel where the rooms and corridors keep changing and they run into a Minotaur and a mole-like alien.

In production news, it has been revealed that **Doctor Who** will not have as many episodes in 2012, with a 13-episode block being filmed in 2012 with plans to have the first half air late in 2012 with the rest airing early in 2013. There are various reasons being bandied about as to why this is happening, from production issues to scheduling issues. I'm thinking it may be geared to changing the scheduling so that **Doctor Who** is always airing in a higher viewership time of year, especially since the later episodes of the first half of the season in the UK were airing when the weather was improving and people were less likely to stay at home to watch the show. DVR ratings would seem to indicate this with total viewership after DVR playback was figured in

was comparable to previous years. Also, the BBC is likely getting ready to gear up for a lot of high profile airings of **Doctor Who** in 2013 as part of celebrating the 50th Anniversary of the series.

Elsewhere on the cable dial, TNT has had good success with **Falling Skies**, with the series being the highest rated cable debut of the year so far and outpacing **Leverage** by almost double. It is pretty much a no-brainer that TNT has renewed **Falling Skies** for a second season of ten episodes to air next summer. Look for the two-hour season finale to air the first Sunday of August.

HBO has had decent ratings with **A Game of Thrones** and has commissioned a second season as well. Since it is following the books much closer than **True Blood**, viewers who have read the books weren't surprised at a major character death in the season finale, but non-book reading viewers were quite surprised about it and made their opinions known online. Considering the high death toll in the book series, this may be a common occurrence as the series continues.

Coming up for **True Blood**

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SF Tube Talk (Cont'd from page 3)

in August are *Cold Grey Light of Dawn* where Bill issues an unpopular order to save vampires from the light, *Spellbound* sees Sam and Marnie prepare for a showdown while Eric and Sookie pledge their allegiance to the King, *Run* sees Marnie planning her next move against the vampires at a “Festival of Tolerance” where all hell breaks loose in the next episode, *Burning Down the House* and Bill leads a brigade of vampires committed to blowing the Moongoddess Emporium to kingdom come.

Syfy launched new seasons of three of their shows (***Eureka***, ***Warehouse 13***, and ***Haven***) in early July and debuted the new series ***Alphas***. ***Eureka*** is featuring an ongoing storyline where Global Dynamics is to help prepare for a special mission that will pit many of the scientists in competition with each other. **Wil Wheaton** returns as Dr. Parrish with **Felecia Day** joining the cast for the time being as Dr. Holly Martin, a quirky DoD representative who is evaluating scientists for the mission. She quickly becomes the object of affection for both Dr. Parrish and Fargo, resulting in a love triangle. ***Warehouse 13*** sees a new agent, Steve Jinks (**Aaron Ashmore**) joining the team to replace Myka (**Joanna Kelly**) who has left the team (for good?). Jinks has the unique ability to detect if someone is lying which makes him a valuable new partner for agent Lattimer (**Eddie McClintock**).

Neil Gaiman (Cont'd from page 1)

that instead of going to bed right away, he'd stay up until it got dark. By the time he had realized that he was in Iceland at the time of year when the sun never actually set, he'd been up for way too many hours. But during his wonderings, he'd looked at a map of Leif Ercson's travels and had pondered whether the Vikings had brought their gods with them when they traveled to America. This became the seeds of *American Gods*, and he wrote a very short outline and sent it off to his publisher from his hotel in Iceland. He also indicated that the title of *American Gods* was intended to be a placeholder until he thought of something better, but when he got back home he found his publisher had already designed the book cover with that name and released it as an announcement, so

the name stuck.

His other inspiration for the novel came from his experience of having recently moved to the United States, and realized just how much stranger it was here than in the United Kingdom. He found himself asking people “Don't you think it's a bit strange?” about many things, only to be told that it was a normal occurrence and no one thought it was strange at all. The use of placing a car on the ice and taking bets on when it would fall through the ice was something he thought was so strange he had to make use of it in the book. That is still going on, however. In a stop in New Hampshire early in the tour, while being driven to the talk from his hotel, he saw a half-submerged nuclear submarine in a nearby park. Of course, when he asked some locals about it, it was something that they've had there for a while and didn't seem strange to them at all. During the Saban Theatre talk, Gaiman read from the section of the novel where the origins of Easter and paganism are discussed with a clueless waitress, which, again, was pretty much verbatim from a conversation Neil had in real life with a waitress on that subject. He is also somewhat amused that one of the gods he made up, a Slavic goddess, is now referenced online as a goddess that has been around for ages with various citations attempting to prove it.

In addition to the 10th Anniversary of *American Gods*, the other related news is that it is being developed for a TV series for HBO. Due in part to the success they have had with *True Blood* (based on Charlaine Harris' Sookie Stackhouse series) and now *A Game of Thrones* (based on George R. R. Martin's A Song of Ice and Fire series), they are planning to produce an *American Gods* series which could run for six years. But, there's only the one novel, a novella, and a sort of spinoff book (*Anansi Boys*) that have been written so far. Gaiman indicated that he is working towards a second book in the series, and has had ideas for it for a time and that probably in the next six months or so he'll be ready to start writing it. And as for what he would plan for the series, he wants to “make it faithful, but also would like it to have a few surprises for people who read the book. I hate that thing where people have read the books and they go, ‘Oh, I know

everything that's going to happen.’ I want to be like, ‘Okay, no you don't.’ I want there to still be some surprises.” On the subject of race in the series, he said that “I really want to make sure the races of all the characters are kept. I don't like it when black characters become white in movies, or things like that.” He referred to an instance where someone wanted to option *Anansi Boys* for a movie, however, when the producers told him “of course, the characters won't be black in the movie because black people don't like fantasy,” Neil was no longer interested in selling them the rights to the book.

On the subject of new gods that may have arisen since the publication of the novel, he said “the fundamental law of *American Gods*, that new Gods are scared, which runs all the way through *American Gods*, has me fascinated by things like the God of Television. The network television Gods are in decay and decline. How sorry does one feel for the God of MySpace? It happens fast. Twitter is great and it's glorious and it's easy, but if somebody comes up with something kind of like Twitter tomorrow, that's better or smarter or more useful, in three weeks time, Twitter could more or less be history because that's how fast things go now.”

There is also in the works a miniseries adaptation of *Good Omens* (co-written with Terry Pratchett) in the works with Prime Focus Productions, with Terry Jones (Monty Python) and Gavin Scott (Small Soldiers) writing the script with Sky Television being a production partner. Neil is not as involved in this production as he will be with *American Gods*, but he feels it is in good hands.

His highest profile work of late was the episode of Doctor Who he wrote, *The Doctor's Wife*, which recently aired on the BBC in the UK and BBC America in the U.S. He had a dinner with Steven Moffat before he had officially taken over as producer, in which he was asked to write an episode. “So, the lovely thing about plotting my episode back then was that there were things that I wanted to do, that we could set into motion, all the way back then. I wanted a TARDIS set to remain, so they kept up the old TARDIS set, which was incredibly damaged, but they kept it up for me, for an additional 18 months past the point where

it was meant to be taken down. People walking past, every day, would ask why it was still there, and they would be lied to. There were all sorts of imaginative answers about why they left that set up. A lot of people believed the thing about the cost of dismantling it. That was fun. But, mostly for me, it wasn't about any of that kind of stuff. It was about the sheer, raw, naked power that I felt. The first time I got to type the words, ‘Interior: TARDIS.’ There was the knowledge that I was creating something that was part of this mythology that I loved. It really wasn't until it was broadcast and I discovered that people really liked it that I went, ‘Okay.’ “

Gaiman has also recently made several trips to China, in part as research for a non-fiction book about the mythology of Journey to the West, a classic piece of Chinese literature. As part of that, he was introduced to a Chinese filmmaker who wants to make a big movie trilogy based on the story, and wanted to get a Western screenwriter involved to help to get the movie series made. So, Neil has finished a long outline for the movie series and will be writing the scripts if it goes forward. He's also written a Children's book, *Chu's Day*, which is about a baby panda who sneezes and is being illustrated by Adam Rex.

Prior to the talk at the Saban Theatre, Gaiman did a taping of The Late Late Show with Craig Ferguson, which aired later that night on CBS. As Gaiman indicated on his blog about doing the show “I was in the Bay Area for Wondercon for Doctor Who in April, for a panel hosted by the Nerdist's Chris Hardwick, who said to me, at the end of the panel, ‘Have you ever been on Craig Ferguson's show?’ and I said ‘No, but I like it...’ and he said ‘I'll ask him...’ And pretty soon an invitation came in from Craig to be on the show.

Being in the audience for the taping was somewhat surreal, with it being emphasized that we were there primarily as “show enhancers” and, realizing that most of the studio audience was there because of Neil Gaiman, and not for the other guest, Paris Hilton, that we should applaud just as loud for her as we would for Neil. It may have sounded the same on the broadcast, but the applause when

(Cont'd on page 5)

Neil Gaiman

(Cont'd from page 4)

Neil came out was louder and more enthusiastic than that for Hilton.

One of the better questions Ferguson asked was how it felt when a book was released to the public and whether the author felt he had any more claim to it once it was out there with the public. Neil replied "It's definitely no longer yours. It's something I got very used to over the years. When I was writing comics, you'd look around and see people dress like characters you've written in comics." They also talked extensively about Doctor Who, with Neil relating his first exposure to the series, when the other kids started playing with the pre-school milk cartons, imitating Daleks, and how Doctor Who was the first mythology he really became entranced with. Further conversation included Mythbusters, H.P. Lovecraft, his Addam's Family house in the midwest, beekeeping, and a final awkward pause, where Neil tried to grab the TARDIS off of Ferguson's desk. All in all, it was a fun session and gave Neil some exposure to an audience that likely had never seen him before.

24 Frames

by Jeffrey Lu

Comments:

Cool stuff on a hot summer's day. Sequels reign supreme (again). But there are a lot of rumors...

In Production:

Christopher Nolan will produce an unnamed supernatural thriller with Keith Gordon as director. Distributor: Warner Bros. Date of release: Unknown.

Joss Whedon's horror film, *The Cabin in the Woods*. Distributor: Lionsgate. Date of release: Unknown.

Pacific Rim- Guillermo del Toro's Sci-fi creature, Warner Brothers. Date of release: July 12, 2013

The Sea of Monsters- next Percy Jackson movie. Logan Lerman to reprise role. 20th Century Fox. Director Thor Freudenthal. Date of release: Early 2012

Despicable Me 2. Date of release: July 3, 2013.

John Carter {of Mars} Disney. (John has to earn his title?) Date of release: June 8, 2012.

August/September 2011 Schedule:

August 8
Rise of the Planet of the Apes
Not yet rated. Sci-fi. Distributed by 20th Century Fox. Directed by Rupert Wyatt

August 12
Final Destination 5
Not yet rated. Horror. Distributed

by Warner Brothers. Directed by Eric Heisserer

Glee, The 3D Concert Movie.
Not yet rated. Documentary.
Distributed by 20th Century Fox.
Directed by Kevin Tancharoen.

August 19
Conan the Barbarian (2011)
Not yet rated. Action/Fantasy.
Distributed by Lionsgate. Directed by Marcus Nispel.

Fright Night (in 3-D)
Not yet rated. Horror/Thriller.
Distributed by reamworks. Directed by Craig Gillespie. Starring- Anton Yelchin, Colin Farrell, David Tennant.

Mozart's Sister
Not yet rated. Drama. Distributed by Music Box Films. Directed by Rene Feret.

Spy Kids: All the Time in the World (4D?)
PG. Family Adventure.
Distributed by Weinstein/Dimension Films. Director/Writer/Producer Robert Rodriguez.

August 26
Don't Be Afraid of the Dark
R. Horror/Thriller. Distributed by Miramax Films. Directed by Troy Nixey. Writer/Producer by Guillermo del Toro.

September 2
Apollo 18
Not yet rated. Sci-fi Thriller.
Distributed by Weinstein/Dimension Films. Directed by Gonzalo Lope-Gallego. Writer- Cory Goodman. Producer- Timar Bekmambetov.

Shark Night 3D
PG-13. Horror/Thriller.
Distributed by Relativity Media.
Directed by David E. Ellis.

September 9
Contagion (3D)
Not yet rated. Action Thriller.
Distributed by Warner Brothers.
Directed and produced by Steven Soderbergh. Writer- Scott Z. Burns. Actors: Matt Damon, Laurence Fishburne, Jude Law, Gwyneth Paltrow, Kate Winslet, Byran Cranston.

September 16
Johnny English Reborn
PG.
Action/Comedy.
Distributed by Universal.
Directed by Oliver Parker.
Actor: Rowan Atkinson.
Piranha 3DD

Not yet rated.
Comedy/Horror/Thriller.
Distributed by Weinstein

Company. Directed by John Galager.

The Lion King (in 3D)
Not yet rated. Animation.
Distributed by Buena Vista.

