

ConNotations

Volume 11, Issue 5
October/November

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

24 Frames

Movie News & Reviews

By Lee Whiteside

Movie News - Tragedies, Release Delays and a Red Dwarf Movie

The recent tragic events have had an effect on many movies in production or about to be released. The **Arnold Schwarzenegger** movie *Collateral Damage* has been postponed indefinitely due to the terrorist subject matter. The **Tim Allen** comedy/adventure *Big Trouble*, which deals with a bomb being accidentally transported on an airplane, has been postponed and the **Ben Stiller** comedy *Zoolander* has had a last minute digital removal of the World Trade Center from any New York skyline shots. The *Spiderman* movie had just released a trailer where Spidey had a helicopter trapped in webbing between the two towers. Producers have said that the scene was only done for the trailer, but that they will also remove the WTC from any scenes in the movie. *Men in Black 2* had planned for the final big battle to take place with the WTC as a backdrop. They will be changing the location but will have the same action.

The Time Machine has been pushed back to a February opening date from its original planned Christmas release. They will also recut the ending in which pieces of the Moon fall on New York City. It's likely they also want to avoid a debut the weekend after the *Lord of the Rings* movie opens.

The Matrix Reloaded has been pushed back to summer of 2003 and also lost one of its cast members, **Aaliyah**, when the singer

(Cont'd on page 9)

SF Tube Talk

By Lee Whiteside

The New Fall season has gotten underway with some interruptions and changes due in part to the Terrorist Attacks in early September. This has resulted in some episodes of shows being pulled to rescheduled. But we've still got new episodes of returning and new series debuting still as we continue into the fall. **Enterprise Launches**

With the publishing schedule such that I need to write this up before any episodes have actually aired, I can't really comment about how the pilot actually looked, but based on the script it should have turned out well. Following the pilot, we've got episodes that show the hazards of early space exploration and also brings back to the screen some aliens that have not been seen much in the later *Trek* series. We've got some familiar names directing and some familiar names appearing in the series in the early going.

Behind the scenes, we've got **LeVar Burton**, **Robert Duncan McNeill** and **Roxanne Dawson** all taking turns directing episodes for *Enterprise*. Based on comments they've made at conventions, the new cast works together well and the three actor/directors like what they've seen of the series.

Vaughn Armstrong appears in the pilot as Admiral Forrest, the head of Starfleet, named after **DeForest Kelly**. This is the first time he's appeared on a *Trek* series as a human. He's had many appearances in the recent *Trek* series as

about every type of alien available and he expects his new role to be a recurring one, even if it is mostly appearing on a viewscreen. Appearing in the episode "The Andorian Incident" will be **Jeffrey Coombs**, who had two recurring roles on *Deep Space Nine* as the Ferengi Brunt and the Vorta **Weyoon**. **Brannon Braga** has said they intend to delve into the Andorian Society with this and future episodes. There's also rumors of **William Shatner** making a cameo as James Kirk's great grandfather or something along



Justice League © Cartoon Network

those lines and **Jeri Ryan** has indicated she'd be willing to make a guest appearance if it could be worked into her schedule.

Early episodes include "Fight or Flight", where *The Enterprise* encounters and alien race searching for a tri-globin compound that is found in human blood and Soto must find a way communicate with the aliens before it is too late; "Strange New World" will find the crew getting infected with a pollen that causes hallucinations and that they have a hostile

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BOOK DISCUSSION GROUPS CASFS Sponsored Groups

GLENDALE PUBLIC LIBRARY:

1st Thursday of each month at 5959 W Brown in Glendale at 7PM

October 4: Three Hearts And Three Lions by Poul Anderson

November 1: Time Machine by H.G. Wells

December 6: 2001 by Arthur C Clarke

Jan 3, 2002: Ghostlight by Marion Zimmer Bradley

For more information on the Glendale group contact Sue Martin at 623-939-7815

BARNES & NOBLE METRO CENTER:

NOTICE: Barnes & Noble in Metro Center has discontinued hosting discussion groups. We are in the process of finding a new site. We hope to have one before the next issue of ConNotations. Call or email for info on our new site.

ALL DATES TENTATIVE

October 25: Hotel Transylvania by Chelsea Quinn Yarbo

November 15: Jherog by Steven Brust

December 13: Wizard's Bane by Rick Cook

Jan 24, 2002: American Gods by Neil Gaiman

For more information on the Barnes & Noble group contact Stephanie at 602-973-2341 or email to leigh@casfs.org

Other Book Groups

BORDERS OTHER WORLDS BOOK DISCUSSION GROUP

Third Thursday at Borders, 2402 E Camelback at 6PM

August 16: TBA

For more info contact Eric 602-957-6660 or the-rock1@juno.com

BORDERS FANTASY & SCI-FI BOOK DISCUSSION:

Fourth Wednesday at Borders, 7320 W Bell Rd in Glendale. at 7PM.

Oct 24: TBA

For details contact Tanya 623-487-9110

INFORMATION LINE: For up to date information on each month's CASFS and fan sponsored sci-fi related events call (602)973-2341 and select option 7 for a pre-recorded message. There is also a weekly email update. If you wish to receive the email update send your email address to Stephanie at leigh@casfs.org



Upcoming Book signings:

Diana Gabaldon - Nov 4th, 4 to 7 pm at the Poisoned Pen, signing her fifth Outlander novel, The Fiery Cross.

Michael Stackpole - Dec 4th, 7:00 to 8:30 pm at the Poisoned Pen, signing Fortress Draconis: Book One of the Dragon Crown War Cycle.

The Poisoned Pen is at 4014 N Goldwater Blvd, Suite 101, Scottsdale, AZ 85251 (480) 947-2974 www.poisonedpen.com for lots of mystery author signings.

Diana Gabaldon - Nov 24th, 3:00 to 4:00 pm - Barnes & Noble, Pima & Shea, Scottsdale, AZ 480-391-0048

PUBLICATION NOTICE: CASFS Member Makes Good Again

The second of three scholarly articles on mathematics and mythology is now out in the Journal of Literary Semantics, vol. 30, no 2, July 2001. Titled "An expanded, narrative algebra for mythic spacetime", it's a sequel to "Mythic spacetime" from last year. Stories are now described by sets of six numbers, adding two more to the previous four. The pattern of sets models the how and why of a story. Examples are drawn from the movie "The Ten Commandments". Other sections discuss field algebra, structuralism, and the ideas of 'Ernst Cassirer and Claude Levi-Strauss. As before, look for it only in your college library. Or look for the first article's publication notice in the Spring 2000 issue of ConNotations, vol 10, no 1. - **Michael Griffin**

Who's Who This Issue

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one-fourth page; \$18/one-eighth page. More

information can be obtained by contacting

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CASFS Business Report

Supernal Readers,

HexaCon was very successful. We had an attendance of 709, a record. Many thanks to Mark for a job well done. The gaming went well. The Con Suite was well attended. We did not have quite enough space for so many gamers. It is well that we are moving.

At the July meeting, held at HexaCon, it was necessary to fill the posts of HexaCon 12 Banker, HexaCon 13 Chair and a CASFS Board Seat as Bob LaPierre had resigned from them. Mark Boniece was elected HexaCon 12 Banker and HexaCon 13 Chair. Lee Whiteside was elected to fill the Board Seat.

Times are strange. At our August meeting we elected the Chairman of the July's HexaCon. Christy thought she would stand for the position but it turned out that she was ineligible.

So we elected the Board Appointed interim Chairman, Mark Boniece by acclamation.

Ken Hall also brought to our attention a report on declining attendance at SF cons. Stephanie is going to look at it.

CopperCon 22 and HexaCon 12 are on track. Both are at the Embassy Suites North at I-17 and Greenway.

We followed HexaCon 11 up with a very successful CopperCon. Our Guests of Honor scintillated. Julian May was excellent and articulate as befits an author guest. Mark Roland's Art was truly awesome. The Art Show had a number of new Artists. Heather Alexander's Celtic Music was a total joy. The Bringers, Heather's intro act provided an unusual musical ambience to the Meet the Guests' Gathering. The Filk ran well into the A.M. and was at capacity.

Until Next Time
The Busy Scribe

Musical Notes

by Tom Tuerff

Heather Alexander: "A Gypsy's Home"

I'm writing this article the day after CopperCon 21, where I had the pleasure of both listening to and playing music with Heather Alexander, who was this year's filk guest of honor.

Wow.

If you saw her concert at the con, or stopped in to watch her play in the filk suite each night, you know how good she is. She's played both in bands and as a solo act in the San Francisco area and elsewhere for many years now, delivering a fascinating sound that can best be described as "American Celtic", or at least that's how critics describe it.

Suffice to say, that while Heather's CDs, including this new one, "*A Gypsy's Home*" are thoroughly entertaining and wonderful, you really aren't getting the whole picture till you see Heather Alexander live, the songs, the musicianship, the delivery, the bizarre sense of humor, the way she moves when she plays the fiddle — Heather Alexander is a one-woman traveling show.

That said, even if you have seen her live, you would do well to pick up her latest CD. "*A Gypsy's Home*" is Alexander's fourth CD and the first in four years. (To get an idea of how strong her fan base is, Alexander funded the recording of this CD entirely on pre-sales!) Subtitled *Songs of the Roving Life*, the "gypsy" idea is played up both musically and thematically. While there are a lot of songs that encapsule traditional gypsy rhythms and ideas here, Alexander never strays too far from her Celtic roots, which is perfectly fine with me.

The album kicks off with the pleasant *Gypsy Bardic Tinker People*, which could either be a simple tale of a traveling group of tinkers and musicians, or a metaphor for do-it-yourself professional musicians everywhere. Consider this lyric:

Some folks think they're all demented/
But it seems to me they're quite contented.
Gypsies or musicians? You decide.

Other tunes that I really like here include *Gypsy's Fire*, a rollicking and mysterious song; *Heather on the Moor* (how can you not like a song about a heather sung with obvious pride by a woman named Heather?); *The Hexamshire Lass*, a traditional "gimme my woman, dammit" Celtic tune; and the two fiddle solo medleys, some traditional tunes and some written by Heather herself in the same vein.

You should definitely pick this CD up. You can do so by going to Heather's homepage, www.heatherlands.com. You should also keep your eyes and ears open for word on the next time she comes to town, which could be as soon as mid-

October, as she was looking for places to play in the Valley at that time. Definitely check her out.

OTHER COPPERCON NOTES: The Bringers (whose new CD I reviewed last time) opened for Heather Alexander on Saturday, and as usual, blew the roof off the joint. They were not, unfortunately, at full strength; Joe Bethancourt was at home, nursing a bad infection apparently inflicted by a cat. (Coincidence time: As I'm writing this, Ted Nugent's *Cat Scratch Fever* is playing on the radio.) Feel better, Joe!

I got the chance to play a concert for the assembled masses at the Masquerade on Saturday night. At my side was my good pal and musical accomplice Nancy Freeman. I hope you all had as good a time as we did.

Incidentally, Nancy, who's no slouch in the songwriting department, will once again be performing (along with me, Larry Warner and a cast of, well, three more) her *Stardust County* song cycle at TusCon. Our initial performance of the piece at Fiddlers' Dream earlier this year went over really well, so be sure to check out performance #2 at the con.

Also, be on the lookout for Nancy's next CD, *Blues for Dumuzi*, coming soon.

Finally, on a personal note, I'm just pleased as heck that listeners of the Dr. Demento show liked my song, *First House*, enough that it hit #1 on the Funny Five on June 3 of this year. Many thanks to those of you who called or wrote to request it!

Tom Tuerff is a Phoenix-based writer and musician who writes reviews of filk and related folk music for ConNotations and other local zines. If you record it, he'll review it. Just get it to him by sending a copy to ConNotations or by contacting him at ttuerff@aol.com. Tom's CD,

Something to Sell at My Gigs, is available at www.cdbaby.com/tuerff.

Twelve Hours with the *Thief of Time*

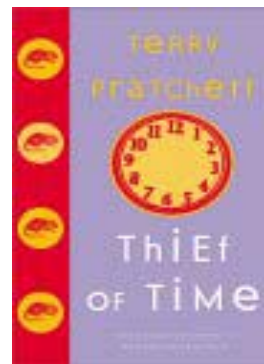
By Shane Shellenbarger

Experimentation can be an amazing and fruitful endeavor. Where would we be if our ancestors hadn't experimented with fire, horticulture, or metallurgy? What would life be like if Claudius Galen hadn't experimented with physiology, if Galileo hadn't experimented with falling bodies (no, I'm not referring to corpses), if Pierre and Marie Curie hadn't isolated radium and polonium from uranium ore? What kind of world would we live in without the experimentation of Edison, Tesla, or the Wright brothers?

Experimentation is nearly always a good thing. That is, with the possible exception of the audio book presentation of Terry Pratchett's, *Thief of Time* by Fantastic Audio. I was drawn to this adaptation in Pratchett's Discworld series due to the presence of Harlan Ellison, whose work as a voice actor is as

exceptional as is his work on the written page. Ellison doesn't just read the words he lives the part, and that is the beginning of the problems with this audio book because Ellison isn't given a role, but only paragraphs, sentences, and fragments of sentences. Listed as "a guest appearance by Harlan Ellison", his role comes off more like someone hired to patch holes left by others. In the twelve hours, Ellison's appearances come across as startling and discordant due to their dropped-in nature. I don't blame Ellison, but I do hold the producer, Stefan Rudnicki, responsible for wasting not only the talents of Ellison, but also those of the other actors in this audio book adaptation: Christopher Cazenove, Gabrielle De Cuir, Karesa McElheny, and John Rubinstein. Their talents are diluted by Rudnicki's experimentation with identification of characters.

Each of the actors is given certain characters to portray through most of the eight tapes, but near the end chaos reigns supreme as actors switch roles and voice characterizations! If you're like me and listen to an audiotape to make your commute to and from work bearable, this type of experimentation is frustrating, jarring, and drains the pleasure I derive from the authors work. Fortunately, the quality of Pratchett's wit and his mastery of satire and parody shine through and I will sample his written works. It remains to be seen if I will experiment with other audio book adaptations by Fantastic Audio (an imprint of American Audio Literature, Inc.) in the future, but it's unlikely.
<http://www.terrypratchettbooks.com/thieftime/>



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ConClusion

Comic-Con International 2001 A review by Shane Shellenbarger

Thursday, July 19th I arrived in San Diego after an hour flight from Phoenix became a ninety-minute flight, delayed due to a co-pilots stuck window. I guess he didn't want the extra air conditioning. I registered at the Clarion, checked my luggage, and headed for the convention center. Every year it seems that the city needs to have a new project going on in the vicinity of the convention center that will tie up traffic and endanger the lives of pedestrians. Two years ago the roadway in front of the convention center was torn to smithereens, last year they broke ground to extend the convention center, and this year the convention center is still undergoing an expansion upgrade while the traffic lights at the eastside of the center flashed red in all directions for the entire run of the Comic-Con. Sheesh!

Con registration went smoothly and since there was no programming scheduled until 1:00 P.M. and I wasn't drawn to what was playing in the film or anime rooms, I headed for the dealers room. With nearly 600 dealers (excuse me, "Exhibitors"), just skimming the multitude of wares offered in this bizarre bazaar took two hours and several credit card swipes. I was just about ready to leave for the program areas when I spotted Lee Whiteside manning the Arizona SF Conventions table. Lee filled me in on what he'd spotted so far at the convention including a poster for J. Michael Straczynski's next project for **Showtime, Jeremiah**, due out in January that is based on Platinum Studios' award-winning graphic novel series by Belgian author, Hermann Huppen, which tells the tale of a plague that kills everyone who is post-pubescent. While Lee and I spoke, people constantly interrupted us with questions for Lee about HexaCon, CopperCon, LepreCon, and the Arizona WesterCon bid. I bid goodbye as Lee was giving the "soft sale" to a middle-aged woman who had recently moved to Phoenix and wanted information on the next **Star Trek** convention.

<http://www.sftv.org/sftv/sftvschd.txt>
<http://www.comics2film.com/Jeremiah.shtml>

<http://www.scifi.com/scifiwire/art-tv.html?2001-07/30/11.00.tv>

It was nearing 1:00 P.M., so I headed for Mark Evanier's interview with John Buscema. Evanier is best known for his work on the animated series, **Garfield and Friends**, and Buscema is known in comic book circles as possibly the best penciler for high profile series like **The Fantastic Four, The Avengers, Thor**, and the artists personal favorite: **Conan the Barbarian**. Four things stand out in the interview: 1. Buscema never liked drawing superheroes. "Drawing people running around in their

underwear always seemed silly to me," the artist admitted. 2. Buscema preferred to work from Marvel scripts as opposed to DC scripts. "At DC, the writers completely scripted the action and location. At Marvel, the scripts were written to give plot and dialogue that allowed the artist to dictate the visuals. Since the artist is trained in the visual arena and has the imagination the artist should dictate the visuals!" 3. Buscema drew his adaptation of **The Wizard of Oz** from memory. "I had some reference material for the actors, but by and large I have a nearly photographic memory of the film and I just played it in my head when I was drawing a scene," he said. 4. Buscema was born to draw. "Even now, if I'm away from drawing for more than a couple of days I don't feel quite right. Drawing is something I have to do."

I raced across the convention center to wedge myself into a front row seat to see the Jeff Broz demonstration of 3-D Computer Modeling. Despite some minor problems due to a lack of adaptors and cables, Broz plunged right in and packed the next ninety minutes with information. Broz gave a similar talk at the 2000 Comic-Con, but a year is a long time in both computer animation and computing power so I was amazed at how much can be done with a few thousand dollars worth of software and hardware. <http://www.jdbgrphx.com/>

I headed back upstairs and over to watch Denis Kitchen interview the creator of **The Spirit**, Will Eisner. Eisner spoke to the responsive crowd about the interviews he conducted with such giants in the graphics field as Neal Adams, C.C. Beck, Milton Caniff, Jack Davis, Gill Fox, Gil Kane, Jack Kirby, Joe Kubert, Harvey Kurtzman, Phil Seuling, and Joe Simon for his latest project, **Shop Talk with Will Eisner**. Kitchen spoke sparingly as Eisner relayed anecdotes and answered questions from the appreciative fans. This was a delightful talk! http://www.darkhorse.com/news/interviews/sku_40059int/

After Eisner's talk, I moved next door to hear what David Brin, Michael Jan Friedman, Bob Greenberger, Andy Mangels, and Michael A. Martin had to say about writing for Star Trek. Bob Greenberger talked about his involvement with the seven novel series involving the Iconian Gateway (as depicted in the **Star Trek: The Next Generation** 2nd season episode, "Contagion"). Each of the novels ends in a cliffhanger and can be read independent of the others, but the reader needs the final hardback book in order to discover the concluding threads started in the other six books. The hardcover also contains a 90-page compendium that places **Pocket Books** 21 years of Star Trek novels in chronological order along side each of the television series and movies. David Brin, former scientist and San Diego resident, talked about his book, **Star Trek: Forgiveness**, based on an idea he first had in 1966 while watching Shatner and Nimoy

running around in their velour pullovers. He also spoke about his infamous article comparing **Star Wars** and **Star Trek**, stating that **Star Wars** was a treacherous betrayal of everything that America stands for and that **Star Trek** is about America. Michael Jan Friedman spoke about **Star Fleet: Year One**, the compiled edition due out in March of the serialized stories that appeared in the back of **Star Trek** novels over twelve months. That edition will contain material that **Pocket Books** previously left out and additional material that Friedman felt would be fun to add. In May, his first two novels in the Stargazer series will be out, focusing on Jean-Luc Picard. Andy Mangels, who refers to himself as a blacklisted **Star Wars** author and the first openly gay professional comic book writer, spoke about his history of writing **Star Trek** comics and the ST:TNG Section 31 novel, **Rogue** that he wrote with his writing partner, Michael A. Martin.

Friday morning saw me back at the convention center for the One-On-One interview with Marv Wolfman and Len Wein. They spoke about their friendship (dating back to when Wolfman was thirteen), Steve Ditko, Julius Schwartz, their fanzines (**Aurora, Super Adventures, Stories of Suspense, What The?, and Foob**), their early work as artists, and how they started their writing careers. Wolfman and Wein discussed their working relationships with artists George Perez and Bernie Wrightson, respectively, and how they developed a shorthand communication when plotting comic book stories. Wolfman talked about developing character charts based on astrology, although he holds no belief in the pseudo-science. When answering a question about breaking into writing for comic books, Wein suggested photos of the editors in compromising positions was your best bet and failing that, break-in by writing for independent comic books or it might help if you write for another field.

I headed north to the opposite end of the center and got an early seat for what promised to be a meeting of **Marvel** legends dissecting forty years of the Fantastic Four. While Chris Claremont wasn't able to appear, the list of panelists is impressive: Tom Brevoort, Jeph Loeb, Paul Ryan, Bob Greenberg, Len Wein, Marv Wolfman, John Romita, Sr., John Buscema, and Stan "The Man" Lee. The stellar cast discussed the history of the series, how editors, writers, and artists that followed in Stan Lee and Jack Kirby's footsteps were imitated and they freely admit to swiping ideas and art from these two giants. They also commented on comic books as a retelling of Greek and Norse mythology, the superhero group as family, the emotional depth of villains, the shallowness of heroes as "super boy scouts," superhero comics as modern fairy tales, the wish fulfillment of placing yourself in the shoes of super powered beings, and the need of super heroic

fiction as a reflection of modern life.

<http://www.fantastic-four.nl/The%20Fantastic%20Four.htm>

<http://www.ocf.berkeley.edu/~arlen/ff.html> <http://expert.cc.purdue.edu/~shorton/ffmain.html>

The 2:30 p.m. panel was a loving tribute to the passing of a man who gave the world Uncle \$crooge, Huey, Dewey, Louie, Gladstone Gander, and hundreds of characters and locals filled with funny animals who were all too human: Carl Barks. The panel consisted of moderator Mark Evanier, Russell Myers (creator of **Broom-Hilda**), R.C. Harvey (comic book historian and cartoonist), Don Rosa (reigning duck artist), Byron Erickson (**Egmont Publishing**), and the publishers who revived the stories and art of Carl Barks for new generations, Bruce Hamilton and Russ Cochran of **Another Rainbow Publishing**. The next hour was filled with stories from both the panelists and the audience of Barks humility, generosity, humanity, and his impact on the comic book field. In Holland, 25% of the homes have a subscription to Walt Disney's Comics and Stories. In Finland, the weekly Donald Duck comic sells over 350,000 issues. When Barks died, it was front-page news all over Europe. Hamilton announced that he was no longer affiliated with the **Walt Disney Company** because they bought him out. Hamilton then hinted that in late October he, Arizona State University, the Field Museum in Chicago, and the Smithsonian would be involved in promoting a tour of Carl Barks paintings around the United States of America. Hamilton told the audience that the **Walt Disney Company** and **Diamond Comics Distributors** are in negotiations to renew **Walt Disney's Comics and Stories**. He also mentioned that **The Fine Art of Walt Disney's Donald Duck by Carl Barks** has an 80% chance of being re-released in a new and improved limited edition. Not only were the panelists filled with facts and anecdotes about the Duckman, but the audience contained people with many stories about Barks giving nature: he never denied a photo, an autograph, or an encouraging word to an aspiring artist. He will be greatly missed.

<http://www.carlbarks.cjb.net/>
<http://www.brucehamilton.com/anotherainbow/> <http://www.brucehamilton.com/brucehamco.html>
<http://web.nwe.ufl.edu/~donault/InMemoriam.html> <http://www.fortunecity.com/westwood/blumarine/14/index.html> <http://stp.ling.uu.se/~starback/dcm/>
<http://www.wolfstad.com/dcw/>
<http://www.geocities.com/roland3066/sketches.html> <http://members.nbc.com/sigvaldg/donrosa/drinfo.html> <http://www.geocities.com/~jimlowe/barks/barksdex.html> <http://www.subdural.com/scrooge/>

Joe Casey, writer for **The Adventures of Superman, X-Men, and Wildcats**, gave hope and solid information to a packed

(cont'd on page 5)

Conclusion (cont'd from page 4)

room of comic book writer want-a-bees. Casey answered questions about how to get an editor interested in your work, he talked about self publishing to develop a track record, why you don't want to be a problem for an editor, and what to expect after you've made your first sale (which isn't that you've "made it".)

This is Casey's third year giving this no-holds-barred-take-no-prisoner's seminar for Comic-Con International, and he kept the crowds attention with the inside scoop on the business of being a writer in the current state of the comic book industry.

<http://www.captaincomics.net/columns/casey2.htm>

<http://www.dragoncon.org/people/caseyj.html>

<http://www.slushfactory.com/features/interviews/joecasey/index.shtml>

One program that I never miss is the Kung Fu Super-hero Extravaganza hosted by *Inside Kung Fu* columnist and author of *Great Martial Arts Movies*, Ric Meyers. Meyers hosts karate and kung fu film clips while whipping the fans into a frothy frenzy with prizes. Every year it's a great time that I never miss, except for this year.