September 23
Underworld 4
Not yet rated. Action/Sci-fi/Horror. Distributed by Sony. Directed by Mans Marlin and Bjorn Stein. Actress- Kate Beckinsale.

Dolphin Tale 3D
Not yet rated. Family. Distributed by Warner Brothers. Directed by Charles Martin Smith. Actors- Morgan Freeman, Harry Connick Jr., Ashley Judd, Kris Kristofferson.

September 30
Dream House
R. Thriller. Distributed by Universal. Directed by Jim Sheridan. Actors: Daniel Craig, Rachel Weisz, Naomi Watts.

50/50
R. Comedy/Drama. Directed by Jonathan Levine. Actors: Seth Rogen, Joseph Gordon-Levitt, Anna Kendrick, Bryce Dallas Howard, Anjelica Huston.

Rumors:

Johnny Depp is close in signing for Pirates 5.
Charlie Sheen expressed an interest in sequel to *Major League*.
Jason Statham for *Transformer 4* lead?
Thor director Kenneth Branagh is gone. Who will direct *Thor 2*?
Star Trek sequel movie date may be delayed.
Man of Steel- Russell Crowe might be Superman's Krypton dad, Jor-el.
Julia Ormond might be Superman's Krypton mom. Both are in talks.
Two Hobbit movie titles: *The Hobbit: An Unexpected Journey* and *The Hobbit: There and Back Again*. Martin Freeman will be Bilbo Baggins. Ian McKellan will be Gandalf the Grey.
James Mangold might be directing next Wolverine movie.
Pixar is working on *Toy Story 4*.
Dark Knight Rises- a small cameo-former T.V. Batman Adam West.

Life of Rod Serling movie in works. Bureau of Moving Pictures. Carol Serling, widow of Rod, is producer. *World War Z*- Brad Pitt might be playing Max Brooks. Adam Sandler is voicing Dracula in animated 3D comedy film, *Hotel Transylvania*.

Parting Shots:

Good to know about Rod Serling's life story to be on film. Hopefully, it's done right.

Also, *The Hobbit* part one and part two movies are finally named.

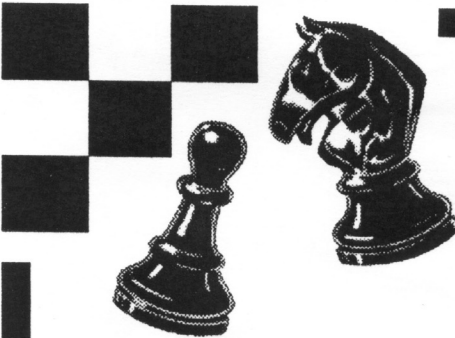
Lion King in 3D? Great. Now will all animation classics will be in 3-D?

See you later. Have a safe summer!

Trivia Questions

1. The last space shuttle mission is scheduled to fly in July 2011, to visit the International Space Station. Which shuttle is flying, ending 30 years of the shuttle program?
2. Next month NASA launches a Jupiter polar orbiter mission, named what?
3. Botany Bay was a penal colony in Australia. Which Star Trek TOS episode mentioned it?
4. What unexpected news event pre-empted the scheduled premiere of "Doctor Who," requiring it to be rebroadcast on a later night?
5. What unforgettable character was introduced in the 1928 novella, "Armageddon 2419?"
6. In Superman III, Richard Pryor's character was this.
7. Were the Transformers initially created as a toy or a comic book?
8. What's the name of Buckaroo Banzai's crime fighting team and rock band?
9. Isaac Asimov's birth name was what?
10. Who initiated the John W. Campbell Award?
11. Harry Potter and the Sorcerer's Stone was originally published in the UK with what title?
12. In what famous series (1965-93) did the characters of Robert Wolff and Kick-aha, the Trickster appear?

Answers on Back Page



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1986: The Year Comic Books Changed Forever

By Shane Shellenbarger

For the world-at-large, 1986 had some monumental moments. Halley's Comet returned for its second visit to the solar system in the 20th Century, Spain and Portugal entered the European Community (later known as the European Union), and President Ferdinand Marcos of the Philippines went into exile. Closer to home, Pixar Animation Studios opened its doors, Kodak quit the instant photography business, and the Space Shuttle *Challenger* was destroyed 73 seconds after launch. 1986 is also considered the beginning of the modern age of comic books.

Let's start with Alan Moore's *Whatever Happened to the Man of Tomorrow?*, the last tale of the Silver Age Superman. Beginning in *Action Comics* #423 and completing in *Action Comics* #583, the penciling was done by Curt Swan, and inked by George Pérez (*Superman*) and Kurt Schaffenberger (*Action*), the story line deals with the murder and death of some of Superman's greatest friends and foes and the permanent loss of the Man of Steel's powers at his own hand. Considered an "imaginary tale," the script is none-the-less thought provoking and mature when it asks questions such as these: How responsible are we for the actions of others and how far would you go to uphold your code of ethics?

Similar to Moore's tale of personal loss, Frank Miller's *Batman: The Dark Knight Returns* is a four-issue story of Bruce Wayne hanging up the cape and cowl for a decade following the death of the second Robin, Jason Todd. The city of Gotham falls into disrepair, nearly all superheroes have been driven underground by a distrustful public, and the government has tightened its grip as the Cold War rages on. Now 55, Batman comes out of retirement when former District Attorney, Harvey Dent, returns to his persona of "Two-Face," despite the plastic surgical restoration and mental rehabilitation afforded to him by Bruce Wayne. Batman's return sparks a public debate on vigilantism in the media reminiscent of the 1985 British television movie, *Max Headroom: 20 Minutes into the Future*. Batman rescues a girl named Carrie Kelly from a gang known as The

Mutants and she joins his fight to restore Gotham as the new Robin. After Batman defeats the leader of the Mutants some of the gang members form a new group, calling themselves "The Sons of Batman." The return of the Dark Knight has awakened The Joker from a year-long catatonic state, sparking a murder spree and subsequent battle with Batman. This culminates in the suicide of The Joker so that he might frame Batman. Batman goes into hiding, and with Robin, trains the former Mutants/Sons of Batman followers in non-lethal combat. When Superman diverts a Russian nuclear missile into a desert, the resultant dust and debris plunges the world into a nuclear winter. Batman and his followers bring order to Gotham, and when the Government demands Superman to take out Batman, the Dark Knight appears to suffer a fatal heart-attack during the combat. Miller's *Batman: The Dark Knight Returns* uses mature themes of violence, government intrigue and oppression, political grandstanding, and the spectrum of ethics and morality to call into question what is Right and what is Wrong?

Marvel Comics was not without its more adult titles. *The Punisher* was a five-issue limited series comic book, written by Steven Grant, and illustrated by Mike Zeck and Mike Vosburg. When the character made his first appearance in the February 1974 issue of *The Amazing Spider-Man* #129, Frank Castle was a vigilante who employed coercion, kidnapping, extortion, torture, and murder in his war on crime. Frank's wife and two kids, were killed by the mob when they witnessed a gangland execution in New York City's Central Park. This unhinged the Punisher and drove him to wage a one-man war on the mob and all criminals in general by using any means necessary. An ex-Marine, Castle is an expert of stealth tactics, martial arts, guerrilla warfare and a wide variety of weapons. Included in the 1986 mini-series were events considered rare for comic books: Suicide, the death of an innocent child, and the implied sexual relations of the lead character. It has been suggested that increases in crime (nationally and in New York City) were the basis for the creation of this mini-series.

Adult themes were the stock-in-trade of the twelve-issue limited series and subsequent collected graphic novel, *Watchmen*, by Alan

Moore and Dave Gibbons. Nudity, sexual congress, adultery, rape, murder, genocide, and complex story telling were employed by Moore to relay a tale that started with a murder mystery and ended with the killing of half of New York City in order to prevent a World War. Originally conceived as a way to tell a complicated, interwoven story using elements of linear, nonlinear, flashback, flash-forward, metaphorical, allusion, story within-a-story, Moore wanted to use characters from Charlton Comics recently acquired by DC Comics. Realizing that Moore's script would render the former Charlton characters dead or unusable for future projects, DC Managing editor Dick

Giordano convinced Moore that he could imbue original characters with sufficient familiarity that the reading audience would identify and accept them. To this day it is considered by many to be the most sophisticated and complex examination of the superhero genre ever attempted.

Maus: A Survivor's Tale, by Art Spiegelman, is the retelling of the memories of Vladek Spiegelman, a Polish Jew, Holocaust survivor, and Art Spiegelman's father. The story is a blend of Vladek Spiegelman's life in Poland prior to and during World War II, and the post-war family life in the Rego Park neighborhood of New York. Vladek Spiegelman speaks to his son of how his once well-to-do family was reduced to poverty, deprivation, and the racism and atrocities visited upon them by the Nazis. One of the distinctive features of Art Spiegelman's *Maus* is his use of animals to portray the various races, religions, and nationalities. Jews are depicted by mice, Germans by cats, the Polish by pigs, the British by fish, the French by frogs, and Americans by dogs. The first interpretation of *Maus* was a three-page strip printed in the 1972 underground comic, *Funny Animals*. Spiegelman lengthened the story in 1977 and publishing a serial version in *RAW* magazine, a publication he co-edited with his wife, Françoise Mouly. In 1986, Volume I: "My Father Bleeds History" was published, with Volume II: "And Here My Troubles Began" being published in 1991 after which they were integrated into a single volume. In 1992, *Maus* won the Harvey, the Eisner, and the Pulitzer Prize. It remains the only comic book to have won a Pulitzer. Art Spiegelman said, "I'm baffled that

people continue to work in that area [superheroes] because they don't have to anymore. The area has been so strip-mined, so why move there, when anything at all is now possible?"

Shane Shellenbarger is especially fond of 1986 because that is the year he married his wife, Lauren. They share a home with nearly 15,000 books in Phoenix, Arizona. For more info go to: <http://tinyurl.com/Shane-Info-Blog>

Remembering Martin Harry Greenberg, editor [1941 – 2011]

Got an email today letting me know that prolific editor Martin H. Greenberg passed away Saturday, June 25th, after a long bout with cancer. He was 70 years of age.

Everyone called him Marty. He was a remarkable man, a true gentleman, a very hard-worker, with a plethora of diverse interests.

Many familiar with his incredible career will be surprised to learn that he had a day job—his family published an obituary that stated he "was the Dean of the School of International Studies at Florida International University, and he was the first Director of Graduate Studies at the University of Wisconsin-Green Bay, and was a long-time professor there, retiring as Professor Emeritus in 1996." He is credited with publishing more than 2,500 books, including novels, anthologies, and nonfiction works.

It seems at times that everyone knew him better than I, and I trust they will post much more detailed remembrances. He published over 120 anthologies with Isaac Asimov, and working as a team member with Stephen Dzienanowicz and Robert Weinberg, he packaged all those "100 Little" anthologies, including my very first professional short-story sale in *100 Vicious Little Vampire Stories*. He edited books as diverse as a comprehensive guide to the work of Tony Hillerman, and *Sherlock Holmes in Orbit* with Mike Resnick—in fact it almost might be easier to list what he did not edit. Probably everyone reading this has owned and read at least one book edited by Marty.

And he did all that in addition to his full-time job, mostly because he loved the field of spec-fic. I saw him and spoke with him at numerous conventions over the years. I remember him as very tall—over 6 feet (but everyone is tall when you are in a wheelchair). Mostly I remember that he was never too busy to take the time to address a question, understand a challenge, or look into something that didn't seem right. He was scrupulously honest, always looking out for writers and their rights.

He will be missed.

Adam Niswander
Phoenix, AZ

An American in Iberian Peninsula art Four: Cruising with Star Trek by Jeffrey Lu

When I was young, I had always wanted to travel. I could not at the time do so because of work, family, and life. All that changed when friends and family began to pass away... I decided to act before I cannot go due to age, obligations, and/or illness.

At conventions, I had heard rumors about some cruises with fans from Star Wars to Buffy. At that moment of time, I saw different booths about themed cruises at a Star Trek convention in Las Vegas. Curious, I decided to try this "Star Trek" cruise- Cruise Trek. I was reserved but willing to try something bold.

To be safe, I first tried Canada. I was not sure how I would react to these Star Trek fans. I guessed they might be okay.

To my surprise, I found these fans to be in two categories- adventurers and tourists. The adventurers were the ones who generally went for the extreme sports i.e. swimming with dolphins and/or bungee jumping. The tourists on the other hand were people who enjoyed food and drinks in each port. Me? I was both. Sure, some were a bit passionate about Star Trek (i.e. Who's the best captain of The Enterprise?) but I noticed they were anything but boring. Generally, they were a smart bunch from many different walks of life. Each person had something to contribute whether it was being a contestant, singing karaoke, and/or drinking like a Klingon. They were great travel companions. Some became lifetime friends.

Since I had fun on my Canada adventure, I wanted to travel with them again but to go somewhere different. That following year, Cruise Trek planned for Australia and New Zealand.

The clincher for me was a Lord of the Rings movie tour by Red Carpet. Loved it.

So far, I have not been disappointed. I thought *If I can go again, I will try to go for another adventure with them if possible.* But sadly, I could not go to the next two.

A death in the family. I had to cancel a trip. I had to sit and wait.

After two years, I felt I was able to go again. I heard from Cruise Trek about this Iberian Peninsula cruise. I wanted to go to Spain, Portugal, Italy and Morocco. I had

heard so much about these places. So, I saved and signed up.

Generally, not only was there were stuff to do on a regular cruise like cooking, but also on this themed cruise, there were Star Trek social functions like science fiction trivia to an Uno tournament for only Cruise Trek members. There was a lot of stuff to do on board. Never a dull moment.

On this cruise, there were also two Star Trek actors: Rene "Odo" Auberjonois and John "Q" Delancie. I generally had an early breakfast daily with them. They also gave Q & A sessions and other lectures to only the Cruise Trek audience. Later, when I was walking at some ports, I was greeted with a welcome from them and their wives. Cool. Very cool.

I walked with new and old friends. I talked with some of them about a variety of subjects. I enjoyed these Star Trek cruises as I dined for dinner, formally and informally. I was fed well in food and thought.

Yet, not all was wine and roses on a cruise. There was the usual lifeboat drill. But that's another story for another time.

Next: An American in Iberian Peninsula Part Five: Lifeboat Drill

ConClusion

Another Round to Phoenix Comicon 2011 on May 26-29 (Memorial Day Weekend) by Jeffrey Lu

It was only a matter of time. Someone whined, "I want go to all of them. But I can only pick one!" As I heard this, I cringed. Welcome to my world of going to big conventions. This year's programming had a lot of panels in areas of comics, sci-fi, writing, horror, and many other subjects going on generally the same time. This was beginning to be like San Diego Comic Con. (Maybe in the early 1990s? San Diego Comic Con last year's attendance was over 130,000...)

To those in the know about big conventions, one has to choose with priority of where to be at that moment. To those who don't, one will have to be quick to decide or be lost in the shuffle.

This year's Phoenix Comicon, there was a tally of 23,001 people. A new record of attendance. Last year was 13,988.

This year, Phoenix Comicon 2011 was held in the North building of Phoenix Civic Plaza. The place was newer and had more rooms on different levels. Comically, I remembered this had the national volleyball tournament, last year. Who knew?

But I digress.

On Thursday, I picked up my badge and program guide. I saw that this convention has learned from other large conventions across the country like Wonder

Con. There was an entrance for the line to pick up early membership badge. Then, one has to wait another line for the exhibitor hall where food, drink and stuff can be bought. All in one room. Brilliant.

Also within the same place, there were lines for photo ops, authors, actors, and many celebrities. Wise.

For the next three days, I went to panels and different places. I made new friends and met old ones. There was a lot of stuff to see and do.

To summarize who I came to see: Stan Sakai, Bruce Boxleitner, John Scalzi, Robert J. Sawyer, Billy Dee Williams, Janni Lee Simner, Kevin Hearne, Wil Wheaton, Gini Koch, and Weston Ochse. They were all cool.

I did what I could and enjoyed myself. This was enough until next year.

What is CASFS?

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



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CASFS BOOK DISCUSSION

Bookmans Phoenix
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in the Community Room
Sponsored by Central Arizona
Speculative Fiction Society
(CASFS)
email questions to book@casfs.org

Come do some face-to-face
interaction with your fellow
readers and SF/Fantasy fans!
Haven't read the book? Don't
worry, there's no quiz or anything.
You can use the rest of us as your
personal book reviewers to see if
it's something you'd like. We start
out with the book discussion, but
the conversation can go anywhere.
The get-together is held in the
coffee shop of Bent Cover Books
near 28th Drive and Cactus Road
in Phoenix. We welcome potential
new friends.

**August 16 - The Left Hand of
God** by Ursula K Le Guin
September 20 - Signal to Noise by
Eric Nyland
**October 18 - The Man with the
Golden Torc** by Simon Green
**November 15 - Do Androids
Dream of Electric Sheep** by
Philip K Dick
December 20 - Mystic and Rider
by Sharon Shinn

BOOK DISCUSSION GROUPS

Science Fiction Book Club
Borders in Glendale
4th Wednesdays

Maricopa County Library
Northwest Regional Branch
16089 N Bullard
Surprise AZ
4th Tuesday at 6:30pm

Oro Valley Library, Tucson
Science Fiction Book Club,
4th Tuesdays
August 23 - Martian Chronicles
Sept 27 - Slan

SciFi Book Group
Barnes & Noble, Eastside, Tucson.
At 7:30p
Aug 9 - Forty Signs of Rain by
Kim Stanley Robinson

AUTHOR SIGNINGS

Douglas Preston - Poisoned Pen
Bookstore Aug 6, 7p,m

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

Cemetery Dance Publications
"Undead" by John Russo
"It" by Stephen King, 25th Anniv
Special Ed
"Pork Pie Hat" by Peter Straub

**Edge SF & F Publishing/
Tesseract Books**
"Those Who Fight Monsters" ed.
Justin Gustainis

PS Publishing
"Wake Up and Dream" by Ian R.
MacLeon
"Osama" by Lavie Tidhar

PYR Publishing
"The Blade Itself" by Joe
Abercrombie
"The Horns of Ruin" by Tim Akers
"The Crown Rose" by Fiona Avery

Subterranean Press
"Deep Navigation" by Alastair
Reynolds
"Angel of Europa" by Allen Steele
"Flashback" by Dan Simmons
"The Affair of the Chalk Cliffs" by
James Blaylock
"Palimpsest" by Charles Stross
"Becoming" by Kelley Armstrong
"Summer Knight" by Jim Butcher
"Adjustment Team" by Philip K.
Dick
And too many more to mention....

GAMING & COMIC EVENTS

DRAWN TO COMICS

Marvel vs Capcom 1st Fridays 6pm
HeroClix. Sat 1pm
Sit-and-Sketch with local artists.
3rd Saturday, 6pm-8pm
Check FaceBook for other events

GAME DEPOT

HeroClix. Wed, 5:45pm-8pm
D&D Encounters. Wed, 6pm-8pm
Magic, The Gathering. Thurs,
6pm.
Open Game Day. Fridays all day
Flames of War Fridays 2pm
30th Store Anniv, lots of events Aug
6
L5R cardgame Aug 20 noon
WarHammer 40K 2-day NOVA
tournament Sept 3-4
Magic the Gathering Celebration
Sept 10 noon

GAMER'S INN

Check website for upcoming
events

IMPERIAL OUTPOST GAMES

Federation Commander. 2nd
Saturdays, noon
RPGA. 1st Sundays
Monday Night Magic Standard
Format. Mon, 7pm.
Boardgames & Demo Nite.
Mondays & Thursdays, 6pm.
Magic Drafts. Tues, 7pm
War Machine. Wednesdays, 4pm
Hammerhead 40K Club Meeting.
Wed & Thurs, noon
Hammerhead Club 40k
tournament. 1st Wed, noon
Magic The Gathering League.
Wed, 6pm
Friday Night Magic. Fridays, 7pm
WarHammer 40K Tournament Aug
13, noon
Pathfinder Society RPG Aug 27 &
Sept 24 10am

MegaDemo Day Aug 28 & Sept
25, noon
WarHammer 40K semi-finals Sept
17, noon

SAMURAI COMICS

(check website for correct store
location)
Yugioh Tournament. Sundays,
noon (Cmlbk) & Sat, noon (west
valley)
Anime Club. Sundays, noon (west
valley)
Pokemon. Sundays, 2pm (west
valley), Wed 5pm (Cmlbk)
D&D Encounters. Wed, 6pm
(Cmlbk)
Magic, The Gathering. Friday,
6p (both stores), Tues, 6pm (west
valley), Sat 1pm (Cmlbk), Mon
6pm (Cmlbk)

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SCIENCE EVENTS

ARIZONA SCIENCE CENTER

Saturday Science program. Loads
of topics from nanotechnology
to dissection of human organs to
astronomy
BioBuzz Family Series, family
friendly short talks in bioscience.
3rd Saturdays, 1:45pm
Science Café informal discussions
with ASU Professors, see webpage
for topics and dates. 530pm
BioTech Talks, 2nd Wed, 545pm.
September – March.
Ongoing Exhibits:
The Walton Optimal Neurological
Discovery Education & Research
Center
All About Me Gallery, interactive
exhibit on human body
Dorrance Planetarium
Evans Family Skycycle
My Digital Worlds
Forces of Nature
Rock Wall for climbers aged 8 and
above
Solarville – solar energy
Adults Night Out, 1st Fridays,
check website for topics & time..

ASU

Science lectures and news
[http://beyondasu.edu/Events/
about_events.php](http://beyondasu.edu/Events/about_events.php)

CHALLENGER SPACE CENTER, PEORIA

Stargazing. Starlab Planetarium.
Check website for dates and times
Space Place events for Future
Astronauts. Check website for
event dates & times.
Understanding the Nature of Light,
Fridays 2pm
"An Astronaut's Life: Articles
Flown in Space" exhibit
Columbia Shuttle Memorial
Display
ASU Meteorite Exhibit
Iridium Satellite Model
Atlantis Space Shuttle Model
Journey Thru the Space Program
Lowell Observatory Display

MOON SOCIETY MEETING

3:00 PM on the third Saturday at
Denny's on the Southeast corner of
US60 and Rural Road in Mesa.
For more info contact Craig Porter
at portercd@msn.com

PIMA AIR & SPACE MUSEUM, TUCSON

Rockets: Science of Energy &
Motion. Aug 13, 1pm
Volunteer Presentation Series. Sep
17, 10am
Model Airplane. For kids. Aug 6,
1pm
Volunteer Orientation. Aug 13,
930am
Nightwings. Aug 27, 5pm
Space Gallery exhibit. See an
Apollo space capsule, moon rock,
Phoenix Mars Mission.

SETI INSTITUTE

Calendar of events on the website.
Mondays podcast shows
<http://radio.seti.org>
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TITAN MISSILE MUSEUM

Titan Missile Museum Tours. Reservations only. One hour guided tours. Top-to-bottom tours (5 hours) The only publicly accessible Titan II missile site in the nation. Tour the underground missile site. See the 3-ton blast doors, 8' thick silo walls and an actual Titan II missile in the launch duct. Visit the launch control center, experience a simulated launch, and more. Top to Bottom Tours: check website for dates in 2011

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

Director's Tour 2nd Tuesdays
Crew Tour with Titan II Missile Crew Member, Some Tuesdays, check web site

Moonlight Madness tours
Field trips to Titan II's missile site ruins

CONTACT

is a unique interdisciplinary conference which brings together some of the foremost international social and space scientists, science fiction writers and artists to exchange ideas, stimulate new perspectives and encourage serious, creative speculation about humanity's future ... onworld and offworld. March 30-April 1, 2012 in the SF Bay Area.

OTHER GENRE-RELATED EVENTS

BOOKMANS, PHOENIX
Zombie Research Society Public Meeting: Jun 18, 11am
Across+ Anime Club, Sundays 7pm

BOOKMANS, INA ROAD, TUCSON
Traditional Witchcraft 101.
Tuesdays 7pm thru Aug 23

DEVASTATION 2011 – Gaming Tournament & Convention
October 7-9, Phoenix Convention Center rprise guest. Jul 13, 1pm

LOFT THEATRE, TUCSON
Screenings of movies, many SF genre. Check website for times and listings.

MADCAP THEATRE
Check web site for listing.