Friends come first and I ran into Gary Leach and Sue Daigle-Leach of Bangfish Productions. We had dinner and caught up on each other's lives. <http://members.spree.com/molasar/hongkong/bookpix/meyers.html>
<http://www.addall.com/Browse/Detail/0810830272.html>
<http://stp.ling.uu.se/pipermail/dcml/2001-May/004337.html>
<http://stp.ling.uu.se/pipermail/dcml/2001-June.txt>

Saturday is the day for blockbusters with big guests and big presentations. I settled into Room 6CDEF for the marathon day ahead. First up was the **Warner Brothers** television, Internet, and film clip festival with bits and pieces of *Smallville*, *Powerpuff Girls*, *Lobo*, *The Gotham Girls*, *Osmosis Jones*, *13 Ghosts*, and the much-anticipated *Harry Potter and the Sorcerers Stone*. *Smallville* appears to be *Dawson's Creek meets Lois and Clark*, but I'll give it a try this fall on the off chance that it's more than the latest bit of teen angst fluff to keep the commercials from banging together. *Lobo* and *The Gotham Girls* are Internet webcasts and can be entertaining, especially if the televised versions of the DC universe aren't available to you. If you like body humor or Bill Murry, you'll want to head for your local theater and see *Osmosis Jones*, but I believe I'll wait and rent this film. *13 Ghosts* is a remake by the same team that brought you the remake of *House on Haunted Hill*, so if hi-tech jumping-out-from-behind-the-bushes is your idea of horror, have at it. The giveaways of the day were the t-shirts based on the houses of the Hogwarts School of witchcraft and wizardry (I got a Hufflepuff shirt). Personally, I can't wait

until the November 16th release of *Harry Potter* and the trailer that was shown has done nothing if not to whet my appetite. Film adaptations are almost always a disappointment when compared to their literary origins, but I hold out true hope after viewing the *Harry Potter* trailer. Keep your fingers crossed!

<http://www.smallvillev.net/>
<http://www.thewb.com/fallseason2001/smallville/>

<http://www.comics2film.com/SmallvilleRev.shtml>

<http://www.comics2film.com/SupermanTV.shtml>

<http://www.supermansupersite.com/news.html> <http://www.cartoonnetwork.com/POWERPUFF/>

<http://www.powerpuff.com/>
<http://www2.warnerbros.com/web/lobo/intro.jsp> <http://www2.warnerbros.com/web/gothamgirls/home.jsp> <http://osmosisjones.warnerbros.com/> <http://www2.warnerbros.com/osmosisjones/index.html>

<http://13ghosts.warnerbros.com/>
<http://harrypotter.warnerbros.com/>
http://mrshowbiz.go.com/movies/dvd/Young_Reader.html

Next in line was the **New Line Cinema** presentation of *Blade 2* with a targeted release date of March 22, 2002, *Rush Hour 2* in theaters now, rapper Snoop Dogg's *Bones* is due out on October 24th, and the ambitious *Lord of the Rings: The Fellowship of the Ring* set for release in December. *LOTR* may well be the most anticipated film release since *Star Wars: The Phantom Menace* and we can only hope that it isn't the greatest disappointment since Episode One of the hexology. Judging by behind-the-scenes clips, *LOTR* will live up to it's hype and make film audiences forget the Rankin/Bass saccharine 1977 animated version of *The Hobbit* or the 1978 live action/animation abomination by Ralph Bakshi.

Bones is described as a "contemporary franchise film" about a vengeance-seeking ghost who returns twenty years after his death to find those who killed him and destroyed his neighborhood. It appears to be aimed at the same audience as *Romeo Must Die*. I found *Rush Hour 2* to be a disappointment and hope that *RH3* will never be. *Blade 2: Bloodhunt*, should please the *From Dusk Till Dawn* crowd. The big news missing from this presentation was that Mike Myers would return in the third installment as Austin Powers in *Goldmember*, with a production start date of mid-November and a release date of July 26, 2002.

<http://www.newlinecinema.com/>
<http://www.chud.com/reviews/blade2script.php3>

<http://www.comics2film.com/Blade2.shtml>

<http://mrshowbiz.go.com/news/2001/8/boxoffice080401.html>

<http://mrshowbiz.go.com/news/1998/4/snoop42798.html>

<http://www.lordoftherings.net>
<http://mrshowbiz.go.com/news/2001/5/lordoftheringscannes051101.html>

At 12:30 p.m., *Buff, the Vampire Slayer*'s own Joss (not Josh) Whedon began his talk by stating that he wouldn't give anything away about *Buff*'s getting together with Spike, or if Any is going to become a demon again, or if she and Zander are really going to get married. For the next hour various fans proceeded to try and get him to give them ANY clue about the future of the show. He didn't budge. He did inform the crowd that it wasn't a good idea to squeeze limes and then to go out into direct sunlight because it will cause your hands to bubble. He then displayed his bandaged hands. The questions started and his answers followed. It's unlikely that there will be any crossover episodes, at least not at the beginning. He was disappointed that they never had enough money in the budget to make the Initiative look cool. The animated *Buff* is now officially going to happen and may appear as soon as February of 2002. The **BBC** spin-off show with Anthony Stewart Head is very much a possibility, with an underlying theme of loneliness. The *Buff* books and the television show won't have much to do with each other. The show won't change due to the network it's on, but because the show does change each year. While *Buff* is available on videotape and DVD in Europe, it might not come out on DVD in the U.S. for sometime due to the syndication of the show on **FX**. There will be a musical episode, the cast is afraid, and it makes him laugh. He is working on the script for a feature film and will talk more about it in a couple of months. His production company, **Mutant Enemy** does look at scripts, but they don't encourage unamended scripts. **UPPED** has given him carte blanche to create the show as he sees fit. The two-hour extravaganza will air on October 2nd. With *Buff* "dead" the slayer line now runs though Faith (unless they come up with a better idea, then Whedon never said that). Willow will find a way to derated Amy Madison. The *Buffybot* may return. The mandate for the season finale was to make the audience cry. No, he would not do the Dance of Joy. There was also a surprise appearance by Andy Hallett aka the Host who certainly can belt out a song.

<http://www.upn.com/upn.html>

<http://www.angelicslayer.com/tbcs/main.html>

<http://www.bbc.co.uk/cult/buffy/>
<http://mrshowbiz.go.com/news/2001/7/britishbuffy070901.html>

<http://www.thewb.com/angel/>

Cartoon Voices is an annual panel moderated by animation aficionado, Mark Evanier, who is on a first name basis with most of the voice talent in California. Every year, Evanier asks the convention staff for a bigger room and every year the room fills beyond what the fire marshal considers safe. This year his guests

included Bob Bergen, the new voice of Porky Pig, Gregg Berger the voice of Agent Kay in *Men in Black*, Greg Berg who can be currently heard as the spokesman for **Kikkoman**, and Tom Kane who is the voice of Professor Utonium on *Powerpuff Girls*. The actors demonstrated for the crowd how they developed their character voices, explained the difference between an impression and an impersonation, why mimicry isn't acting, related that Frank Welker is only late for a 9:00 a.m. appointment when his 6:00 a.m. session runs overtime, how they guard their voice, how they lose their voice, and that Tom Kane believes that he has screamed every possible way in *The Wild Thornberry's*. This panel is always a "must attend."

http://www.voicechasers.org/Actors/B_Bergen.html <http://www.voicechasers.org/bergenshow.html>
<http://lynnsgallery.com/toontalk/bergen0499.html>

http://voices.fuzzy.com/actor.idc?actor_id=841 http://www.voicechasers.org/Actors/G_Berg.html

http://voices.fuzzy.com/actor.idc?actor_id=308

<http://www.soundbitesonline.com/>
http://www.voicechasers.org/Actors/G_Berger.html

http://voices.fuzzy.com/actor.idc?actor_id=309

http://www.voicechasers.org/Actors/T_Kane.html

http://voices.fuzzy.com/actor.idc?actor_id=2279

<http://www.angelfire.com/ut/RToons/TKane.html>

<http://www.angelfire.com/ut/RToons/actors.html>

<http://www.voicechasers.org/index1.html>

The last panel I attended on Saturday was **Writing for Sci-Fi Television and Film**, moderated by Mark A. Altman (*Free Enterprise*). Panelists included Steven Kroizere (producer, *V.I.P.*), Dan Vebber (producer, *Futurama*), Javier Grillo Marxuach (producer, *The Chronicle*), Kay Reindl (producer, *Night Visions*), Robert Meyer Burnett (writer/director, *Free Enterprise*), Jason Pritchett (director of development, **Intertainment**), Harry Werksman and Gabrielle Stanton (producers, *Invisible Man*), and Steve Melching (writer, *Big Guy and Rusty*). My problem with panels containing a cast of thousands is that it usually boils down to who will dominate the conversation. Add to that mix a moderator who walks around blocking the view of the panelists from the audience and you get an uneven panel. This type of panel is fairly common at media conventions and the real entertainment comes from the stories the panelists tell about the idiots running the various studios and the idiotic things they say, "Why does the ship have a hollow deck?" "If an invisible man is shot by an

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ConClusion (Cont'd from page 5)

invisible gun will the bullet be invisible?" It's always fun to ridicule studio execs. The general agreement among the panelists is that it's a wonder if a show of any quality can make it to air. They also answered the question that always comes up on a panel with writers: how does someone break in? Write, direct, edit, and produce your own short film. Turn in a professional looking script, write a spec script for a show other than the show you're interested in writing for, get the list of agents from the Writers Guild of America and send the agents a query letter with a s.a.s.e. Be persistent and good luck!<http://www.wga.org/>

Sunday arrives and the party is almost over. I wanted to hear what the pros thought about the next incarnation of **Star Trek**, *Enterprise*. The panel, **Back to the Future: Can they Save Star Trek?** Mark A. Altman (writer/producer *Free Enterprise*) moderated with panelists Robert Meyer Burnett (writer/director, *Free Enterprise*), Jeff Bond (author, *Music of Star Trek*), Chris Gore (FilmThreat.com), and Daren Dochterman (*Talk Trek* radio host). Burnett is cautiously optimistic about the series, enjoying the first half of the script currently in circulation, but less than enthusiastic about the second half. He also found fault with the idea that many of the aliens. Several spoilers were revealed: Captain Archer has a dog onboard, the title theme will have vocals, and the S.S. Enterprise will travel to the Klingon home world to return a Klingon crewman after his crash landing in Oklahoma, and there is a shadowy villain from the future who is manipulating aliens to do his bidding. Bond reported that the sets are great, Scott Bakula did a good job as Archer, but he was less than pleased with the acting abilities of Jolene Blalock as SubCommander T'Pol (who, in my opinion, follows in Jeri Ryan's footsteps as casting for big lips and big breasts.) Altman described the best **Star Trek** series currently on the air is **The West Wing** with its built-in character conflict and comradeship of people who try to do the right thing and don't always succeed. Chris Gore showed clips from a proposed series on the Movie Watch Channel called **Critic's Court** (with Gore as the judge, Altman and Burnett as opposing attorneys) in a trial setting of **Star Trek** vs. **Star Wars**. It was fun. Altman called out of the audience Rod Roddenberry, son of Gene, who seemed to genuinely hope that *Enterprise* does well. The capper of the hour was when panelists and audience members drew parallels between classic Trek and pre-classic Trek by doing a reading with portions of the script for *Broken Bow*. Dochterman does a great Sulu/Sato, a fine Kirk/Archer, and Bond does a McCoy/Tucker that sounds more like Bogart. With the 35th anniversary of Star Trek fast approaching the unanswered question is will any of the

series still be watched 35 years from today?

<http://www.startrek.com/launch/default.asp>
<http://www.darkhorizons.com/reviews/enterp-n.htm>
http://www.trektoday.com/news/170601_05.shtml
http://www.trektoday.com/news/250601_03.shtml
http://www.treknation.com/articles/broken_bow_comments.shtml <http://www.trekbbbs.com/ubb/Forum19/HTML/002411.html>
<http://www.enterpriseuk.tv/>
http://www.screenwritersutopia.com/script_reviews/enterprise_pilot.html

The final panel of the convention for me was **How to Write for Star Trek**, with Jimmy Diggs (*Star Trek: Deep Space Nine* and *Star Trek: Voyager*), Harry Kloor (*Star Trek: Voyager* and *Earth: Final Conflict*) and moderated by Joseph Di Lella (the unsold *Tao of Star Trek*). The writers talked about pitching, being rewritten, building drama, high concepts, characterization, and using their backgrounds as a basis for their writing. I found Kloor and Diggs had a lot of relative material to contribute to the panel, but I question how much Di Lella adds to this annual panel since he's been trying to sell his book to a publisher for several years.
http://www.photo-synthesis.com/direct_aim/graphic/jimmy/
<http://www.aps.org/apsnews/articles/11271.html> <http://www.donnareed.org/html/people/kloor.html>

Each year I always lament the panels I couldn't attend, the special guests and celebrities I didn't see, the events that took place without my being present, and all of the items in the exhibit hall that I wanted but had to leave behind. Four days, 50,000 attendees, over 200 professionals, and untold tons of junk later, Comic-Con International still stands out as the model for other conventions. Sure, it would be nice if they could have one year without a construction project causing delays, sure the Pro Locator would be more useful if it contained more than 50 professionals, sure the Events Guide is getting a bit unwieldy at 104 pages, but even with these minor quibbles Comic-Con is the best. I'll be back.
<http://www.comic-con.org/>

Millennium Philcon (MilPhil): Worldcon 2001 A Review by Mike Willmoth

The 59th World Science Fiction Convention was held in Philadelphia, Pennsylvania, Thursday August 30 through Monday September 3, 2001 (LaborDay Weekend) at the Pennsylvania Convention Center and Marriott Hotel attached. Guests-of-Honor were: Author Greg Bear; Artist Stephen Youll; Editor Gardner Dozois; Fan George Scithers; Toastmaster Esther Friesner. The theme revolved around Benjamin Franklin and

significant portions of programming involved him as a topic. Philadelphia won the right to hold the Worldcon 3 years ago in Baltimore. Due to the perceived massive local vote the Worldcon bidding process has been changed since then so that the three zone rotation (West, Midwest, East) has been replaced by a system where only bid sites more than 500 miles from the vote site are eligible to bid. This opens up bidding to almost every city for every Worldcon. Time will tell if this works better than the previous system.