4TH ANNUAL TUCSON COMIC-CON
Nov 5 & 6 at the Bookmans Event Center

TUCSON FESTIVAL OF BOOKS
March 12-13, 2012 at UofA campus
Participating writers: Terry Brooks, Diana Gabaldon, Gini Koch, Jeffrey Mariotte, Naomi Novik, Aprilynne Pike, James Rollins, Janni Lee Simner, Sam Sykes

Check web sites or contact stores for more info

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<http://store-locator.barnesandnoble.com/storelocator/stores.aspx?x=y&>
<http://beyond.asu.edu>
<http://www.bookmans.com>
<http://www.borders.com/online/store/LocatorView>
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<http://www.contact-conference.org/>
<http://www.devastationevent.com/>
<http://www.drawntocomics.com>
<http://www.edgewebsite.com>
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Science Fiction: The One True Religion by M. L. Fringe

In Tucson I recently heard a popular author explain his theory of the Genre Peaks of the Metaphor Mountains. For examples, one peak had a rocketship to represent science fiction, another peak had a haunted house for the horror genre, and another peak had a magic castle for the fantasy genre. In the valleys between peaks, the elements mixed, with no clear genre for stories. This is a wonderful analysis which I cannot refute as literary theory, but I can disagree with it in another vein. The most famous science fiction editor John W Campbell once claimed, "My kind of science fiction never pretended it was kidding." In other words, science fiction has a distinction from other imaginative genres: it aims to describe a future that could really be possible. This future orientation separates it from realistic genres like crime or romance, and places it among the categories of religion. Not just any religions, but truly the one true religion. As the philosophical and scientific Enlightenment demonstrated 300 years ago, traditional religion is superstitious nonsense. No matter where they are in the spirit world, it is a safe bet that Krishna, Buddha, Moses, Jesus, and Mohammed are never coming back to Earth. People who believe they will may as well believe in haunted houses or

magical kingdoms or schools for wizards or vampires or zombies. All of them false religions, but if you want to know the power of my radioactive God just ask the Japanese now: God speaks to us in the mathematics of nature and hopefully in the emotions of our souls. Yet my personal credo is that to be human is to believe in false things: all of our abstract thoughts are not objectively true: all religion, philosophy, psychology, politics, economics is just so much delusion. All that we know and believe are merely pragmatic symbols, subjective approximations to truth. Let me quote from two famous men who spoke out against organized religion: Jesus said, "No one comes to the Father except through me." 600 years later, Mohammed restated this as: no man should come between a worshipper and Allah. Yet, after their deaths, religions were erected and wars are fought in their names. It's time we outgrew such disgraces. The ancient Roman writer Seneca famously observed, "Religion is regarded by the common folk as true, by the wise as foolish, and by the rulers as useful." How embarrassing for the human race that this is still so. How even more

embarrassing that people smart enough to reject religion tend to become less, rather than more, human. They become cynical, selfish, corrupted by greed, and tend to hurt the world as badly as any religious fanatic does. There is an alternative to this contest between stupid prescientific belief and shortsighted animalism. Look to the stars, keep watching the skies, and realize that you are part of a wonderful nature even if that nature will kill you if it gets a chance. Many science fiction stories and shows provide speculation on the spirit world and life after death, not as valleys between the Genre Peaks of the Metaphor Mountains, but as explorations of the truths that science has not yet reached. Probably science will never reach such true explanations; but it is time the world stopped ignoring that science really has debunked the old beliefs. And how ironic that the only religion that is really true, science fiction, doesn't pretend that it is kidding; but, at the same time, admits that its stories are fiction. To be a human being is to believe in false things.

(The opinions expressed in this commentary are solely those of M.L. Fringe and are not endorsed by CASFS)

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BEGINNING AUGUST 2011

CopperCon 31 Short Story Contest Winner

CopperCon31 is proud to announce the winner of the 2011 Short Story Contest: THOMAS COX for his delightful “Fiendish Forum.” We had nine entries and Thomas’ story was a clear winner. It’s timely, concise and funny. We hope you’ll enjoy it as much as we did. Please join us at CopperCon on September 2, 2011 at 7pm to congratulate Thomas on his success.

Fiendish Forum by Thomas Cox

Thread: Trouble with Spell Ingredients

You are logged in as a pest. As a pest you may not post new threads, comment, condemn, curse, or exorcise in this forum. Please register and log in to be granted these privileges. Please be aware that this site has been forsaken by any number of gods, so abandon all hope ye who read further.

Posted by Hagatha -- Today, 06:01 AM

Please pardon a noob question here. I can't get my spell to work and I think it may be because I'm using the wrong ingredients. Can anyone out there help?

Posted by Vulfmensche -- Today, 07:07 AM

Use the search function. This question has been posted multiple times.

Posted by VampVixen -- Today, 10:21 AM

Please tell us the spell you are attempting and what ingredients you are using. It would also help to tell us what results you are getting, if any.

Posted by TROLL -- Today, 10:40 AM

YOU'RE AN IDIOT IF YOU CAN'T DO SIMPLE SPELLS. GET OFF THIS SITE UNLESS YOU'RE SERIOUS. IF YOU CAN'T DO SPELLS THEN YOU SHOULDN'T BE DOING THEM!

Posted by HellDame -- Today, 12:37 PM

Leave the kid alone, Troll. We all had to start somewhere.

Posted by TROLL -- Today, 01:08 PM

NOT ME. I WAS CONJURED WITH ALL MY ABILITIES INTACT. I CAN'T LEARN ANYTHING.

Posted by HellDame -- Today, 12:37 PM

Point made.

Posted by Hagatha -- Today, 02:01 PM

Powdered bat wings, hair of dog (my dog Oscar, a Sheltie -- does this make a difference?), and brew #2 from Sinister Simon's Sweet Supplicants, Book Club edition. I am a new witch, and don't have much experience, but I've just gotta make this spell work. Please, this has to be done by midnight or I have to wait a thousand years -- any help from you guys would be great!

Posted by BigEars -- Today, 02:45 PM

You have the wrong forum. This forum is for Demons and minions from Hell, Hades, Kur, Hawaiki and the like. Maybe Niflheim if we're in a good mood. You want this site:

http://www.witchway.com/forums/index.php/t-7734.html

Posted by Hagatha -- Today, 02:46 PM

Which site?

Posted by BigEars -- Today, 02:47 PM

Yes.

Posted by GallopingGadfly -- Today, 05:06 PM

hey that link above is broke

Posted by Hagatha -- Today, 06:06 PM

That site is lame. I apologize for not being an unworldly creature, but I figure you guys really know your stuff. Can you help, please? I really really want to get this spell to work.

Posted by VampVixen -- Today, 06:08 PM

What spell!?!?!!

Posted by GallopingGadfly -- Today, 08:08 PM

I wanna do spells 2 but cant fin any on th net can u tle me what site that not broke

Posted by Hagatha -- Today, 08:10 PM

My spell is the one that is supposed to run through Facebook links, possess users and force them to do unspeakable evils. Particularly to my ex-boyfriend.

Posted by VampVixen -- Today, 09:00 PM

Hey, hold your homunculi, Hagatha. That spell was created way back when Facebook was pretty small. Using it now might be dangerous and have unexpected consequences.

Posted by Hagatha -- Today, 09:10 PM

I'm depressed.

Posted by Vulfmensche -- Today, 09:17 PM

You think your depressed? Facebook won't let me be myself. Did you know that I can't list 'Bowels of Hell' as my location? So I picked something else. So I picked Paducah Kentucky. I feel more than depressed. I feel positively deported! I'd help you if I could with your spell, but what do I know about spells? I'm just a werewolf from Paducah.

Posted by BigEars -- Today, 09:47 PM

@GallopingGadfly: Please don't hijack this thread. I personally don't think witches belong on this forum, but if you choose to post on this witchy thread, keep in mind we want to be courteous and helpful when we're not ripping souls from the tormented bodies of the living.

Posted by VampVixen -- Today, 09:55 PM

@BigEars: Gross. I'll take nice warm blood anytime. What can I say -- I'm a comfort food vamp. :-)
@Hagatha: I Googled the spell you are attempting and I urge you to re-think. Big time problems. Trust me. If you must have revenge, go with Mircalla Playfair's 'Bummer Boyfriend

Brew'. You can find it here:
<http://www.geturex.com/blandspell/bummerbrew.aspx>

Posted by GallopingGadfly -- Today, 10:03 PM

link is brok can any 1 tell me where to find site that work

Posted by Hagatha -- Today, 10:13 PM

I've worked too hard on this to change now. I've gotta get this one working. No matter what. My ex is really going to regret scorning me!

Posted by Sor-Sir-Ass -- Today, 10:115 PM

Hi all, I'm just your average soul-sucker here. I've lurked but never posted but now I must. Hagatha, listen to VampVixen. That spell you found is buggy and right now might cause the end of the world. Not kidding. Facebook is too big to mess with. You'll not only be wrecking your boyfriend's life, but yours and the rest of humanity. Our whole food supply! Do the Mircalla thing instead like VampVixen said.

Posted by Vulfmensche -- Today, 10:29 PM

It's late here in Paducah. Let me know if the world ends. I'm signing off.

Posted by BigEars -- Today, 10:45 PM

I'm afraid I have to agree with VampVixen and Sor-Sir-Ass. I don't know where you found that spell but I discovered that it was banned by Fiendish Cruelty Commission and you don't even want to know what they'll fine you if you perform it anyway. Let me just say that the fine is not monetary.

Posted by Hagatha -- Today, 10:51 PM

I don't care. I have no reason to live anymore. I have lived in darkness and despair ever since I caught my boyfriend cheating. And with a centaur! I feel so shamed. I whither at the thought. No, I am going to make this spell work even if it brings the end of the world and me with it.

(Cont'd on page 13)

COPPERCON 31

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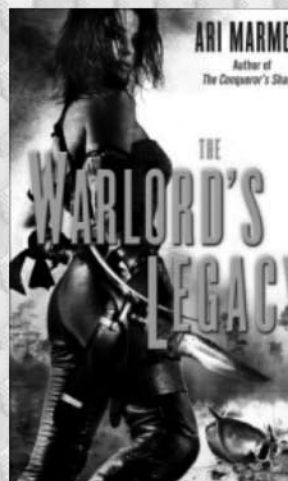
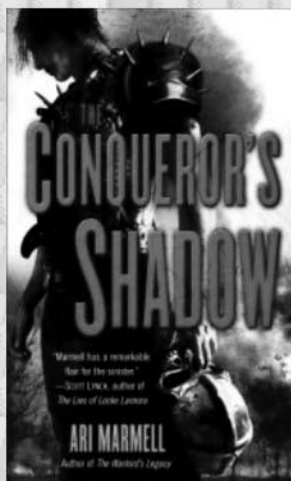


CopperCon32 presents Ari Marmell]

Among the many games Ari has worked on are "Vampire: the Masquerade", "Vampire: the Requiem", "Mummy: the Resurrection", "Pathfinder", "Dark Ages: Vampire", "Dungeons & Dragons" Both 3rd and 4th editions. As well as many tie-in novels for thee and "Magic: the Gathering".

He also has three novels written in his own worlds. "The Conqueror's Shadow" and "The Warlord's Shadow" are both set in the same world and have the same protagonist, Corvis Rebaine a former warlord and "Terror of the East". The third is set in a world where the heroes keep winning the battles but never, quite, winning the war. Also this is following the goblin's point of view, as the hardcover says "May the best man lose."

His website mouseferatu.com has comments on all the works he has done, and several excerpts from his books. He has a regular column on several sites including EnWorld and Suvudu as well as an active Twitter account and Facebook.



Fiendish (Cont'd from page 10)

Posted by GallopingGadfly -- Today, 10:52 PM

i still want do spells y no 1 anser me is this crap site no 1 cares

Posted by Hagatha -- Today, 10:55 PM

DAMNED SPELL!! WON'T SOMEONE HELP ME? I CAN'T GET THE SPELL TO WORK!!!

Posted by TROLL -- Today, 10:56 PM

NOW YOU'RE TALKING!

Posted by BigEars -- Today, 11:55 PM

I find myself breathing a sigh of relief. Trust me, Hagatha; Be thankful you can't work the spell. Be thankful.

Posted by VampVixen -- Today, 11:56 PM

Let us all be thankful.

Posted by Hagatha -- Today, 11:57 PM

Got it! Turns out I never added the dog hair. LOL! My bad. Thanks for everything, guys.

Posted by VampVixen -- Today, 11:58 PM

Oh no.

Posted by TROLL -- Today, 11:59 PM

EVERYBODY DELETE YOUR FACEBOOK ACCOUNTS NOW! IT'S OUR ONLY HOPE! DELETE YOUR FACEBOOK ACCOUNT OR IT WILL SAP YOUR LIFE AWAY!!!

Posted by GallopingGadfly -- Today, 12:00 Midnight

can some 1 please tel me how 2 spell

Thread Locked.

Gamers Corner

Warhammer Broken Honour by Robert Earl Black Library, \$8.99, 409 pp

Hochland had a recent setback. Their army is totally wiped out by the beastmen. So, there is a call for men to fight the coming conflict. Many answer including mercenary Captain Erikssoon. He will buy his men from jail and get them to fight. But will Erikssoon be able to lead his men to victory or lose a lot more than his life?

Dark. Different in that beastmen form an actual army. Twists and turns. Good story. Recommended to Warhammer and/or dark fantasy fans. ~ Jeffrey Lu

Warhammer 40,000 Hammer of The Emperor by Steve Parker, Steve Lyons and Lucien Soulban Black Library, \$15.00, 762 pp

Here is another collection of tales about one future front line soldiers- The Imperial Guard.

This is the second volume in the Warhammer 40,000 universe. Enclosed are three novels: *Gunheads*, *Ice Guard*, and *Desert Raider*. There are three short stories as well.