Participants this year included Forrest J. Ackerman, Roger MacBride Allen, Gunther Anderson, Catherine Asaro, Stephen Baxter, Astrid Anderson Bear, Erik Bear, Gregory Benford, Terry Bisson, David Brin, Edward Bryant (Toastmaster World Horror 1994), Algis Budrys, Lois McMaster Bujold (Author GoH CopperCon), Michael A. Burstein, Orson Scott Card, Jeffrey A. Carver (whom I met for the first time), Jeanne M. Cavelos, Jack L. Chalker, David Cherry, Hal Clement, Glen Cook, Kathryn Cramer, Ellen Datlow, Samuel R. Delany, Doranna Durgin (Arizona), Bob Eggleton (Art GoH LepreCon), Kate Elliott, Sheila Finch, Michael F. Flynn (whom I also met for the first time), Joe Haldeman, David G. Hartwell, Jael, Jordin T. Kare, J. Gregory Keyes, Thomas Kidd, Jeffrey D. Kooistra, Nancy Kress, Tim Kyger (who ran IguanaCon in 1978), Geoffrey A. Landis (whom I met at Space Access earlier this year), Paul Levinson, Don Maitz (Special GoH LepreCon), George R. R. Martin, Beth Meacham, Elizabeth Moon, Patrick Nielsen Hayden, Larry Niven (Author GoH LepreCon and CopperCon), Frederik Pohl, Tom Purdom (whom I also met for the first time), Mike Resnick, Jennifer Roberson (Arizona), Robert J. Sawyer, Charles Sheffield, Josepha Sherman, Norman Spinrad, S. M. Stirling, Michael Swanwick, Amy Thomson (whom I met for the first time), Harry Turtledove, Gordon Van Gelder, Len Wein, Michael Whelan (Art GoH LepreCon), Walter Jon Williams (Author GoH CopperCon), Connie Willis, Marc Zicree (Media GoH LepreCon), and many many others. Please contact me if you're interested in a complete list.

My family and I intended to attend Worldcon and do some touring around since we had never visited Philly before. Unfortunately, my wife had to be at work for a paid seminar so we could only stay for the con. Her ticket was paid for by frequent flyer award certificates; mine and my mother-in-law's tickets were paid for in the usual way. Except that the travel agency failed to do something correctly. So, when I called the airline to verify all of our reservations, only my wife's were ok. Back on the phone with the agency it became clear that I had done everything correctly. Within 24 hours all was straightened out, a better price was negotiated and we were all set. We flew out of Phoenix non-stop to Philadelphia in

the morning the day before the con started. I sat next to a native Philadelphian who now lives in Phoenix. She gave me lots of info on what to see, do and eat. I then read the latest quarterly newsletter of ASFA (Association of Science Fiction and Fantasy Artists). Unlike their writing counterpart, SFWA (Science Fiction and Fantasy Writers of America), ASFA allows anyone interested in art (professional, amateur, fan, collector, etc.) to join their organization. There was a lengthy (9 pages) and interesting article on the horrors of the Chicago Worldcon (Chicon 2000) Art Show, pre-con, at-con and post-con. I knew there had been problems, but the article made it sound like the art show to never repeat. Some of the artists I spoke with in Philly agreed.

We arrived uneventfully in the late afternoon / early evening and took a taxi to the hotel. The taxis are on flat rate (\$20) from the airport to the city center, so it was cheaper for us to do this with 3 than take a shuttle. Less than 30 minutes later we were dropped off at Hawthorn Suites just north of the convention center. While checking in I noticed a sign that said Monday through Thursday there was a complimentary buffet dinner served. I knew about the comp breakfast every day, but this was a pleasant surprise. This was on top of a better than the convention rate using my AAA membership through their web site. They even had a 24-hour convenience store in the lobby. We hauled all of our luggage up to the 11th floor and made ourselves comfortable in the room. Well, it was actually a two-room suite, complete with mini refrigerator, microwave, sleeper sofa, etc. Unfortunately, there were very few towels, some missing light bulbs, stains on the carpet, and the bedside light on my side didn't work at all. Over the course of the next 24 hours we managed to get most of these corrected to our satisfaction. The staff were nice and chatty. We hit the dinner buffet and ran into some fans from Tennessee, Alabama and Georgia that we knew. One we expected to see didn't make it due to health reasons. Another was missing and they were worried. It turns out his car died before he could get very far from home, so he flew up instead. The buffet was ok, but no big deal. Pasta, meat, vegetables, salad, beverages. It was free.

After dinner we walked to the convention center and discovered that the closest entrance was at the south end of the main building. We found out later that this was really the center of the whole center. We took the escalators up to the second floor and spotted pre-registration. I took care of my badge and my wife did hers. We had a transfer from a local fan for my mother-in-law, so we had to use the Solutions Booth for that, but it went quickly. We all were handed Program Books, Pocket Programs and Restaurant Guides. They had no bags or goodies to

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SF Tube Talk (cont'd from page 1)

alien race to deal with as well; In “*Unexpected*”, when they discover an alien ship hiding in the Enterprise’s exhaust wake, Tucker goes onto their ship to help them repair it and comes back pregnant; “*The Andorian Incident*” deals with Andorian terrorists who have a beef with the Vulcans; In “*Civilization*”, the Enterprise discovers a planet with a late 19th Century Earth level of technology. When they disguise themselves as locals to learn more of the planet and discover a “deadly mystery that has already cost the lives of several locals.”

Elsewhere on UPN, we’ve got WB Refugees *Roswell* and *Buffy* turning up on Tuesday night. In a cross-promotion with *Enterprise*, the *Roswell* episode “*Secrets and Lies*” will find Max in Los Angeles following up leads on a murder. Somehow or other, an agent sets him up to audition to play an alien on *Enterprise*. **Johnathon Frakes** appears as himself as the *Enterprise* director and also directs the *Roswell* episode. Starting off the season, in the episode “*Busted*”, Max and Liz hold up a convenience store so that Max can investigate a secret door there that may help him find a way to communicate with his homeworld. Things don’t go right and they end up in jail. This leads to problems with Liz’s parents and Max not being able to even talk to Liz. Michael starts having financial difficulties which leads to a night-watchman job where he discovers some trafficking in genetic material. Isabel takes up with Jesse Ramirez (played by **Adam Rodreguiz**), a lawyer at Philip Evan’s law firm who is brought in to help get Max released from jail. We learn that Isabel and Jesse have been having a secret affair over the summer. Jim Valenti, no longer charge of local law enforcement, is forced by his son to get a job, which is one his son is shocked by.



© UPN

By the time you’ve read this, *Buffy* is back and kicking demon butt, although wondering a bit about herself and having been dead and brought back. She’ll also be dealing with taking care of Dawn and

things like broken water pipes. She and the Scooby gang have to deal with a demon attempting to possess them and then have to deal with a group of budding warlocks that include Jonathon (“*Superstar*”), Warren (“*I Was Made to Love You*”) and their friend Andrew. They conjure a demon to fight Buffy and cause other mischief in subsequent episodes. When Buffy realizes that she needs to have some income, she tries different jobs, experiencing them in some sort of strange time loop. In the obligatory Halloween episode, Dawn takes off with some friends and joins in some Halloween mayhem, which turns out to be much worse than she anticipated, especially when one of the friends turns out to be a Vampire. We’ll also have the much anticipated musical *Buffy* episode where some sort of truth spell causes everyone to voice their true feelings to each other in song.

Still on the WB, *Angel* is in it’s new Monday night time slot, following *Seventh Heaven*. The revived Vampire Hunter Holtz will be played by xxxxx. Various rumors (emphasis on RUMORS) indicate that either one of the Angel Investigations crew will side with Holtz and betray Angel or that the police will get involved and that the true nature of Angel will be revealed, leading to the murder of a reporter. There may also be a time warp episode where Angel will see what would happen if Angelus had not gotten a soul and had continued his evil ways. Angel will also look into starting a relationship with someone after he realizes he should put Buffy completely behind him. As reported previously, **Amy Acker’s** Winefred will become a regular. We may see Darla, Drusilla, Lindsey and Faith, but only as their respective actor’s schedules allow. All of them are involved with other TV and movie projects and are not available for any lengthy multi-episode appearances.

Going back to UPN for a minute, we’ve got *Special Unit 2* continuing with a second season, following *Enterprise* on Monday nights. Not much specific episode news to report, though. The only info that has surfaced on the new season so far is that **John DeLancie** will be turning up as a leader of the Links in a likely recurring role. He’s also been doing a recurring role on *Stargate SG-1* as the head of the N.I.D., which also films in Vancouver and he’s likely to show up again on *Andromeda* as Becka’s Uncle Sid if they can fit it into his schedule.

Back to The WB, their big new show is *Smallville*, airing Tuesday nights opposite *Roswell*. As previously reported is stars **Tom Welling** as a 15 year old Clark Kent who is just now coming into his powers. To give the show a different, more mysterious, take on the Superman legend, the arrival of young Clark’s spaceship was accompanied by a large meteor shower that has made Smallville “The Meteor Capital of the World”. The meteor deposits have lead to a lot of strange things developing in Smallville over the years, many of which will be investigated by

Clark and his friends. That includes Lana Lang (**Kristin Kruek**), whose parents were killed in the meteor shower and she wears a piece of the meteor as a necklace in remembrance of them. Joining them as a sort of Scooby Gang investigating all the strange events, documented in a “Wall of the Weird” of newspaper clippings, is Chloe Sullivan (**Allison Mack**) and Pete Ross (**Sam Jones III**). Lex Luthor (**Michael Rosenbaum**) comes to Smallville to manage his father’s (**Julian Glover**) failing fertilizer plant, which he see’s as punishment. Episodes will deal with strange things like a young man with electrical powers, a nerdish bug collector who has a lot in common with the bugs he collects, a former Luthor Corp janitor who has been affected by a special fertilizer and he comes to Smallville to find a cure, a Smallville High coach who has the ability to control fire, and an episode dealing with Clark’s discovery of X-Ray vision.

Over on *Charmed*, in the season opener, they’ve discovered their previously unknown half-sister Paige, played by **Rose McGowan**. In the early episode “*Size Matters*”, **Robert Englund (Freddy Krueger)** guest stars as a demon causing problems for the sisters.

The new season of *The X-Files* will finally debut on FOX in early November. Returning will be **Gillian Anderson** (Scully), **Robert Patrick** (Doggett), **Mitch Pelligi** (Skinner) and **Annabeth Gish** (Reyes) and the regular cast. Joining the series will be a couple of well known actors for recurring roles. **Cary Elwes (The Princess Bride)** will appear as Assistant Director Brad Follmer, who is an old flame of Agent Reyes. Also appearing in at least the first two episodes will be **Lucy Lawless (Xena)** as a mysterious woman who also has the ability to breath underwater. Expect to see The Lone Gunmen and, Krycek (Executive Producer **Frank Spotnitz** has indicated people should pay close attention to what Krycek said before he was shot) and maybe even a return of the Cigarette Smoking Man.

The initial two episodes (“*Nothing Important Happened Today I & II*”) deal with some super soldiers who help prevent someone from mucking with the area’s water supply and want the FBI to expose it. We also learn of Mulder leaving or disappearing, which has Skinner concerned. Scully is dealing with her new baby and how it’s affecting her schedule. In *Daemonicus*, Doggett and Reyes investigate what may be satanic ritual killings while Scully teaches a class at the FBI academy in which her reputation has preceded her. The investigation leads to a mental hospital inmate who may be controlling people and seems to know way too much about Doggett. *Hellbound* will focus on Agent Reyes as she investigates a death of a biker ex-con who is found skinned alive after having said he had dreams about it in a group therapy session. Scully and Doggett mainly serve as secondary characters, tracking down information for Reyes, with Scully making a connection to a similar case from 1960.

Dark Angel is now on Friday nights and will have some new regular and recurring characters as well as losing some characters from the first season. Gone (other than possible guest appearances) are Herbal Thought (**Alimi Ballard**) and Kendra (**Jennifer Blanc**). Joining the cast will be **Ashley Scott** (Gigilo Jane in *A.I.*) as Asha (formerly named Natalie Copeland) who is part of a group of radicals wanting to expose government corruption who seeks sanctuary with Logan when her group is crushed. **Martin Cummins** (Nick Boyle on *Poltergeist: The Legacy*) will be Ames White, is assigned to clean up the mess that Renfro (**Nana Vistor**) left of Manticore. Visitor turned down a continuing regular role on the series. We’ll also meet **Kevin Durand (Mystery, Alaska)**, who will play Joshua, the genetically engineered mix of human and animal DNA.

Finally, everyone will get to see the debut of FOX’s live action version of *The Tick*. Set to debut on Thursday, November 8th, it stars **Patrick Warburton** as The Tick, **David Burke** as Arthur, **Liz Vassey** as Captain Liberty and **Nestor Carbonell** as Batmanuel. In the pilot episode, The Tick arrives in The City, meeting Arthur, Captain Liberty and Batmanuel and defeating The Red Scare and saving **Jimmy Carter**.

Subsequent episodes finds Arthur in the hospital, having been injured fighting Apocalypse Cow while The Tick takes on The Terror, a washed up supervillain (**Armin Shimmerman**); in “*Arthur, Interrupted*” The Tick and Company rescue Arthur from an insane asylum that Arthur’s family put him in when he told them about his new occupation; in “*The License*”, the Tick learns that all superheroes are supposed to have a license and inform the authorities of their secret identity, of which The Tick has neither; and in “*Arthur Needs Space*”, Arthur meets a high school crush who is impressed by his new superhero look, but he can’t get rid of The Tick to spend some time alone with her; and in “*Couples*”, The Tick and Arthur meet other superhero/sidekick teams including Fiery Blaze (Ron Perlman) and Friendly Fire (Patrick Breen).

CBS’s lone genre series, *Wolf Lake*, delves into the strange goings on in the Pacific northwest town Wolf Lake. Seattle detective John Kanin (**Lou Diamond Phillips**) goes there looking for his missing fiancée, and meets her parents, who are part of the long lived denizens of the town who appear to have the ability to change into wolves. Also starring in the series is **Tim Matheson** as the local sheriff, **Bruce McGill** as the town leader, and **Graham Greene** as a local expert of sorts. It airs Wednesday nights on CBS and its chances of survival are likely slim.

On the cable side of things, we’re pretty much into the land of repeats until January. Now is a good time to catch up on episodes you may have missed or ones

(Cont’d on page 8)

SF Tube Talk (cont'd from page 7)

you'd wanted to see again. SciFi has ended their Saturday Prime for now, moving *The Chronicle* into an early (and late repeat) time slot on Fridays preceding the first showing of *The Invisible Man*. *Farscape* and *The Outer Limits* are now in a Mon-Thur early prime time repeat schedule of earlier seasons and *Lexx* has been banished to its usual late night, early morning Sunday time slot during the repeat season. The only show on SciFi continuing new episodes for the time being is their short film series *Exposure*.

The big news with SciFi is that they have committed to a sixth season of *Stargate SG-1*. As with *Poltergeist: The Legacy* and *The Outer Limits*, SciFi has picked up a series that Showtime has not picked up. Things could get confusing, however, since SciFi will begin airing season six next summer, while the fifth season, currently airing on Showtime, won't air in syndication until next fall. Those watching the show on syndication (assuming they can find it) will have not yet seen season five when they can start watching the sixth season on SciFi.

Airdates have been announced for both the *Babylon 5: Legend of the Rangers* TV Movie on SciFi (January 2nd) and the debut of *Jeremiah* on Showtime (Jan 11th). There's not much new info on these, so look for more info on both of these **J. Michael Straczynski** shows next issue.

TNT has announced that they will have a second series of 13 episodes of *Witchblade* to air next summer. There's no details on how the series will proceed. The ending of the first series left them at a point where it will be very interesting to see how they proceed.

Debuting in mid-October in syndication is **Adrian Paul's** new series,

Tracker. Paul is Cole, an alien hunter who has come to Earth to track down over two hundred aliens who have escaped from an interplanetary prison and landed in Chicago. An alien scientist named Zin (**Gaeraint Wyn Davies** of *Forever Knight* fame) devises a manner for escapees from the alien prison to travel to Earth via a wormhole and take over the bodies of humans. Cole is sent to Earth to track down and retrieve the escaped aliens. He meets up with Mel Poter (**Amy Price-Francis**), the feisty and intelligent owner of a landmark bar in downtown Chicago and Jess (**Leanne Wilson**), a sexy London born barmaid. Cole is definitely a fish out of water on Earth and relies on the two to help him learn his way around Chicago and Earth in general.

Earth: Final Conflict's Fifth season will be its final one. With the departure of Da'an (**Leni Parker**) and Liam Kincaid (**Robert Leeshock**) from the series, the focus will be on Renee Palmer (**Jayne Heitmeyer**) for the new season. Joining the cast will be **Allan Van Sprang** as Howlyn, the lead male avatus and **Guyline St. Onge** as Juda, the leading female avatus, the result of the merging of the Taelons and Jaridians started at the end of season four. Making a return appearance as William Boone will be **Kevin Kilner**, whose character has been in suspended animation since the end of the first season. Also guest starring will be **Margot Kidder**, who will play a forensic pathologist turned serial killer that Rene breaks out of prison hoping she can help in the battle with the atavus aliens. Also making a guest appearance will be **Anita La Selva**, who was a regular as the Taelon Zo'or who will make an appearance in a "startling new incarnation".

From Whoosh.org comes news on *Sheena's* new season. Guest stars include **Mira Furlan**, **Ron Ely**, **Patricia Tallman**,

Laila Ali, **Gary Graham**, and **Alexandra Tydings**. Plotlines will include Sheena discovering a feral teenager living deep in the jungle, a shaman arises to challenge Kali, Sheena having only 48 hours to get an undercover drug agent safely out of harm's way, an assassin comes into the jungle and kills some of the locals, a high stakes boxing tournament happens on Sheena's turf, a valuable relic that was to be sold for a needy village is stolen by thieves, Kali is accused of some local crimes, an international hostage situation arises in Maltaka, an outsider comes in to reform the social and educational systems of the villages, and two major homages: an X-Files one where villagers begin to suspect alien abductions, and a Survivor one, where a Survivor-like TV show is interrupted by a civil war.

Over on *Andromeda*, Dylan Hunt and crew will continue with their problems with the Magog in the season opener *The Widening Gyre*. Following the resolution of the strife with the Magog, the crew will ponder their future in "Exit Strategies". In "All Too Human", Rommie meets up with a nerdy defense contractor played by **Bruce Harwood** (Byers *The Lone Gunmen*) and both have to deal with a government agent tracking them played by *First Wave's* **Roger Cross**. The crew visits a backwater colony not unlike a Western town in "Last Call at the Broken Hammer". Beka Valentine will be featured in "A Heart For Falsehood Framed" and Dylan will flash back to his early Commonwealth days in "Home Fires". The writers have described "Una Salus Victus" as The Male Genitalia Swinging Contest between Dylan and Tyr with a Beka B-story. The likely last two episodes of the fall, although they may air earlier, will be "Into the Labyrinth", which guest stars **James Marsters** (Spike on *Buffy*) as Charlemagne Bolivar, the Nietzschean archduke mentioned in "The Honey

Offering". The episode "Pitiless as the Sun" will guest star **William B. Davis** (*X-Files*' CSM) as a scientist trying to find out the truth about Trance Gemini.


There's not much new to report on *Mutant X* from what was in the previous issue of ConNotations. The writers and official web site have not been giving up any information on specific episodes. The show looks to have lots of action and should be worth checking out. Once the series starts, I expect to see more info on their official web site at www.mutantx.net.

It appears that *Starhunter* will not be airing in syndication. Other shows either debuting in syndication or returning are *The Secret Adventures of Jules Verne*, *The Immortal*, *The Lost World*, *Relic Hunter*, *The Outer Limits*, and *Beastmaster*. *The Invisible Man* will have new to syndication episodes during the fall, having stopped airing new episodes the week after they aired on SciFi in July so that they would have new episodes to air when SciFi goes into repeats. Debuting on the Cartoon Network in November will be an all new series based on DC Comics *Justice League*. It will be done in the style of the recent animated Batman and Superman and will feature the following heroes: Superman, Batman, Wonder Woman, Green Lantern, The Flash, Hawkgirl and Martian Manhunter. The series will debut on Saturday, Nov 17 at 7 pm ET/PT with a multipart episode and its regular time slot will be Mondays at 8:30 pm ET/PT starting Nov 19th. **Bruce Timm** will be overseeing the series and "After working on the Superman and Batman series for the last several years, JUSTICE LEAGUE is a great opportunity to develop those characters a step further and bring more of the iconic DC Comics superheroes to life," said Timm. "I am looking forward to exploring whole new realms of the superhero world."

The Green Lantern will be the John Stewart Green Lantern and The Flash will be Wally West. There will be a two-parter featuring a guest appearance by Aquaman and there will also be a Justice Society episode. Villians will include The Joker, Lex Luthor, Star Sapphire, Solomon Grundy, the Injustice gang, and Mongul. According to Timm, "Each character has a specific role and we understand how they fit in and how they react to one another. We're trying to get really specific with what their concerns are and what issues they care about. It's like The West Wing with super powers."

Timm mentioned how they researched the group dynamic by rereading thousands of comics — not just JLA but other team comics like the Avengers, the Fantastic Four and others. "We've found a lot of bickering," he concluded. Timm promised that the show would be filled with action. "One of the things that we've realized early on with this show is when you get this much super power in one group, you have to up the ante. You can't have them fighting a bunch of thugs in a warehouse anymore. So we'll be tossing planets and stuff at them all the time. It makes the show difficult, but fun, to do."


More schedule information, news and links, visit the Magrathea/SFTV Pages at www.sftv.org



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Offering". The episode "Pitiless as the Sun" will guest star **William B. Davis** (*X-Files*' CSM) as a scientist trying to find out the truth about Trance Gemini.

There's not much new to report on *Mutant X* from what was in the previous issue of ConNotations. The writers and official web site have not

24 Frames (Cont'd from page 1)

died in a plane crash. Reports are that 80% of her scenes had been filmed and the producers have to decide how whether to recast and reshoot or work around the available footage. Filming on the two sequels in Australia continues with lots of extra casting. While taking to SciFi Wire, producer **Joel Silver** explained the release date push back with "It's just it's an enormous project," **Silver** told the website. "It's a staggering project. There's so much dealing with it, it's unbelievable, and they just need time to finish both movies, because we're shooting them as one big movie. It's not back to back. It's one movie, so they'll finish shooting it, and then they'll take the time to finish the movies."

Even though the first *Harry Potter* film has yet to be released, there's now talk of **Stephen Spielberg** directing the third movie. **Spielberg** was quoted by a British paper that the "first story didn't touch me creatively. Now the third Harry Potter book. ... It's pure genius! Much darker, more esoteric and interesting to me personally." When asked if directing the movie is a possibility, **Spielberg** replied "You never know".

Progress is being made on a *Red Dwarf* movie based on the BBC SciFi comedy series. It will feature the TV cast and is being written and directed by **Doug Naylor**, co-creator of the TV series. Filming will commence this fall and a Christmas 2002 release date is planned. The official web site at www.reddwarf.co.uk has been having updates on the film's progress, reporting on cast read-throughs, rehearsals, and **Robert Llewellyn's** plaster casting to make a new, bigger budget costume for Kryten. The budget will be just under 20 Million British Pounds. In an interview on the web site, **Naylor** said "It's a complete story unto itself. The story begins before the series started, and then goes off in a direction that the series didn't go off on. So it's set up and then has it's own story, complete in itself, whilst still being able to assemble the cast that we know and love."

Movie Release Dates

Oct 5 - Joy Ride

Oct 19 - Bones, From Hell

Oct 26 - 13 Ghosts, K-Pax

Nov 2 - Monsters, Inc., The One

Nov 16 - Harry Potter and the Sorcerer's Stone

Nov 21 - Black Knight

Dec 19 - The Fellowship of the Rings

Dec 21 - Jimmy Neutron, Boy Genius

Feb 8 - The Time Machine

2002 - Rollerball, Jason X, Pluto Nash, Spiderman (May 2), **Star Wars Episode II** (May 22), **Scooby Doo** (June 14), **Reign of Fire** (June)

Upcoming Movie Previews for October & November

October is the month for Horror movies and there's several of them scheduled to be unleashed into the movie theatres. Then in November & December we've got some of the most highly anticipated movies of the year.

Already in theatres is "*Joy Ride*", where a group of teenagers tangle cross country with a deranged truck driver who wants to teach them a lesson after they play a prank on him. In "*Bones*", rapper **Snoop Dogg** is Jimmy Bones, a neighborhood protector who was betrayed and killed in the 1970's whose spirit returns to clean things up in his old neighborhood. "*From Hell*" stars **Johnny Depp** as inspector Frederick Abberline investigating the murders of Prostitutes in London. It is based on the graphic novel by **Alan Moore** about the reign of Jack the Ripper. It also stars **Heather Graham, Ian Holm** and **Robbie Coltrane**. "*13 Ghosts*" is a remake of the **William Castle** horror classic about a family that inherits a house that has 13 ghosts in it and what happens when they are trapped in it. It stars **F. Murray Abraham, Tony Shalhoub, Shannon Elizabeth, Kathryn Anderson, and J.R. Bourne**.