Dark but realistic. Enjoyable. Recommended to dark military sci-fi readers or fans of Warhammer 40,000. ~ Jeffrey Lu

Hounded by Kevin Hearne Del Rey, \$7.99, 304 pp

Atticus O'Sullivan looks like a 21 year old. But actually he's a *twenty-one-centuries-old* druid who lives secretly in Arizona. To make matters worse, he is a recent target of a pissed-off Celtic god and his minions. To make life better, Atticus summons not only his friends - an Irish wolfhound, two supernatural attorneys (one's a werewolf, the other is a vampire), and a lovely bartender turned disciple, a few Celtic goddesses but also uses an ancient sword that cuts through any armor. Time for Mr. O'Sullivan to kick tail.

First book in Iron Druid Chronicles.

Enjoyable. Love the Irish mythology and the language. The author knows Tempe and Superstition Mountains well. Looking forward to the next book

in the series. Recommended to urban fantasy readers. ~ Jeffrey Lu

Warhammer 40,000 Blood Reaver by Aaron Dembski-Bowden Black Library, \$8.99, 405 pp

The Night Lords are allying themselves to a piratical group called The Red Corsairs. They are planning to destroy their common enemy, The Marines Errant. But the Night Lords have a secret agenda- they want their old ship back from The Red Corsairs. By betraying their ally, the Night Lords will pay a high price. Is it worth it?

This is the second in the series, A Night Lords Novel.

Dark. Surprises. An interesting view of Space Marine villains. Recommended to dark sci-fi and/or Warhammer 40,000 readers. ~ Jeffrey Lu

Warhammer 40,000 Iron Hands by Jonathan Green Black Library, \$7.99, 409 pp

There is another space marine chapter known as Iron Hands. In this story, Iron-Father (A warrior-monk) Gdolkín will lead a small task force to help an ally against Chaos forces. Gdolkín thought this mission was a farce but will find out this is anything but. He will find more than he bargained for.

Another space marine chapter story. Good to know. Different in plot points. Interesting. Recommended to dark sci-fi war readers and/or Warhammer 40,000 fans. ~ Jeffrey Lu

Warhammer 40,000 Assault on Black Reach The Novel by Nick Kyme Black Library, \$5.00, 127 pp

This is a basic story of a Space Marine, Ultramarines, attempting to take down an alien enemy, an orc horde, from a planet. The easiest way for this chapter of Space Marines is to kill a warlord named Zanzag, but the problem is finding him. Where is Zanzag?

Interesting tale. Recommended to Warhammer 40,000 beginners and/or fans. ~ Jeffrey Lu

Warhammer 40,000 The Space Wolf Omnibus by William King Black Library, \$11.99, 766 pp

Ragnar is chosen as a Space Marine of the Wolf chapter. He will go through many trials in order to become one of the most feared Emperor weapon and also a leader. Here is his story.

This tome contains three books: *Space Wolf*, *Ragnar's Claw*, and *Grey Hunter*.

Dark. Good story of one become a space marine. Lot of action and humor. Recommended to space marine fans and/or Warhammer 40,000 fans. ~ Jeffrey Lu

Musty Tomes

Atlas Shrugged by Ayn Rand (originally published in 1957)

I have to admit this is one of my all-time favorite books. I'm pretty sure this is the fifth time I've read it.

I will also say right up front: Like a lot of political ideology for me, Rand's is a bit too simplistic. It would be great if things were that black and white but they are pretty much multiple shades of gray. It looks great on paper, but once applied to real people and situations too many factors need to be in perfect alignment for it to work. And the human element is eternally messy and weak. I agree with her in a general way that creative people are always those who pull things forward, but other than that, the rest is too unrealistic for me.

(Keep in mind; there will be anachronisms since the novel is coming from a 1950s mindset. Factory smokestacks piercing the skyline are the ultimate symbol of a free economy. Everyone smokes and one of the heroic characters raises tobacco to sell to his cohorts.)

So what is it about this novel that keeps on calling me back?

The wonderful totally whacked-out plot. The romance! The totally awesome alpha males! The fantasy of the community of the hidden Galt's Gulch! The irrepressible Dagny Taggart and her slimy and toady brother Jim Taggart. Ah, the heroic Hank Reardon! The absolutely drool-worthy Francisco D'Anconia (I can just see Antonio

(Cont'd on page 14)

Musty

(Cont'd from page 13)

Banderas!!) and of course, the man of the hour - the guy who stops the motor of the world: John Galt.

They are all terrific characters. And they are, of course, (in a novel over one thousand pages) just the tip of the character iceberg.

The setup is fabulous. We start off with the shining examples of industrial morality: Dagny Taggart who as Operating Vice President really runs Taggart Transcontinental (her brother is the actual President.) TT is the railroad that spans the continent carrying freight and people everywhere.

And Hank Reardon: Steel Magnate extraordinaire who develops a wonder metal called Reardon steel.

Less weight, easier to use and has a cool blue green tint to it. Dagny and Hank plow through the mounting idiocy of those in power who want to reap the rewards of their creative efforts and suck them spiritually dry with multiple directives and codes---bringing the US economy to an astounding halt. The whole country goes into the toilet and ugly chaos rules.

And then there's the mystery of the destroyed motor that Dagny and Hank discover in the ruins of an automobile factory they check out while on a road tour. From the parts they find, the two of them realize this motor would have revolutionized the world working on cheap power static electricity. But where is the creator of the motor? What happened to him? Why has the motor not appeared on the market?

But it's not just the shining heroes of Ms. Rand's tale that pull you along. It's also the utterly black, idiot, evil monsters that are running the government and destroying industry that are just as compelling as the heroes.

This is a novel of truly fascinating, intriguing characters. Characters that, despite their many soap box speeches, you really root for. Trust me, when any of them speak they are mostly steadfast mouthpieces for Rand's Objectivism philosophy. But the action is kick-butt as Dagny and Hank watch the best minds in their respective industries inexplicably disappear and the two of them, resolutely and frantically, are left try to keep the economy running, by hook or by crook.

And John Galt! The man behind everything! The Shangri-la of Galt's Gulch set in isolated

grandeur in the wilds of Colorado where all the brightest and best in the arts, industry, philosophy etc. are gathered. Oh, I would so like to visit there.

And of course: the romance (for 1957) is very hot. Lucky Dagny! She gets ALL the alpha males save for the Danish pirate, Ragnar. She learned the ways of the flesh in heated encounters with Fransisco D'Anconia when they were just starting off in the world. She is in love with Hank (a man married to the ultimate in dead socialite spirituality, Lillian). But fate of course (and the path of Ms. Rand's novel) brings Dagny to the shining heart of salvation: the gorgeous, intelligent moral beacon of the novel, John Galt.

Her soul mate.

What's not to love?

A great summer read. ~ Sue Martin

The Life of the World to Come by Kage Baker Tor, \$6.99, 406 pp

This is a continuation of the Company novels {Dr.Zeus}

Mendoza is a cyborg preserver sent to the past to recover things that would otherwise be lost but she is also a woman in love whose man is gone. Sent back 150,000 years in the past, she tends a maize garden and pines for her lost love. Then, one day, out of the future comes a renegade, a time pirate, a tall dark not handsome man.....this is beginning of the end.

Baker has a true gift for storytelling, with strong world building and clever plotting... She is funny at times and complex. If the others that proceeded it are half as good, these should be classics reminding us of early LeGuin. ~ Pam Allan

Monsters of the Id, Indeed! Triad, Three Complete Science Fiction Novels by A.E. Van Vogt: The World of Null A (1948), The Voyage of the Space Beagle (1950), Slan, (1951).

Two of these novels were already covered in previous reviews, so we will now look at *The Voyage of the Space Beagle*. First we should note why these three novels fit so well into the same collection. These three represent Van Vogt's efforts to make or explore new mental science.

In *Slan*, he relied upon the idea of humans developing telepathy,

with antenna tendrils in their hair. In *Null A*, he studied the existing discipline of General Semantics. In *Space Beagle*, he was more original, inventing a cross-cultural discipline which he named Nexialism, based on associational psychology, sleep conditioning, and holistic analysis of data. For all of his efforts, the mental science has had no influence, but the novel itself was a major influence on science fiction.

Space Beagle is a fix-up (Van Vogt coined that word) of four stories into a novel. Named after Charles Darwin's famous ship The Beagle, the spaceship is exploring deep space. The ship has close to 1,000 men on board, divided between military and scientists. The two groups have conflicting approaches, but the main conflicts are invasions of the ship by hostile alien creatures. *Space Beagle* is thus the archetype of so many stories that came after, and movies too. The makers of the film *Alien* grudgingly paid Van Vogt royalties although they deny direct influence. You see, one of Van Vogt's alien monsters was skulking about the ship and putting its eggs into crewmen's bodies. Another of Van Vogt's monsters snuck aboard the ship in search of "id" for nourishment, although this was really its name for phosphorus. Yes, a monster of the id that kills crewmen in their sleep. So why didn't the makers of *Forbidden Planet* also have to pay royalties? That movie was intentionally based on Shakespeare's play *The Tempest*, but there is a passing scene that might be a nod to Van Vogt. His id monster was like a tiger with tendrils, and a tiger has a brief scene in the movie, in which it is quickly vaporized by a raygun. So, too, was Van Vogt's tiger vaporized into an update of *The Tempest*.

The Nexialism expert on the ship also engages in discussions with a Japanese archaeologist who held a "cyclic history theory." This theory divides human progress into four stages, and viewed our modern world as in the last stage before collapsing to restart the cycle again. The most famous scholar of cyclic history, Oswald Spengler, is only named once, in passing remarks that other cyclic models are possible too. This cyclic history model is used by the spaceship crew to speculate on the psychology of their alien invaders, to help the crew defeat them. These discussions boil down to considerations of just

how knowledgeable are the aliens, or are they just brute monsters? Sixty years later we can see this story technique is a thinly veiled presentation of cyclic history as part of the model of Nexialism. Literary critics will thus condemn Van Vogt for the sin of didacticism. Fortunately, he wrote for an audience that was not only intelligent but interested in learning new things, so our genre is immune to such criticism. Intelligent discussion does not throw one "out of the story" if the story is not a play or movie, because a printed story can give realistic details that would be too time-consuming for a dramatic presentation. So read Van Vogt and enjoy the smart stuff besides the nonstop action of his 800 word scenes. If only movies could be so smart. ~ M.L. Fringe

Jane Bites Back by Michael Thomas Ford Ballantine Books, 2010, \$14.00, 299 pp

Jane Austin is undead and well, if a little lonely, in Brakeston, upstate New York. She runs a small bookstore, and she is hosting a reading of *Waiting for Mr. Darcy*. The authoress, a breathy, petite blonde who calls herself Melodie Gladstone, advocates abstinence and consumer spending to her rapt audience. Jane is seriously annoyed by the whole business, for while the sales temporarily edge her ledger towards the black, Melodie sets Jane's teeth on point; furthermore, she is fuming over the utter absence of royalties for *Pride and Prejudice*. Dozens of writers are making a fortune off of her story, while she can barely afford to pay her assistant, the punk-goth Lucy Sebring.

Outlasting your copyrights is only one downside to being a vampire. Jan does not appreciate the irony that publishers keep rejecting her manuscript, *Constance*, the last novel she wrote before her creative juices dried up - another one of those pesky side-effects. But the worst part of being a vampire is the isolation. Jane is lonely. She is morosely lonely, even though solid, down-to-earth Walter Fletcher, who does restorations for landmark buildings, is doing his best to make patent his interest in Jane. The trouble is, of course, he would age, while Jane wouldn't. For two centuries now she has had to recreate herself in a new town

(Cont'd on page 15)

every decade or so, because sooner or later, people notice. The era of plastic surgery only delays the inevitable.

Then life gets interesting. The vampire who seduced then turned Jane, Lord Byron himself, shows up. He wants Jane to embrace her vampiric nature, and himself, and he is cheerfully willing to threaten the lives of Lucy and Walter is that's what it takes to leverage Jane out of her rut. Clearly, Byron is bad for Jane's status quo; but he does stir the pot. There is a hilarious *double-entendre* scene when Byron takes Jane to New Orleans and instructs her on how to eat crawfish.

Every Jane Austin story has a Bad Boy to act as foil to the noble man; the best Austin novels also have a villainess. Can you say... Charlotte Bronte?!

This book is a literary delight. Strongly recommended. ~ **Chris Paige**

In Our Book

Among Others
by Jo Walton
Tor, \$24.99, 302 pp

An unusual story, not my usual cuppa tea. A very...lyrical book. Morwenna has had a troubled childhood; and that's putting it mildly. Her mother uses black magic and in an earlier event, Mor and her twin sister had to confront their mother to stop her. The twin sister died and Morwenna was left crippled. Leaving the sanctuary of relatives she'd known her whole life, Mor went to her unknown father – as far from her mother as she could go. And as far from magical places, as well.

The book is Mor's journal or diary, if you will. It's the bits and pieces of a teenager's life and the trials and tribulations within it. But this teenager seeks advice from fairies and finds comfort in science fiction and fantasy books. The author allows us to hear Mor's voice but we get only surface emotions; I never felt a connection to the character. And there is only one character in the whole book. She writes about others but they remain just that; we never see past Mor's impressions.

The girl reads voraciously and I was a bit envious of the quantity

and quality of her reading as she discoursed on various science fiction or fantasy stories and their authors. She joins a book club where she has even more opportunity to discuss SF/F. That part of the book was entertaining but as for the rest – there was no plot. Throughout the book, Mor worries that her mother will find her and do some dastardly, unspecified black magic thing to her. But the fear is so removed since we only hear her writings, that there is no suspense. When she finally confronts her mother, using fiction as her defense, it lasts all of 3 pages.

The very best passage was when Mor found her twin's shade in the woods and while her sister couldn't answer her, Mor told her of all the changes in the past months. After she'd done so, she had a revelation – she had always thought she was living for both of them but realized in that moment that that wasn't true. They would have grown differently and there was no telling what kind of people they would have been. It was quite profound. But other than that: shrug. I could've been weeding the garden. – **Catherine Book.**

Unnatural Issue: An Elemental Masters Novel
by Mercedes Lackey
DAW Books, \$25.95, 361pp

I so enjoy this series. A wonderful warm muffin of an alternate Earth where magic works.

This particular tale about mages (or Elemental Masters) that have affinity for Earth, Air, Fire and Water concerns a young lady, Susanne Whitestone, the daughter of a very strong Earth mage, who has lived as a cast-off on her father's estate in Yorkshire, England. Susanne grew up with affectionate servants who raised her after her mother died birthing her. In his intense grief, Susanne's father rejected her utterly. So she does not see her father, though he continues to live in his rooms in Whitestone Manor, a brooding obsessive man.

The servants give her love and do their best to teach her reading from the Bible and the newspapers and the books in the library. The stableman teaches her basic math. She wears what clothes they can alter from dresses found in attic chests. Society at large is watched from the newspapers.

And magic? Why she learns that from Robin Goodfellow, the Puck. He is her close friend and has taught her all she knows about the land and keeping the estate blight free—save that which her father had blasted in his grief, immediately surrounding the manor house.

Though Susanne has no parental love, she herself is affectionate and helpful and very handy about the house: good with animals and cooking, cleaning, whatever needs doing.

Without warning when she is eighteen, her father decides he wants to see her. He tells her of his plans for her, schooling, etiquette, a whole new wardrobe, etc so she can handle herself in society.

Susanne and all the servants are floored by his sudden, intense interest.

Of course there's a nasty, nasty reason he's interested in his daughter.

And the plot just gets juicier.

The White Lodge, the consortium of good mages who do their all to keep England free from the Dark are tracking down a necromancer in Susanne's neighborhood. And because of their hunting, Susanne means Lord Peter Almsley and Charles Kerridge (very good friends and mages) who are at the forefront of the search.

But the world beyond Yorkshire is dealing with a much, much bigger and more horrible issue: The Archduke Ferdinand and his wife Sophie have been assassinated in Sarajevo and World War I—the Great War—is about to march its hobnailed boots all over Europe.

Susanne, under Puck's tutelage, has become a very strong mage. And she is very disturbed by her father's unexpected interest in her life. To discover his reasoning, she sneaks into a secret room hidden in the wall of her father's suite and overhears a devastating conversation her father is having with himself, while looking at a painting of Susanne! It takes her a moment, but since she knows she has never sat for a portrait, she realizes it must be a picture of her mother.

She tells the other mages about his words and they decide she must be completely taken away from her father's influence, and since he can track her easily by earth magic, she is sent across the Channel to the Ardennes in France.

And soon, is caught up in the horrors of war.

Here Lackey gives the reader a graphic glimpse of the horrendous nightmare of the First World War in the trenches of France. It's outstanding.

Susanne eventually finds herself helping with the wounded (as an Earth mage, healing is one of her strengths). But officially she is not supposed to be in France and she eventually is sent back to London.

~ **Sue Martin**

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In Our Book

(Cont'd from page 15)

The Touchdown Gene by Thomas Hoover Fireship Press, 2011, \$19.95, 285 pp

This is the third medical speculative thriller written by Hoover to consider the technological possibilities of genetic manipulation; the previous two are *Life Blood* and *Syndrome*. Interestingly, the author also has a non-fiction body of work, including *Zen Culture* and *The Zen Experience*. Quite a range!

Gene-Tech, a team of young genetic researchers have been given a directive: find a way to enhance athletic performance that will not set off any blood test alarms. Oh, and never mind preliminary studies – here's a football team to use as your test subjects, and we want results fast!!! The team hasn't had a winning season in years, so they're desperate enough to sign waivers, try anything, and ask no questions. The sponsoring drug company, Nolan Pharmaceuticals, needs a quick success to offset some annoying lawsuits and patents on the verge of expiration. Now the team leader, Harley Ryan, has delivered the goods. All it took was to interpolate some extra-species DNA. Now the team members REALLY play like animals! But side effects are beginning to manifest that could ruin everybody's game.

Charlize Russell is doing genetic research of her own to find a cure for muscular dystrophy. Nolan Pharma funds her research, so when she's told to fix a problem, she hasn't much choice in the matter. She finds herself sent to a tropical island, surrounded by football players who are turning feral, with a hostile ex-lover stonewalling her efforts to identify the origin of those pesky side-effects.

Fortunately, someone with relevant experience shows up on the island, summoned by an increasingly worried chief of police. Synchronistically, Alex Archer also has a history with Charlize. Meeting again gives them a second chance at getting it right while they try to figure out what's gone wrong, and how to contain the damage.

There are chase scenes, confrontations, romantic interludes and an absolutely wild pre-season game. Hoover gives the reader plenty to think about, while telling an exciting story. ~ **Christina Paige**

Waking Nightmares by Christopher Golden Ace Fantasy, \$7.99, 338 pp

This book is the 5th in the Peter Octavian series. I reviewed the first three books in an earlier issue of ConNotations. "The Gathering Dark" is the 4th in a series about a character named Peter Octavian. That story continues with Peter having become mortal and learning to live again as a man. The whole plot revolves around demon activity throughout the world as whole cities disappear and monsters intrude into our world. Several of the characters from the preceding books come together at the end to put an end to the carnage. It was a good read and the demon was original and interesting. There were no subplots but a bit of romance between several of the characters. And one new idea that I hope is explored in the next book – earthwitch magic as opposed to Peter's demonically-inspired magic.

So this latest story begins with Peter trying to have a normal relationship with his lover, Nikki, a rock singer. But she gets a visit from her old friend, Keomany, the earthwitch who has sensed Chaos coming and needs Peter's help. Peter and Keomany travel to a small town in Massachusetts where normality is being ripped apart in a terrible storm that is born from chaos. The short of it is that an ancient goddess-being who had been imprisoned has escaped and is interested in controlling all the world. Peter manages to gather about himself the typical 'motley crew.' He finds a rogue vampire, a college student, and her professor. Each of them ends up having a role to play in harnessing the goddess.

Not a bad plot; just a pretty standard plot. But Golden manages to infuse it with an energy that keeps the pages turning. The action is almost non-stop from the beginning; our heroes never have a moment to really rest or indulge in the philosophizing that tends to drag a book down. We learn what we need to know about the horror just as our heroes learn it, a bit at a time. The horror is wondering what exactly is happening to humanity and if anyone will survive or recover.

As I said, the story moved swiftly and kept my interest. I enjoyed the characters and was satisfied with their progress. Golden kept his eye on the long-term story and left us with enough mystery and questions for the next story. So far, it has felt as if the challenges Peter has had to face keep getting larger; larger in the sense that he is more personally involved and more vulnerable each time. It's hard to imagine

how Golden will trump the horror and I have a suspicion that he will ramp the tension down in the next book and return to the 'roots' of this series – the true nature of vampires/shadows and the key to returning the world to normal and controlling the evil incursions let loose in the first book. – **Catherine Book.**

Paranormal Encounters with Steve and Steph by Art Kershaw AuthorHouse, 2010, 103 pp

Here are 18 short tales of a married couple who seek out ghosts, haunts, and the supernatural. Some of their encounters are mild brushes with otherworldly elements, but some are terrifying, even life-threatening.

It's unclear to what extent these stories are fact-based, and it would be a nice touch if the author clarified this for us. Are Steve and Steph real people? Are these authentic accounts? A blend of fact and fiction? Or are they purely invented entertainment? Some of the details have the ring of truth to them, such as the dog's reaction to the taint of malign spirits, or the description of having a revenant passing through one's own body.

One of the best features of this collection is the artwork. A combination of ink-pen illustrations and photographs set the ambiance for many of the stories. I didn't see any mention of the artist, but I liked the workmanship.

This would make a good Halloween gift, or an anytime gift for the serious ghosthunter in your life. ~ **Chris Paige**

Victorian Undead: Sherlock Holme vs The Zombies by Ian Edginton Drawn by Davide Fabri Wildstorm Productions, \$17.99, 140pp

In 1854, a celestial object lands in London. The water is bitter, many die. Evil happens, is thwarted and hushed up.

In 1898, Zombies rise from the sewers. The Zombie of the Arch Nemesis of the Great Detective leads them. Can even Sherlock Holmes conquer the Evil? Will London, all of England, and the rest of the world fall as the illimitable hordes of the undead rise and spread?

Sherlock and Doctor Watson descend into the sewer seeking answers and have to be rescued by Mycroft and his men. Things look grim and the nation gathers its resources trying to contain the hordes in London while Sherlock

seeks a solution. Again the Doctor and the Detective face danger in the search.

All-in-all the book is quite captivating. The story is gripping, the art is appropriately Dark and Grim. The characters of Sebastian Moran and James Moriarty are well-portrayed. I recommend the book. ~ **Gary Swaty**

After Hours: Tales From Ur-Bar edited by Joshua Palmatier and Patricia Bray DAW Books, 2011, \$7.99, 309 pp

Here's a great premise: Gilgamesh finally gets his wish, immortality – of a sort. Now, for all eternity, he presides over a space-and-time-traveling bar, serving drinks and observing how humans love and fight and muddle through their brief span of days.

According to the intro, this splendid idea was the brain child of seven authors who were convivially imbibing after a mass-autograph session. True inspiration! The resulting 15 tales are herewith presented.

"An Alewife in Kish", by Benjamin Tate, orients readers who may not be familiar with the *Epic of Gilgamesh* and tells how Gilgamesh winds up the proprietor of the Ur-Bar. The rest are presented in chronological order, so a good bit of history is woven into the text, with a futuristic zombie story thrown in for good measure. (Braiiiins!)

S. C. Butler's "Why the Vikings Had No Bars" is a gem of a story. It's deftly written, clever, and a lot of fun to read. Gilgamesh hasn't lost his knack for attracting the attention of gods; this time it's Odin double-crossing him. Then two Greek gods make appearances in Jennifer Dunne's "The Emperor's New God," which really does set one wondering about how Christianity became so militant.

The most unusual offering is Seanan McGuire's "The Alchemy of Alcohol," in which Gilgamesh is relegated to the sidelines and a lady protagonist is the proprietor of the bar in 1899 San Francisco. The narrative of her encounter with a Summer King, a Winter Queen, and a pair of rival claimants to the thrones who bring a magical battle within the bar is told with panache and genuine wit – this is, after all, the writer of the filk song about the Black Death. If Cyrano de Bergerac could time travel, he'd fall in love with Seanan and forget all about Roxanne.

Ian Tregillis' "Steady Hands and a Heart of Oak" is a moving description of pre-World War I Vienna as a cultural crossroads, where two young men from

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In Our Book

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England encounter the worst and the best of human nature – in themselves and others – and learn enough from the experience to redirect their lives afterwards.

Some of the descriptions of the bar, at different times and places, are wonderfully detailed; you can tell the writers had a blast imagining this setting. Honestly, these stories would make a great TV mini-series. Does anybody have an in with the SyFy Channel? ~ **Chris Paige**

Gods and Monsters by Lyn Benedict Ace, \$7.99, 311pp

Lyn Benedict is the author of the *Shadows Inquiries* series.

Sylvie Lightner specializes in cases involving the unusual, where magic is real, hell is around the corner and death can be a relief. When Sylvie finds the bodies of five women in the Everglades, she tries to pass the buck to the police. When the bodies wake up, shift shape and start killing, she finds herself in the middle of a lethal investigation. The government [ISI] is not her friend

With the aid of a necromancer, she learns that a sorcerer is combining alchemy, shape shifting

and death magic and piling up corpses along the coast. But how do you stop him when he is playing with awakening gods?

Sylvie battles for nothing less than the fate of the world with fascinating characters, magic and mythology not to mention action. Engrossing magic and creative mayhem hold the reader in place, and I can't wait to see who Sylvie grows into. Like urban fantasy? Hold a place till you can get to the bookstore. You'll love this. ~ **Pam Allan**

Shadow Prowler by Alexey Pehow Tor, \$25.99, 352 pp

Shadow Prowler is book one of the *Chronicles of Siala*.