For science fiction, we've got *K-Pax*, which is about Prot (**Kevin Spacey**), a mental hospital patient who claims to be an alien from the planet K-Pax. His psychiatrist, Dr. Mark Powell (**Jeff Bridges**) is baffled by Prot and is not sure what will happen when Prot's announced departure date nears. In *Black Night*, **Martin Lawrence** is Jamal, a waiter at a Medieval World theme park who is somehow transported back to the middle ages and teams up with an ex-knight (**Tom Wilkinson**) and a peasant girl (**Marsha Thomason**) to defeat an evil king (**Kevin Conway**).

Opening the first weekend in November is the latest from Pixar and Disney, *Monsters, Inc.* It stars **John Goodman** and **Billy Crystal** as the voices of a couple of Monsters of the type that spring from kids closets to scare them. The Monsters are really just as scared as the kids. When a little girl named Boo invades the Monster's world, it gets turned upside down. In *The One*, **Jet Li** stars as multiple versions of the same character in multiple dimensions. When an evil version of himself discovers that he grows stronger as each of his counterparts is killed, he goes on an interdimensional reign of terror. It's up to a good version of himself to stop the bad one. Lots of special effects and **Jet Li** fight scenes are to be expected. It's also written by the Morgan and Wong team, responsible for *Final Destination* and lots of good *X-Files* episodes.

Of course, the big movie for November is the film adaptation of *Harry Potter and the Sorcerer's Stone*. From advance footage the movie looks to capture the spirit of the book and the young actors look to do a good job bringing the characters to life. With a good adult cast (**Richard Harris, Robbie Coltrane, John Cleese, Julie Waters, Maggie Smith, Warwick Davis** and **Alan Rickman**) to support the kids, it should be as fun to watch for adults as for kids. And it will likely be entrenched in the number one slot until late December, when the first installment of the *Lord of the Rings* trilogy debuts. We'll have lots more on that very highly anticipated movie next issue.

ConClusion (cont'd from page 6)

go along with these. Oh well. Across the hallway from Registration were the newsletter boards, flyer boards, voodoo (message) boards and freebies tables. Nothing was really ready to use, so we wandered south down the long hall to the exhibit hall (which another group ended up using) and out the gates to the Marriott Hotel. Entering there we found ourselves on the second floor. We took the elevator up to the 21st floor where some parties were supposed to be located. Sure enough, Charlotte (North Carolina) in 2004 was running their Worldcon bid party already. They were serving barbecued pork, salad, beans, beer, sodas, wine, etc. The pork was not nearly as good as in Chicago and I found out later that it was purchased locally rather than imported. I ate a little, but passed the rest of the con. It just wasn't the same. We chatted with a computer programmer from New York and some other folks from around the country before heading out to find other parties. Not much else was running until we hit the 6th floor where Boston in 2004 was running their party. They had chocolates and other sweets, shrimp with cocktail sauce, and hard drinks. Since their party comprised a number of interconnected suites and next door suites we felt like we weaved through a rabbit warren. Of course, we had to do that just to get there. Turns out the 7th floor has the pool and the 6th contains all the mechanical support for it. Those hallways were about 4 feet wide! By the time we got back to our hotel we were full and tired. I read a bit and watched some local TV before crashing.

Thursday brought a buffet breakfast and another trip to the convention center. This time we attempted to take a taxi, but none came even after calling twice. We gave up and walked. My family wanted to see some items on the program and I had arranged to meet an online friend for a brief tour of a Worldcon. She was a Farscape fan and couldn't attend the con due to family commitments, but wanted to see one. Since she lived in Philly I insisted that she meet me for a two-bit tour. While waiting for her I hung out with other friends from online and set up a dinner that night with them all. It turns out that the freebie tables we hung out at were ideally located at the top of the escalators and the beginning of the programming hallway. It was about as centrally located as any place could be there. My family went back to the hotel before my friend arrived, so I used my mother-in-law's badge for the tour. My friend finally showed up over an hour late, but had a great time. The hallway had rooms for programming on either side that ran south from Registration. The great hall beyond allowed you to walk up stairs to another hall above that turned out not to be used. The south end of that great hall led to the Marriott and a shopping center that I didn't get to until later in the weekend.

From Registration you could travel east or west to enter the large Exhibit Hall where the fan tables were located, costume exhibit, science displays, photo displays, ASFA table, Art Show and Dealers Room. They didn't use the entire thing, either. There was a wide distance between the former items and the latter items. We passed the seated Worldcon tables (San Jose 2002, Toronto 2003) and bided Worldcons (Boston & Charlotte 2004, UK 2005, Los Angeles & Kansas City 2006, Japan 2007). KC in '06 was a new bid and I chatted with them later about their info. They want 2006 since it will be the 30th anniversary of their last Worldcon. My friend and I then hit the Dealers room with all the various booths offering books, art, costuming, magazines, jewelry, etc. Since the Art Show wasn't open yet we just kind of peeked in and left. We also walked west and downstairs to the first floor where other meeting rooms were offering Gaming, ASFA/SFWA/WSFS meetings and readings, kids programming, etc. That's when I discovered the 2nd floor walkway went over the street that we had walked down the first night. My friend was bouncing off the walls the entire time and had to go tell her husband all about it.

I walked back to our hotel (which was on the edge of Chinatown) and rested before meeting the online group for dinner. We met at the convention center and walked to an Italian restaurant across the street from the Marriott called Maggione's. It was crowded, but part of our group was already there. We had to split into 2 groups of 9 to prevent being forced to order family style (choosing one of two entrees, one of two salads, etc.). We had a wonderful meal and the desserts were to die for! Since my family had eaten at the hotel buffet before I got back they resorted to just dessert while I plowed into the largest order of lasagna I had ever seen. I had to take most of it back to the hotel and finally ate it before leaving for the airport on Monday. We then hit parties. Since Charlotte was on floor 21 we started there. Some other groups had parties up there. SFWA and ASFA suites were on the 20th floor. SFWA was badging (sort of like carding) folks, so we visited ASFA instead. It was crowded, but had good food. I didn't recognize hardly anyone there except the president and the suite coordinator, so we headed down the elevator to other floors. Somehow we missed UK in '05, but caught them later in the weekend. Boston had their going again on the 6th floor. Many other had the 7th floor tied up. SFF.Net ran a series of parties including chocolate as a theme. They had some good chocolate. If you didn't know, they are a web site that started up about the time Genie (online service) was shut down. They have some public access and some private access. They also have some newsgroups only available there. We were full and pooped, so we took a cab

(cont'd on page 12)

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or

Mike Willmoth at (480) 945-6890 - Email: mwillmoth@compuserve.com



ConClusion (cont'd from page 9)

back to the hotel and crashed.

I didn't get to much programming on Thursday because I had to wait an unusually long time to hook up with my friend. I flipped through the pocket program while waiting and was disappointed to discover that the program grid only showed 6 columns of information per page, two pages max. That's only 12 program items! Well, just past the daily grid was the daily details. Lo and behold, there was more going on than the grid showed. From that point on I gave up on the grid and just read the details. The size of Saturday's details included around 23 unique items at a time, still much smaller than LA's program in 1996 which had up to 32! Some of the things offered on Thursday included autographings at the Asimov's / Analog Table in the Dealers Room, Video: A Bug's Life, Computer Security: How Secure Is Secure?, Readings (Rob Sawyer, S.M. Stirling, etc.), Beer In Philadelphia, How To Enjoy Your First Worldcon, Rediscovered Authors, Book Discussion: Dune by Frank Herbert, The Yankee Confederacy And Other Untapped Alternate Histories, Philadelphia in Science Fiction and Fantasy, Wizard Costumes (Camp Franklin - Kids), Worldcon Bidder Presentations, Field Of Dreams: Baseball In SF And Fantasy, Space Technology: A Look Into The Next Quarter Century, Mobile Infantry And Space Fighters: What Makes Good Military SF, Filk Concert, Anime: Bugs Bunny Tribute, Opening Ceremonies, Nick Danger (Radio Room), Friends Don't Let Friends Run Worldcons: Worldcon Chairs Discuss Worldcon, Docent Tour: Fan Exhibits, Evolution Of Online Communities (this one I sat in on and they spent a large part of time explaining the origins of the Internet, Usenet and online services such as CompuServe, Genie and AOL), HP Lovecraft in the 21st Century, The Art of Worldbuilding: an Overview Of Worldbuilding Panels, Across The Commonwealth: The SF Renaissance In The UK, Australia and Canada, Pictionary, Star Trek Aliens and Cultures, Poetry Jam: An Open Mike Poetry Reading, Underground Horrors: Horror Small Press. Most of these were in the convention center, but some occurred in the Marriott in the meeting rooms. The Internet lounge, concerts, ConSuite, etc. were in the hotel for various reasons, mostly cost.

Friday we did the hotel breakfast before heading to the con. I caught the Hal Clement Slide Show: "Big Names" A Cautionary Tale About Fictional Trips To Well-Known Stars, Babylon 5 and Deep Space 9: A Look Back, Galactic Geographic: A Guided Tour, Sailing The Sea Of Stars: The Interrelations Between SF And Naval Fiction, tried to attend the Literary Beer with Robert Sawyer in the bar upstairs but it was completely full at his table, Jeff Walker's Movie Trailers. Other things that I missed included Coming

Attractions: Bantam, Enjoying The Art Show, SF Professional Organizations: SFWA And ASFA, The Art Of Developing Character Histories In RPGs, Writers Who Filk & Filkers Who Write, Worldbuilding 101: Creating A Planet, Spectroscopy For Kids, What Makes A Good Stage Costume?, Win Tom Galloway's Money (I was mistaken for Tom by none other than Kevin Standlee whom I've known since LepreCon 15), Writing For TV: A Dialog, America's Best Comics, Pagan Concert, Art In The UK, Writing And Illustrating Fairy Tales, The Classics Of Alternate History, Belly Dancing, Regency Dance, Previously In Philadelphia: the 1947 and 1953 Worldcons, Changing Views Of The Space Program, Kaffe Klatches, Joe Bergeron Slide Show, Where Has The Future Gone? And the Retro Hugo Awards. For dinner my family and I went to Chinatown with another friend from online. They returned to the hotel while I wandered back to the Marriott for more parties.

Saturday started with breakfast, which I missed due to oversleeping, and some good programming. I missed seeing Where Did Tom Swift Go? I cut my teeth in SF on Tom Swift Jr. books. I did catch part of the Stephen Youll Guest Artist Slide Show. He was cut short by program staff and he expressed his concern for ending a GoH event before he was done. He ended up running through his slides quickly in order to appease the staff. This was a common complaint throughout the con as they ran 50-minute panels and didn't care who you were when they gave the stop now sign. I caught the first half of the annual ASFA Meeting and was pleased to hear Teresa Patterson (President) say that the Art Show was done very well and there was really nothing to complain about. This is in contract to the Chicago Art Show from last year I mentioned above. They also gave out awards to various web sites, including one that had previously been notified that it was violating copyright by posting unauthorized artwork. Apparently they worked with ASFA to come into legal compliance and ended up setting an example of how to properly do it! I had arranged to meet a friend for lunch and we did sandwiches in the nearby Reading Terminal Market. This place has been open for over 100 years and offers vegetables, fruits, seafood, Amish baking and restaurants, Philly steak sandwiches, a book store, a cooking store, on and on. It was a wonderful place to eat and shop. Unfortunately, it was closed Sunday and Monday (Labor Day). So, I missed the Michael Whelan Slide Show, the SETI Project and Cutting Edge Physics: Theories Of Everything. I also missed the JPL Presentation and Worldbuilding 102: Creating An Ecosystem. I passed on the Introductory Shotokan Karate Workshop and SF Romances and Demo: Pen and Ink. I caught most of A Journey Through The Universe With The Hubble Space

Telescope, sacrificed Writing On The Web: The Internet As Resource And Tool for the Art Show Docent Tour with David Cherry, caught part of John Hertz's docent tour afterward while finishing off the really good art show, missed the Future of Gardening and What SF Didn't Predict and glad I missed Following The Slayer: A Look Back At Five Seasons Of Buffy The Vampire Slayer. From what I heard in the gripe session on Monday is was sardine city.

Tonight we tried to get together with some friends for dinner, but they were not available because of relatives. So, my wife and I went back to Maggione's for dinner and had to wait quite some time. We hung out at a table in their bar and about half way through our 75 minute estimated wait the cocktail server asked if we'd like to just eat there. Sure! After we ordered our friends came in to wait for their table and we all hung out anyway. Their dinners arrived as we finished ours, so we took off to join a group for a Masquerade party in a room at the Marriott. It seems it was being televised in the hotel since it was held there. Unfortunately, by the time we got there it was over, but we got to watch the awards given out. We sat around and joked until a gal came by to give us a presentation in the fine art of punning. Using used Leggs' eggs and homemade dolls of rabbits inside she spun a yarn that knitwits like me could only follow. Since it was an interactive story we all had to guess the various punch lines and I was mildly successful. All in all we had a great time. Look for Madame Ovary at LosCon this November. From there we did more parties. Tonight there was no Charlotte or Boston since the site selection voting ended at 6pm. Instead we found UK in '05, Japan in '07, LA and KC in '06. Japan served a mean plum liqueur, UK served scotch (I passed), and the others had great food. I think it was in KC that I tried a taste from a bottle of You Can't Handle This Sauce. I drank lots at the next party down the way, but did handle it. In the lobby later we ran into some Boston fans who were celebrating. They had won the 2004 bid!