They have left one of their band of outcasts in a grave in the wilderness. Now they must continue to the dread underground palace of Hrad Spein; but before they can reach it, they must overcome many obstacles, fight many battles, and evade frightful enemies on their trail.

Once they have breached Hrad Spein, which no army of warriors or wizards has ever done, Harold must go alone into the secret heart of the most dangerous place in his world, fighting legions of mysterious powers to claim the

magic horn that will save his beloved land from the Nameless One. And that is volume one.

Pehow introduces a cast of charming, quirky and even loathsome characters into an epic fantasy that offers the full gamut of ogres, elves, undead creatures, along with wizards and the like, in battles that seem to have you there. The action, plotting, and quest hold the reader in thrall, but it is the characters that fascinate. You can't help joining Shadow Harold in his quest. I look forward to the rest of the series and soon. This starts out as a gotta-have-it series but the first stands alone as well. ~ **Pam Allan**

The Cold Kiss of Death by Susanne McLeod Ace, \$7.99, 324 pp

Susanne McLeod is also the author of *the Sweet Scent of Blood*.

Genny Taylor works for Spellcrackers making magic safe... for everyone but herself. As the only Sidhe Fae in London, she is also a target. She is being haunted by a ghost with a warning who can't communicate. The witches want to get her fired and evicted from her apartment. When a friend of hers is murdered, and she is framed for the crime she finds herself on the run from some of the most powerful supernaturals in town. Major evil lurks for Halloween, IF she and her soul can survive to stop it.

This is urban fantasy at its best. Throw a heroine that combines Harry Dresden, and Anita Blake into an action-packed novel with the pacing of the Indy 500, treachery, body switching and life or death encounters, you will be hanging on to your pages. You will become a fan of Ginny's and want to collect them all. This author can write! ~ **Pam Allan**

Uncertain Allies by Mark Del Franco Ace, \$7.99, 296 pp

Uncertain Allies continues the Conner Grey series of urban fantasies.

The Boston neighborhood known as the Wei is in ruins after a violent night of riots and fires. When a body is found drained of essence, Conner is drawn into the investigation against his will. And for good reason, not only does he have a plethora who want him dead, and evidence that a deadly fey has risen from the dead but the secrets he finds from the first days of the fey guild can ultimately destroy the world.

In a world this well-written, it is no surprise that the characters are as equally well-drawn. Even Uno, the dog protector, has a character

all his own. Conner, damaged, conflicted, but caring, becomes someone you really care about along with his friends. I think I've become addicted and I expect you will as well. This is one addiction you won't regret. Time to rush out and get your copy. ~ **Pam Allan**

The Hidden Goddess by M.K. Hobson Spectra, \$7.99, 374 pp

This a sequel to *Native Star*.

Like it or not, Emily Edwards has fallen for Dreadnought Stanton and become engaged. She now must face the magical elite of New York, even more insufferable than Dreadnought. But there are other challenges such as confining couture, sinister Russians scientists, and an immortal Aztec goddess who plans to plunge the world into apocalypse. Happily ever after? Bah, humbug.

Hobson has written another delightful adventure where Emily saves the world. She takes her orphaned witch from Lost Pine, California and drops her into a world of bureaucratic magic in the turn of the century. What can you call this? A fantasy historical mystery romance? [though the two hardly get to talk] What you can call it is absolutely fun. Now that Emily has moved up magically speaking, I look forward to the next one with bated breath. ~ **Pam Allan**

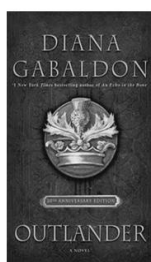
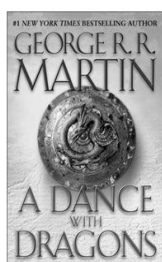
The Kings of Eternity by Eric Brown Solaris, \$7.99, 367 pp

The Kings of Eternity is by the author of *Helix*.

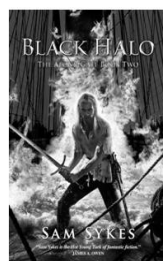
In 1935, writers Jonathon Langham and Edward Vaughn go to the Grange to investigate strange goings on in Hopton Wood. What they discover will change their lives forever.

In 1999, novelist Daniel Langham lives a reclusive life on a Greek Island, hiding from the past. He meets and falls in love with artist Caroline Platt, as he finds the bad guys have tracked him down. Both he, his friends from the past and his new love are in mortal danger. Things come to head and life changes.

What they become and their links to the future is a novel of scope, depth and action, but it is the characters and their humanity that hold you in thrall in the clear light of discovery and humanity. I couldn't put it down. This is one you will want to reread. This is deserving of a major SF award. ~ **Pam Allan**



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In Our Book

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Eona
by Alison Goodman
Viking, \$19.99, 635 pp

Eona is the sequel to *Eon*. Eona is now the Dragoneye for the mirror dragon of the 12 that provide health and prosperity to the Chinese type world. But women are not supposed to be Dragoneyes and the world has a member of the royal family stealing dragon power and trying to overthrow the monarchy.

Somehow, Eona must find whom she can trust and save the land from greed and treachery as well as war and destruction. Not an easy task for an undereducated teenager who doesn't have the truth or the power to do what is needed or control of her powers.

This is a very well-written epic YA with characters that grow throughout the pages and keeps the reader enthralled. There is overwhelming treachery and deceit and plenty of plot twists and action. Definitely not one to miss. I am looking forward to the next book by the author Loved it. ~ Pam Allan

Dark Jenny
by Alex Bledsoe
Tor, \$14.99, 348 pp

Dark Jenny is by the author of *The Sword-Edged Blond* and *Burn Me Deadly*. This is the third in a series of Eddie LaCrosse Fantasy Mysteries.

Twenty-five gold pieces a day plus expenses buys the services of Eddie LaCrosse, but the delivery to his tavern of a coffin starts a new case that ties back to a case in his past.

The island kingdom of Grand Braun is an oasis of peace and justice in an imperfect world until a soldier's poisoning made the Queen a murder suspect. Eddie, in the castle on another case, finds himself drafted as detective. With time running out, it is either solve it or be the scapegoat lethally. He must untangle a web of intrigue, secrets, and bewitching women, all must be dealt with before the kingdom erupts into civil war.

Wow. Bledsoe has set the bar high for those who follow him in his sub-genre of sword and sorcery and hard boiled detection. His well-drawn characters and believable world are enthralling as he reels through twists and turns with plenty of action to get to the bottom of things and go home alive. We all will want to collect the series once you have read one. Plastic or cash. ~ Pam Allan

The Noise Revealed
by Ian Whates
Solaris, \$7.95, 425 pp

The Noise Revealed is by the author of *City of Hope and Despair*.

While mankind adjusts to first contact, black ops soldier, Jim Leyton, has left the agency that trained him to save the woman he loves.

Dead scientist Phillip Kaufman has realized that there is more to virtual reality than he expected, but all is not well in the virtual world. Both men begin to realize that first contact wasn't. Can they prove it against the despotic ULAW.

It is an entertaining space opera with interesting characters and action and a dark future. Think *24* vs *Starship Troopers* and enjoy the action. ~ Pam Allan

City of Night
by Michelle West
Daw, \$8.99, 548 pp

City of Night is a *House Wars* novel.

The House War is the struggle for control of the most powerful house in the empire, House Terafin. It is also the story of Jewel Markess, an orphan rescued by Rath. She is gathering less fortunate children for her own den.

Now times are truly dire as children are disappearing, theft and violence rule. Rath has separated himself from the den as he forms an alliance with the mages of the Order of Knowledge in a secret war against the demons knowing that his contacts will also be targeted for death. In a last attempt to protect the den, he has provided a note to the head of House Terafin, whom he swore never to contact. The house is the only chance of survival if they can unite. If they will.

This is the best House wars novel so far. Ms. West has made the characters and her world so real that they become part of your family-you become part of her den. A quality that one rarely sees no matter how good the plotting and action. I love it and hope to go back soon. I will find some space to stuff these on my bookshelves no matter what. Read this one and you'll want to do the same. Complex fantasy at its best. ~ Pam Allan

The Raven Queen
by Jules Watson
Spectra, \$15.00, 512 pp

The Raven Queen is by the author of *The Swan Maiden*. She was born to be her father's

pawn to secure his hold on land and alliances. Forced into an abusive marriage, she flees and with her father's death, must save her homeland from her husband and from her drunken brother.

With skill and daring, Maeve proves herself the equal of any on the battle field. She draws on the dangerous magic of the gods, she seeks out the wandering druid Ruan whose passion and connection to the spirit world brings into question everything she thought about herself, drawing her into her fate.

The author is a fine student of Celtic legend [although the Ulster Cycle is the main source for Maeve] and her feel for both Celtic and Iron Age history is exceptional. She brings the mythic past into reality, Celtic honor as a shining light, producing a magical world that you really care about. Her characters are full-fleshed and alive. Lovers of the Celtic will have to have this book at any cost. It is, happily, in trade paperback. Enjoy. I did. ~ Pam Allan

Infernal Affairs
by Jes Battis
Ace, \$7.99, 304 pp

Infernal Affairs is by the author of *Inhuman Resources*.

The "dead" body Tess stole from the Morgue isn't exactly dead, nor is it human. It is a demon on the run from some really nasty interdimensional characters intent on gathering his memories and killing anyone else around, regardless of species.

Drawn into an investigation that spans multiple words, Tess must confront the one thing she has dreaded most of all: her family's own demonic past. She never knew who her father was. She now faces a power who can answer her questions if it doesn't kill her and all she cares about.

Battis has developed a fascinating cast of characters set in a plot providing lots of paranormal action. The reader gets caught up in the characters and gets caught up in the action. I found it difficult to put it down. You will too. I think you'll find a new star in the noir nightscape of paranormal urban fantasy. ~ Pam Allan

Thistle Down
by Irene Radford
Daw, 7.99, 296 pp

Thistle Down is a young adult novel by the author four series: *Merlin's Descendants*, *The Dragon Nimbus*, *The Dragon Nimbus Trilogy* and *The Stargods*.

Dusty Carrick, like many of the local children, had played with pixie friends. Unlike them, she and her brother remembered them.

The ten acre woods were the pixies home. Ten Acre Wood, is the pixies homes without which they die. But now a developer plans to destroy the wood.

The only hope rests with Thistle Down, exiled from her tribe and stuck in a human body, who must convince the carracks to see the danger they face, defeat it and maybe end her exile.

Ms. Radford writes an excellent young adult novel, with action, wonder and romance, fully developed characters and exploration of why some people change. I enjoyed it and recommend it for the youthful reader, and those who enjoy a well-written young adult novel. ~ Pam Allan

Hunt the Moon
by Karen Chance
Signet, \$7.99, 419 pp

Karen Chance is the author of the *Cassie Palmer* series.

Cassandra Palmer recently defeated a god. Now shouldn't she get a break before assuming the job as the Pythia, clairvoyant to the supernatural communities. That doesn't leave down time unless she rolls over and plays dead for the assassins sent to kill her, whoever it is. She has never been trained in her job or powers, and almost every group wants to control her. Cassie won't buy into that scenario. She has to prepare for her coronation and figure out her relationship with the Vampire senator Mirecea. Someone wants her dead. She wants to save the world, and her mother. If she can find the time.

Wow, the sheer amount of action almost carries you past the well-developed characters, and the number of strange supernaturals, a dragon, and demigods. It is a book that grabs and holds you till the last page arrives while you are still encompassing all the twists and turns. She joins an elite group with Laurell Hamilton, and Charlaire Harris. Enjoy. I did. ~ Pam Allan

Magic Slays
by Ilona Andrews
Ace, \$7.99, 308pp

Magic Slays is a continuation of the Kate Daniels series.

In a world where magic is at war with technology, things can get deadly. Since Kate quit the Order of Merciful Aid and opened her own business, business has been non-existent. The Order has been blackening her name, and some folks are afraid of her mate, the Beast Lord.

So when the premier Master of The Dead calls on her help she jumps at the chance of paying work.

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In Our Book

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It turns out to be an ongoing problem, and if Kate doesn't solve it fast, the city and her world may pay the ultimate price.

Kate is a great kick-ass heroine, a tough broad who cares. The author balances action with humor and good world building and characters to keep the reader enthralled. The books keep getting better. Urban fantasy delight. ~ **Pam Allan**

Hidden Cities
by Daniel Fox
Del Rey, \$15.00, 417 pp

Hidden Cities is book three of *Moshui: The Books of Stone and Water*.

The emperor has won his first battle, but the rebels will return. Distracted by the pregnancy of his concubine, he sends a distrusted aide to govern Santung in his place. Ping Wen, the aide, discovers the healer Tien who is obsessed with a library of sacred texts whose secrets may determine the fate of the war.