Sunday offered more good programming. David Cherry had his slide show. I missed Are the Oceans Still Our Future? I passed on Life With Harry (Potter), but heard the Junkyard Wars was quite good. I wanted to get to The Kepler Project: The Search For Earth-Like Planets or The City In SF, but ate lunch instead with some San Diego fans in the food court of the shopping center that attached to the Marriott and convention center. We dined elegantly on Popeye's Chicken. I missed The First Carpool: A Look At Chicon and Denvention (1940/41), Star Wars Past and Future, and California Dreaming: Future Sources Of Energy. I did catch Mathematical SF which had quite a heated discussion about some issues. I wanted to see A History Of Japanese Fandom or Beer In Zero G and Other Challenges Of Space Manufacturing or

even Posthuman Rights: What Rights Will A I's have? I thought the topic Do They Keep Kosher On Mars: Jewishness In SF would be a hoot to attend, or even pop my head into Robert Heinlein: An Appreciation And Evaluation. After all, I did write a paper in college on why RAH was the best SF writer up to that time (1976). I settled for New Missions To Mars over Free Space And Corporate Space and passed on Piracy In The Digital Age for Bob Eggleton Slide Show and missing out on Web Pages for Writers. The Geology Of Middle Earth was neat until the staff cut it short at 50 minutes yet again. The fellow giving the presentation was also upset at being stopped far too early. I thought about catching From The Caves Of Steel To The City Guard: SF and Fantasy Police Stories or Current Trends in Anime or even Fandom In The Future, but opted for Space Tourism: Publicity Stunt Or The Coming Thing. Since then I've read where the Russians are working with the Chinese on a commercial space station that appears to have NASA fretting. Libertarian SF sounded interesting, but I settled on visiting their party that night. It was awkward until we chatted about local politics and western water policies. They warmed up at that point. The Future Of Music sounded interesting, Religious Societies In the Spacefaring Future would have been good, but the Growing Rift? - Pros and Fans sounded a tad argumentative. The Year In Physics And Astronomy was high on my list as was the Future Of Medicine, but I had to make sure we made dinner early since lots of restaurants nearby were closed.

We met up with our friends from the night before and walked numerous blocks to Ludwig's Garten for German food. We had reservations and it was fortuitous. Our group was about #3 out of 25 that descended on the poor understaffed restaurant that night. All told we spent 3 hours at dinner. Now, we weren't rushed at all, so we enjoyed watching the various servers, bartenders, bussers and hostesses run around like, well, you know. By the time we left it had died down to a gentle sigh. I had the rouladen and my wife had the sauerbraten with peach flavored Belgian beer. They were out of my choice so I opted for iced tea. Speaking of beer, a good portion of the restaurant guide covered beers. This is ok for those who survive on it, but for us it was a waste of space. Instead we had hoped to have a map of where the restaurants were located. What we got was a generic map of the downtown area with only major streets. We had to reference a restaurant summary to get the address, then determine if we could walk to it. The good news was that they marked some as within 4 blocks. The bad news was that they failed to provide a sort in the back by that criterion. City Center was there, but 4 blocks was a sublisting

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ConClusion (cont'd from page 12

for City Center restaurants. Many restaurants were detailed while many were just listed with little info. I suppose it was better than some cons do, though. So, after dinner we did the party thing one last time and hung out in the lobby with friends until it was time to crash. It turns out our other friends had done an impromptu Hugos party in their room, but it was over by the time dinner was done and we didn't know anyway.

Monday we packed up and my family hung out in the second floor lounge where the buffets were held. I checked out and did the convention center one last time. I didn't attend the GoH Autographing, nor Small Presses And The Changing Face Of Publishing. I also missed the Operations Horizon And Lunex: The Military's Cold War Plans For A Moon Base which I've been reading about since then online. How To Lie With Statistics: The Continuing Story sounded interesting as did Trends in Electronic Publishing, The Future Of Publishing: Print-On-Demand, E-Books, And Other Big Changes. Computer Law I missed but I caught the Gripe Session. I wanted to see how the Chair handled criticism about the program. Pre-con I heard about a number of former Worldcon participants who were not invited to be on MilPhil's schedule. Most

were west coast fans or pros. Sure enough, someone complained about the apparent censorship of past participants. I heard the Chair say that he knew of no one who was deliberately left off the schedule. Yeah, right. Other complaints had to do with room/crowd sizes (which can't be fixed unless you do this every year like Comic Con), the restaurant guide (already covered) or the wide unused space in the Exhibit Hall (already covered). Compliments included the Art Show, various program items such as Junkyard Wars, etc. I left early so we could get to the airport in a timely manner.

As it turned out we got one right away from the front desk and arrived with plenty of time. Our driver was from the Ukraine. Once the flight started I got to see another Phoenix fan, Katrine Cady (former local Art GoH for LepreCon), and a LA fan, John Hertz (Regency Dancing). He wanted to get together for awhile in Phoenix until he had to catch his connection to LAX, so upon arrival we did. We hung out in Sky Harbor's lounge and chatted about MilPhil, his experience with programming, Hugos and all that. On the flight back I got to watch the sun shed pastels on the clouds below as the moguls of moisture passed by for about an hour. I could see thunderheads spear their way through the horizontal layer and over the course of a few minutes formed billowing formations

resembling mushroom eruptions in a snowy blanket. It was really remarkable and much better than the in-flight movie. We arrived home to find our four-footed friends eager to unleash all their frustrations and love on us at once. After feeding, that is.

If you have any questions or comments about this review, or just want additional details, please email me at mwillmoth@compuserve.com or give me a call at 480-945-6890.

CopperCon 21 A Review by Mike Willmoth

CopperCon 21 was held Friday September 7 through Sunday September 9, 2001, at the Holiday Inn Sunspree Resort in Scottsdale, Arizona. This year's guests were author Julian May, artist Mark Roland, local author Diana Gabaldon and musician Heather Alexander. Other participants included Lubov, Barry Bard, Chuck Cady, Mike Cassidy, P.C. Cast, Janeen DeBoard, Phil Eklund, Maryeileen Flanagan, Jessie Foster, Alma Maria Garcia, Scott Glener, Bennie Grezlik, Thomas Harlan, Don Markstein, Patricia Mathews, Terry McGarry, Catherine McMullen, Sean McMullen, Yvonne Navarro, Rusty Neal, Adam Niswander, David Perrine, James Reade, Cary Riall,

Marella Sands, Mark Siegel, Janni Simner, Ken St. Andre, Gene Steinberg, Grayson Steinberg, Jim Strait, David Summers, Kit Townsend, Larry Vela, Scott Virtes, Catherine Wells, John Wheeler, Lee Whiteside, Randall Whitlock, Dr. David Williams, myself, Gail Wolfenden-Steib and Veronica Zabala.

The theme this year was Celtic and Thursday evening offered Heather playing in Consuite for those lucky members who pre-registered. I got to hear some of it while chatting with folks for awhile. Julian May apparently had already headed off to the hotel bar. Heather later went for a beer and a back adjustment. Friday brought lots of setup. Teri Slaker & Carol Johnson did a Tri-Chem demo which my wife enjoyed. Larry Vela ran What's That Byte? where audience members had to guess what tv show or movie or actor said or offered that sound. Writing For Other Media and a reading by Thomas Harlan occurred along with Odds N Ends Costuming For Kids. There was a gaming panel opposite Meet The Pros. I had a nice chat with Diana Gabaldon there and said hello to a few local pros and fans. During MTP a group called The Bringers played Celtic music with percussion, violin and (of all things) digeridoo. They were quite good and Cary Riall introduced the guests and participants between sets. Afterward Mark

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ConClusion (cont'd from page 13)

Roland led an Art Show Walkthru while Catherine Wells did a reading and UFP ran their traditional SciFi Jeopardy. I sat in on the latter and our group was ahead until the Final Jeopardy round where we blew it. Chuck Cady talked about a project he worked on called Land Warrior, the Massoglias ran Regency and Country Folk Dancing and Westercon 55 (Los Angeles) held a party for their convention.

Saturday was the big day and it started with Lee Whiteside's Tube Talk (upcoming sf/f shows). The GoHs gave talks or interviews, there was a mini seminar on a Mission To Mars and John Wheeler gave a Face Painting demo. Various writing panels occurred, such as Celtic Themes, Foot In The Door and Do It Yourself Publishing. Heather did her Filk Concert after The Bringers warmed up the crowd. The Charity Auction brought in over \$1000 dollars for RIF and a Pet Rescue charity. I caught Current NASA Space Exploration Plans briefly and saw Larry Vela demo airbrush all over Lori Herrin, Program Operations Staff over Kids' Programming. The United Federation of Phoenix (UFP) held a panel discussion on Star Trek & SciFi on Trek's 35th Anniversary which I found interesting enough to put in my 2 cents. My wife & I met up with a couple of friends for dinner at nearby Outback Restaurant. By the time we returned Masquerade was over and the Modern Dance with Mark Boniece was setting up. Later I saw it well attended and bodies bobbed in the light show.

Independent Fan Film Making ran short due to the dance and the popularity of Sex Toys Of The Future. And there were lots of parties! UFP had cake and ice cream while showing off their homegrown video. DieterK and MoeCanDo held a party with music and ambience for their Modern Dance efforts at LepreCon. Not only

Westercon 55 but also LosCon 28 had parties. Corsairs/Pirates ran their own Ditty Party. I also helped out at our Westercon in 2004 Bid party where you could sample cordials by Lord Craig or make your own dinner combo from our build your own taco bar. I told lots of folks about the bid, pre-supporting, voting, etc. I think we ended up with about 10 new members.

Sunday started with Planetary Probes which was educational. Barry Bard did his usual At The Movies with free stuff given away. Writer's Technique and Kicking The Tires ran opposite ATM. I saw kids walking around with Salt Dough Sculptures and sat on the panel for Future Fashion Design. Here I expected to cover styles, technology, etc. but we mostly talked about fabrics and nanobots removing the scent from your socks. The Art Auction ran short so there was quite a bit of time before the Compliments & Complaints panel occurred. Since Kitty McDonald-Neal had to leave the con before that I sat on it and represented Programming since I was the Science

Liaison this year. There were a few issues involving our department that I'll pass on to the team for inclusion in LepreCon 28. Some dealt with Dealers Room, Gaming and Registration. Overall, everyone was quite pleased with the con and how it ran. Reg reported total membership about 500 with 450+ onsite. My wife and I had dinner with the rest of the program team at a Mongolian Barbecue restaurant before I returned for the staff wrap-up meeting. Consuite was closed and most folks were

already gone so I left the vacant halls for home.

Next year's con will be at another site you may remember from CopperCon 18, the Embassy Suites Phoenix North, I-17 & Greenway Rd. Their construction is complete and everything has been upgraded. All rooms are two room suites. LepreCon 28 will be there in May as will HexaCon 12 in July and CopperCon 22 in September. Phoenix is also bidding for a World Fantasy Convention this Halloween

in Montreal. If we win a bid for 2003 or later, then WFC will also be at that same Embassy. Since I'm the Bid Chair for that wish me luck. Be sure to check out www.coppercon.org for details as they become available for C22. If you have any ideas or comments about C21, please contact me and I'll pass them on to the powers that be for next year. You can reach me at mwillmoth@compuserve.com or 480-945-6890.

Shane and Laurie's Excellent Adventure: Six Amusement Parks East of the Mississippi River and West of the Atlantic Ocean (Part 2 of 3)

By Shane Shellenbarger

Laurie and I traveled onward to Philadelphia, Pennsylvania, taking off a couple of days from coaster riding to spend some time among the groundlings, but by Sunday we were back at it, this time joined by our niece, Danielle.

We headed to another park discovery, Six Flags Great Adventure and Wild Safari in Jackson, New Jersey. This park also has metal detectors and does a bag search. My pocketknife was deemed dangerous so it was tagged and I was given a receipt to retrieve it from Security after we left the park. This park is divided as follows: Main Street, Old Country, Movietown, Looney Tunes Seaport, Fantasy Forest, Lakefront, Boardwalk, Bugs Bunny Land, and Frontier Adventures.

Our first stop in Movietown was **Batman and Robin: The Chiller**, dual-track linear induction motor launched coasters. **Robin** was not operating, so the line for **Batman** was quite long. Designed as a shuttle (out from the station, through a loop, up a ramp, and then backwards to the station), the track length is only 1,137 feet in length, dropping 139 feet through two inversions at a top speed of 70 mph, creating 5 G's, all in 32 seconds. It was over too fast! We wanted to ride again, but we couldn't justify the wait time vs. the ride time.

While not strictly a roller coaster, **Stuntman's Freefall** does run along a track and has a lift that takes you up 130 feet, moves your four-person car forward 6 feet to another track and then drops you. The track curves at the bottom so that the car changes from the vertical plane to the horizontal plane. Then while you are on your back the car moves backward and downward into a receiving area that rotates the car back to the vertical plane in the staging area. This is pretty exhilarating.