But as all sides prepare for more blood to flow, a powerful woman commits an act that will entwine her with the spirit of jade itself. Amid the butchery, a group of people will test their human and mystical powers against the violence. But the angry dragon trumps all.

This is a phenomenal series, and in *Hidden Cities*, the conclusion is the best. With characters you care about, a fascinating world based on feudal Chinese myths and history, though loosely, we are brought into world dominated by violence with brushstrokes so light and clear, the colors have depth that immerse the reader in a complex culture like great poetry without effort on the part of the reader. I loved it. I recommend it and the series for every fantasy lover's library. You will enjoy multiple readings. Enjoy. ~ **Pam Allan**

The Pack
by Jason Starr
Ace, \$25.95, 331 pp

Jason Starr is also the author of *Panic Attack*.

Simon Burns is a PR man whose job has stressed him out and his marriage is having problems. When his job is eliminated without warning and friends isolate him, he attempts to be a stay-at-home dad. But the strain gets to him. Things change when he meets a trio of other dads, strong and confident, at the playground and is drawn into their group. But when a boy's night out turns into a nightmare and he kills his former boss, he finds his reality changing and out of control and the name of the group, The Pack, has a whole different meaning.

When he tells his wife he may be turning into a werewolf, she doesn't believe him and sends him to a psychiatrist.

Starr leaves us hanging as to an ending with a sequel in the works. [I hate not having closure] but he is an excellent writer with characters that draw you into a world not unlike our own to the point where you feel their emotions. It is definitely worth the read and I suspect I'll be looking for the conclusion when published. ~ **Pam Allan**

Captives
by Barbara Galler-Smith and Josh Langston
Edge, \$14.95, 335 pp

This is the sequel to *Druids*.

As the spiritual heart of his clan, Mallec is trusted by his clan but his visions of the dark-haired woman and the calamities overtaking his people have had him struggling to understand. He does not know that the Evil diad, Deidre has been resurrected and plans his downfall

Meanwhile, healer Rhonwen, his dark haired vision, has been enslaved, passed from bad master to worse. She is unaware of the fate that will have them both in chains. They must escape, survive and destroy Deidre before she destroys the clan.

An excellent historical fantasy set in the first century BCE. Beautifully drawn characters and detailed enveloping world that draws the reader into the story with plenty of action I couldn't put it down. The final volume is coming and I can't wait. I think you will feel that way as well. Enjoy. ~ **Pam Allan**

The 2012 Black Hole Killer
by Arthur T. White
Author House, \$17.99, 351 pp

This appears to be a debut novel.

This seems to be a layered novel. It starts with a frozen corpse suspended in midair, then Dante's inferno hosts a role call of the corrupt in political capitalism, and beneath this is a plan by Kali to set up the end of the earth at Midnight on December 21, 2012. Only in this way can Kali and Shiva be reunited - in another 12,000 years with the rebirth of the universe.

The concept of the novel is interesting but the action and the characters remain intellectual rather than drawing us in. The reflection of the evils of the present day does not set it apart. The author's biography at the end of the book was more involving. The cover art was excellent. I wish the artist was given credit. ~ **Pam Allan**

The Chaos Crystal
by Jennifer Fallon
Tor, \$27.99, 476 pp

The Chaos Crystal is the final volume of *The Tide Lords* series.

The Magical tide has changed and the Tide Lords have come into their full power. Cayal has wanted to end his existence for longer than human history and he is the most stable of the tide lords. When the magical prism that brought them to earth returns, whoever controls the prism controls the future of earth. As they fight to get the crystal, the question is: will Cayal finally get his death and where will the rift take the survivors who survive the rending of earth?

The author has a claim on the leading Aussie fantasy writer with *The Hythrum Chronicles* and *The Tide Lords*. Reminiscent of George R. R. Martin, the author is a skillful storyteller that holds the plotting together while keeping the action at fever pitch. If you like epic fantasy, you'll be enthralled and want to read them all. ~ **Pam Allan**

Club Listings

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

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

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

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

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

ARIZONA PARANORMAL INVESTIGATIONS We are a highly trained, non-profit paranormal investigation group, registered with the state of Arizona, providing service to Arizona and the Southwest since 1994. Having served the public for 12 years, we are one of the oldest, most respected paranormal investigation groups in Arizona. We are primarily science based and don't go on an investigation looking for ghosts, we go looking for answers. There is never a charge for an investigation. Contact us at by e-mail at info@arizonaparanormalinvestigations.com or visit our website at: <http://www.arizonaparanormalinvestigations.com/>

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

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

interesting characters.

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

AZ MIB The Men in Black is the official global organization of field operatives for Steve Jackson Games. The Arizona Cell attends local and regional conventions to demonstrate and promote products of Steve Jackson Games. We also schedule demos in local gaming stores as well as community service events. If you have a gaming store, convention, or community service that you would like to have official Steve Jackson Games representation at, please contact the MIB Arizona Cell Leader at MIB.6361@gmail.com. We are also recruiting new MIBs in some areas of Arizona. If you're interested, contact us. You can also find additional information about us on our Facebook group, Arizona Men in Black.

BASFA Local Tucson science fiction group that puts on TusCon. Contact us at PO Box 2528, Tucson AZ 85702-2528 or basfa@earthlink.net our website at <http://home.earthlink.net/~basfa/>

CENTRAL ARIZONA SPECULATIVE FICTION SOCIETY, INC. (CASFS) The non-profit corporation that puts on CopperCon conventions, SmurfCons, HexaCons, occasional regional cons, and publishes Con-Notations. Best described as SF/F generalists with a strong bent towards literary SF/F. Guests welcome - meets at 8pm on the last Friday of each month in January thru September and the second Friday in October, November and December at Denny's, 2360 W Northern Ave in Phoenix, AZ. For information: write PO Box 62613, Phoenix, AZ 85082-2613 or email info@casfs.org Web www.casfs.org

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

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

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

A GATHERING OF PLAYERS- Find Your Adventure - Our club is running into our sixth year. Join us for games and adventure set in the Dungeons and Dragons realm. We offer Living Forgotten Realms and Pathfinder Society. We welcome both new and experienced players. Visit <http://www.warhorn.net/gathering>, to

(Cont'd on page 20)

Club Listings (Cont’d from page 19)
see what we have coming up. If you have any questions email us at agatheringofplayers@gmail.com

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

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

MVD GHOSTCHASERS—The MVD Ghostchasers are a paranormal team established in 1995. This band of ghost hunters conducts regular investigations of haunted, historical locations throughout Arizona. They also research and investigate “house call” hauntings for the public. The MVD Ghostchasers lead Spirit Photo Workshops/Tours to various haunted locations across Arizona. These workshops give ghost hunters, paranormal team members and folks wanting to learn the art of ghost hunting a chance to work and learn techniques together. The MVD Ghostchasers team are guest speakers at many venues and have appeared on TV news reports and the subject of several newspaper stories. For more information contact:
MVD Ghostchasers—Debe Branning, Director—480-969-4049 Web page: www.mvdghostchasers.com or Nazanaza@aol.com

ORANGE COUNTY SCIENCE FICTION CLUB meets last Wednesday of every month (except Dec.) in Fullerton. The meetings are built around guest speakers. We’ve had authors such as Octavia Butler and Greg Benford. Non-members are welcome. For details of current events and location see our website www.ocsfc.org or email info@ocsfc.org

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

RAW GAMES (Role-players & Wargamers, Inc.) Role-players & Wargamers, Inc. is the Valley’s oldest role-playing and wargaming club. Currently meeting at 8159 W. Weldon in Phoenix every Sunday from 12noon-5pm (except during conventions and other special events). Open to new members - call (623) 849-9515.

THE SHIELD The Shield is a RPGA club located in the greater Phoenix area. If you are interested in Living Greyhawk catch one of our meetings the 1st Sunday of every month at Imperial Outpost Games (www.imperialoutpost.com) in Glendale. If you are interested in Living Arcanis or Living Spycraft catch us on the 3rd Sunday of every month also at Imperial Outpost Games. The Shield of Almor hosts RPGA events at the local Phoenix conventions. For more information visit us at games.groups.yahoo.com/group/AZ_RPG/ or you can sign up for games at www.nyrond.org Or you can just stop by the 1st Sunday of the month. Meeting starts at 10am. Hope to see you there.

THE SOCIETY FOR CREATIVE ANACHRONISM The Kingdom of Atenveldt is part of the Society for Creative Anachronism (SCA), a not-for-profit educational organization that studies western European history by recreating the “best” pastimes and crafts of the Middle Ages. The Atenveldt branch of the SCA encompasses all of Arizona and small parts of Utah and California. Within the fair kingdom can be found six Baronies: Atenveldt, Mons Tonitrus, Twin Moons, SunDragon, Tir Ysgithr and Ered Sul. For more information on any of these or for general information on contact the Kingdom Seneschal. Email: seneschal@atenveldt.com Web www.atenveldt.com

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

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

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

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

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

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

USS LEONIDAS The Leonidas is a member of Region IV of STARFLEET International. The chapter is an opportunity for those that share a love of Star Trek to have fun and help the community at the same time. The Leonidas stresses uniforms or other costumes to have the ability to participate actively in various events as they present themselves but they are not required. Membership with Starfleet International is required. www.sfi.org Upon joining STARFLEET a member is a Cadet. Upon passing the Officer’s Training School Exam at the Online Academy, the member becomes a Commissioned Officer aboard the Leonidas. The chapter does not have dues as of yet. The dues to be a member of STARFLEET International are \$15 a year. No newsletter, but members do receive an activities E-mail update. No web site yet. Contact : Arthur Fesler-Butts, Jr feslerbutts22@msn.com

WESTERN SCIENCE FICTION ASSOCIATION (WesternSFA) A non-profit corporation that sponsors AniZona, RandomCon, 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 Anime, science fiction, fantasy, costuming, gaming and science. Applicants for membership in WesternSFA must be sponsored by a current active WesternSFA member. Dues are \$10 yearly plus a \$5 non-refundable application fee. General Meetings are held on the first Friday of February, May, August and November, check our website for meeting location Guests are welcome. For more info contact Craig Dyer at WesternSFA, PO Box 67457, Phoenix AZ 85082 Email: info@westernsfa.org Webpage: www.westernsfa.org

Convention Listings

BUBONICON 43 (Aug 26-28, 2011)
Sheraton Albuquerque Airport Hotel, **Albuquerque, NM** (\$99/\$109, 505-843-7000 ext 135) Author Guest of Honor: Stephen Leigh (S.L. Farrell); Toastmaster: Ian Tregillis; Artist Guest: John Picacio; Auctioneer: Robert E. Vardeman. Other guests include Daniel Abraham, Mario Acevedo, Ben Bova, Aaron Campbell, Diana Gabaldon, Steven Gould, Darynda Jones, Jane Lindskold, M.J. Locke, George RR Martin, Victor Milan, Pati Nagle, Scott S. Phillips, Melinda Snodgrass, S.M. Stirling, Carrie Vaughn, Walter Jon Williams, Connie Willis. Steampunk theme! Panels, readings, Green Slime Awards, costume contest, art show, gaming, dealers room, science talk, films, presentations, etc. Website: www.bubonicon.com Call 505-266-8905 or 505-459-8734 for more information (10 am-10 pm MDT); email bubonicon@gmail.com “NMSF Conference,” PO Box 37257, Albuquerque, NM 87176 \$40 through August 5, \$45 at the Door. Check/money order/cash only. PDF registration form on our website.

CopperCon 31 (September 2-5, 2011)
Hilton Garden Inn, 11460 West Hilton Way, **Avondale AZ** Guests: Carrie Vaughn Author Guest of Honor; Janni Lee simner, Local Author Guest and Special Guest Adam Niswander. Membership \$40 thru August 15, 2011 - More at the door. No checks or credit cards will be accepted at con. For more info email info@coppercon.org or visit the web site at www.copeprcon.org

TusCon 38 (November 11-13) at the Hotel Tucson City Center, 475 North Granada, **Tucson AZ** 85701. Guest of Honor: Patricia Briggs, Toastmaster: Ed Bryant. Room rates \$69 studio, \$79 suite, \$89 Jacuzzi suite. Hotel phone 520-622-3000. Memberships rates \$40 thru 6/30, \$45 thru 11/1 and \$50 thereafter and at the door. Paypal available, More info TusCon, PO Box 2528, Tucson AZ 85702-2528 or email: basfa@earthlink.net or web at <http://home.earthlink.net/~basfa/>

Trivia Answers

1. Atlantis
2. Juno
3. Space Seed
4. The assassination of President Kennedy
5. Anthony “Buck” Rodgers
6. Computer Genius
7. A toy from Hasbro in 1984 after Hasbro bought a Japanese toy line
8. The Hong Kong Cavaliers
9. Isaak Yudovich Ozimov
10. Harry Harrison and Brian Aldiss
11. Harry Potter and the Philosopher’s Stone
12. World of Tiers by Philip Jose Farmer

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