Batman: The Ride is nearly identical to the **Batman: The Ride** in Six Flags Magic Mountain in Valencia, California. 2,700 feet of track support 8 cars at 50 mph to a height of 105 feet through 5 inversions. As you approach the entrance to the ride the theme appears to be that of a Gotham City renovation project. However, once you are inside you are treated to the urban decay of burned-out police cars, graffiti-covered walls, and junk strewn across chain link fenced-off areas. It was great in California and it's great in New Jersey.

Our next stop was **Nitro**, new for 2001. Designed by Bolliger and Mabillard, the same firm that gave us **Apollo's Chariot**, **Nitro** is longer, higher, and faster than the Williamsburg coaster. It's as if the owners of Six Flags told the designers, "We want one of those, but give us MORE," which they did. **Nitro** was the same overall feeling of **Apollo's Chariot**, just turned up a couple of notches. The track carries the passengers through some lovely countryside. At least I think it's lovely. It's a bit hard to tell when you're rising 230 feet and falling 215 feet, banking and turning along 5,394 feet of track at 80 mph trusting in the lap restraint. Just like **Apollo's Chariot**, **Nitro** was our favorite coaster in the park.

We crossed into the Lakefront area and entered **Skull Mountain**, an enclosed dark-coaster which only gets up to 33 mph along 1,377 feet of track rising to a height of 40 feet. I'd class this one as a family coaster and not worth the time to ride.

Leaving Lakefront, we crossed half of the park to get to **The Great American Scream Machine**, a coaster in the Boardwalk area with quite a few tricks up its sleeve. With 7 inversions along 3,800 feet of track you're never quite sure what will happen around the next twist or turn. You drop from a height of 173 feet through 3 vertical loops, 1 corkscrew, and 2 boomerang loops as you travel along at 68 mph. My companions complained that it was a bit too rough, but we all enjoyed the ride.

The dual-track wooden coaster, **Rolling Thunder**, and the heart-line spinning inverted coaster, **Viper** weren't in operation the day we were there, so we headed for **Medusa** in the Frontier Adventures region of the park. Danielle loaded up on ice cream and begged off as we came within sight of this beauty. **Medusa** is a "floorless" coaster, open on the sides with chairs that seem to fly above the track. Traveling at 61 mph over 3,985 feet of track, the rider fly's like a fighter pilot through 10 banked turns and 7 inversions including interlocking corkscrews, a vertical loop, a double inversion, a dive loop and a zero-g roll. **Medusa** was a thrilling topper for our day. <http://www.sixflags.com/parks/greatadventure/home.asp> <http://www.sixflags.com/home.asp>

Kennywood was a change of pace for Laurie and myself, a slower pace. Kennywood is a traditional amusement park in West Mifflin near Pittsburgh, Pennsylvania that was established in 1902. To remind park goers of that bygone era, a six-acre area was completed in 1995 and dubbed "Lost Kennywood." Rides, food, and shops harkens back to a simpler time, but rising above the area, casting its shadow in the early summer sunlight is the **Phantom's Revenge** (formally the Steel Phantom from 1991 to 2000), the newest coaster in the park. This ride has no

inversions, has a lap restraint, and the drop from the lift hill is 160 feet. However, the longest drop is 228 foot through a tunnel. This baby clips along its 3,200 feet of track at 82 mph and the ride was enjoyable in both the front of the train and in the rear car. We were able to ride it twice in a row before the lines got too long.

The next ride we headed for was the **Exterminator**, an enclosed **Mad Mouse** with a twist: halfway though the ride the cars spin as you go around a corner. The plot of this themed dark coaster is that giant rats have overtaken a subterranean area of the city and you are part of the team charged with eliminating this threat. We thought this ride was a hoot-and-a-half! At 20 miles per hour, it's not fast and at 1,377 feet of track you don't go very far, but it does take about 2 minutes and 30 seconds to complete the circuit and we found it was pure fun. Well worth the ride!

The other coaster in the "Lost Kennywood" area is the **Thunderbolt**, a wooden coaster that opened in 1968 as a major expansion of the **Pippin**, a coaster built in 1924. Luck wasn't with us that day



and the ride was not in operation.

The **Racer** is at the extreme opposite end of the park, directly across from the **Skycoaster**, where one to three flyers are secured in a harness and winched in a prone position toward the 180 foot high launch tower. When the flyers release themselves by pulling a parachute style ripcord the flight begins. The nearby **Racer** only rises to about 72 feet, but it is a wooden twin coaster with a difference, the track is configured in a Moebius Loop. The dual trains start out with car "A" in the station on the left and car "B" in the station on the right. During the course of their parallel travels, one train crosses over

the other along the 2,250 feet of track and ends up in the station on the side opposite from the one on which it left. The parallel tracks are so close that riders can grip the hand of their opposite number in the next train. This promotes an odd combination of community and competition as the trains advance and retreat along their tracks. This is a fun coaster to ride.

At 2,132 feet of track, dropping 70 feet, and top speed of 45 mph, the **Jack Rabbit** isn't the longest, highest, or fastest wooden coaster around but it is a great ride! The 45 degrees of descent down a ravine and the double dips give the rider plenty of airtime. We loved it and rode it twice in a row.

<http://www.kennywood.com/>
<http://www.kennywood.com/sister2k.htm>
(To Be Cont'd in Volume 11 Issue 6)

TO BE CONTINUED

In the next issue of ConNotations Shane and Laurie finish their adventure with trips to Cedar Point Amusement Park in Sandusky and Six Flags Worlds of Adventure near Cleveland



© Sherlock

In Our Book

Blue Light

By Walter Mosley

Little, Brown & Co., \$24.00, 296 pp

Walter Mosley has long been a favorite mystery author of mine so I was doubly interested in a science fiction story by him.

The story is narrated by a man, Chance, who has witnessed a profound change to mankind and himself. Chance was captivated by a man, Orde, who began preaching in the park after he was struck by a blue light that came from outer space. The blue light changed life wherever it struck: people, animals and plants. Orde found others who had been infected also and brought them together as a kind of family. This "infection" caused those afflicted to have an expanded perception of reality and some discovered certain powers that they didn't have before. Orde tried to bring others into the family by giving them his blood in the hope that the power could be passed along. Chance was one who survived that experience and was changed by it. The antagonist in the story is a man who was pierced by the blue light when he was already dead and was changed into one who hated life, the Gray Man. The ones who remain after an encounter with the dead one, hide in a forest of blue-light changed trees and attempt to understand their altered destiny until they are finally forced to confront the deadly Gray Man again.

This story attempts to examine our notions of divinity, the essence of life and even racial relations. It seems like a lot to look at in one story; in fact, this book is the prelude to a trilogy. It could be because Mr. Mosley is first and foremost a mystery writer that writing science fiction was so alien to him. The writing is professional and the essence of the theme is interesting. The style of the story is something else. I felt jerked about and confused at some of the changes in scenes and characters. The pace of the story was not very fluid. Some of the plot

devices were confusing and obscure. It isn't exactly science fiction, it isn't exactly a social commentary, it seems to be somewhere in-between. It is possible that the continuing story will come together more coherently now that the introduction is done; I'll reserve judgment. - **Catherine Book**

Outlaw School
by Rebecca Ore
EOS, \$13.50, 310 pp

As a community college tutor, I was especially interested to read this tale of a future tutor who goes to a community college! This is one of those "if this goes on..." cautionary tales of social criticism. It's good to see Ore continuing this tradition, which probably hit a high point in the 1950s with the writers of Galaxy magazine. Her 22nd-century American dystopia is too close for comfort. The supreme social value is discrimination. Science has been perverted to justify racism, classism, and sexism. Smart kids not born rich are given drugs in school to make them dumb. Democracy has been replaced by entertainment media. Knowledge and information are copyrighted. Churches support a technological cult: Judas Girls replace one eye with a spy camera to monitor their virtue. Exit one teenaged girl from all of this. Jayne becomes an outlaw, first as an unwed mother in a psychiatric hospital. Then she hangs out in a brothel (but not as an employee therein). Finally Jayne finds her calling as an illegal teacher of those who would learn more than society permits. She gets caught, and the punishment is a prison parole work-release job, as a programmer of computer generated-imagery of fake politicians. Eventually her grown son returns into her life, now a local politician with bigger aspirations. Ore's usually clear writing style is sometimes elliptical and hard to follow, but it pays off in the surprise ending on the last page. Don't look ahead to it, just read every page! - **Michael Griffin**

The Crow: Temple of Night
by S.P. Somtow
Harper Entertainment, \$6.99, 290 pp

This novel is a spinoff from the comic-book-movie-TV series of the supernatural character The Crow. He's an avenging ghost, a dead man come back to kill evildoers. This particular Crow is an American journalist murdered in Bangkok's red light district. His nemesis: a serial sex killer, who bathes in the blood of murdered and mutilated prostitutes. Possessed by an evil demon, he thinks his crimes make him into a god who will end the world. If this story were filmed as is, I would condemn it as another socially harmful movie using the lame excuse of art as catharsis. The problem with realistic sex and violence in the mass media is that one man's catharsis is another man's inspiration. Fortunately, this story isn't visual media. It's a book, for that minority of the population who still have the ability to generate pictures in their heads from words they read. As a book, it can get into all of the nonvisual details which make for socially redeeming value. Somtow tries his best to get inside the head of a sex killer, not using the demon to explain it all. His deeds are portrayed in all their bloody detail, but it isn't glorified like it would be if it were on a screen. Rather, the twisted logic of a sick mind is exposed for dissection. Two-thirds of the way through the book, The Crow appears and the supernatural conflict begins. Love wins in the end, and the forces of light and darkness will continue their eternal contest elsewhere. Hardcore stuff, with a hard spiritual message. - **Michael Griffin**

Arsian
by M.J. Eng
Tor Books, \$13.95

This reissue of the 1976 novel keeps a masterwork deservedly in print. You won't find a better study of the mind of an evil dictator, in this case named Arslan. The story is told from two points of view. One is a man's, the school principal in a present-day Illinois town. The other is a school boy taken hostage, raped, and who stays with Arslan as a willing consort. Like the villain of the Crow novel (also reviewed in this issue), Arslan is a mass killer who wants to end the world as we know it. There the similarities stop. Arslan has a cause: to tear down civilization to an earlier time of isolated villages with simpler technology. He is a warmaker to serve this end, and dedicated armies of competent and devoted soldiers follow him. He has no compunctions about killing anyone or using anybody for his pleasures. And he succeeds at his goals. He conquers the world; he stops and reverses progress. But he can't control his new, decentralized world. There are problems with roving bandit gangs

Given a choice between this novel or something else, pick this one to read next. There are few science fiction novels as good as Arslan, and none to pick over it.

After 25 years, we still live in a world of petty dictators while every country in the world proclaims democracy. Engh has conveyed the fantasy of every one of these tyrants, to finesse the major powers of the world and take over. See what the civilized world is up against, and thank Engh for it. By the way, the author dedicated the book to her pal ~Fritz Leiber: friend, heartener." - **Michael Griffin**

Valerius the King
by T. R. Rankin
America House book; 231pp. \$21.95

In this, the second volume of the Valerian Chronicles, Valerius Everreigning has his work cut out for him. For his opponent Fantar is not sitting idly by. Dissolute though he (Fantar) might be, his one dominant passion was war, and the very threat of a new Valerius attempting to take back what he, Fantar, had taken from the old was enough to give meaning and purpose to his life. and he directed that purpose with all the native genius he could muster.

If he was being threatened from the sea, then he would fight at sea. And if that required ships, then ships he would build: many ships, bigger and more powerful ships, and he would man them with the boldest, most bloodthirsty men he could find. He would rout out this pretender Valerius and send him to hell with the rest of his kin.

Will Valerius succeed in regaining his kingdom? How can he fight the overwhelmingly superior force available to Fantar? Read the book and find out!

I found *Valerius The King* to be a fast passed action adventure full of unexpected plot twists. For those of you who like a good hack and slash adventure this is the book for you. The characters are well developed, the story line flows smoothly and the action is believably written. - **William B. Whitmore**

Coaldon Of Rocknee
by James. Harshfield
Writer's Showcase, \$9.95, 123 pp

Coaldon Of Rocknee is volume 1 of Voices of the Outlast. It is aimed at the Young Adult/ Middle School market.

Coaldon is coming to his 18th birthday. He has been raised in an isolated rural by his grandparents who have kept from him his identity as heir to the usurped throne of the North Kingdom. The forces of Evil do intend for him to reach his majority. As he learns of his heritage, He must find the mage, Topple, to guide him and reach the Monastery of Toms, home of a group of warrior priests to rejoin his grandparents. His group of exotic helpers and he must undergo many trials to reach the monastery. and prepare to pursue his destiny.

A bit preachy at times but has enough action to carry the target audience. - **Pam**

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In Our Book (Cont'd from page 16)

Allan

Proudly Serving My Corporate Master by Adam Barr Universe.com, \$22.99, 331 pp

Mr. Barr has written a book of how Microsoft is successful, where it does badly, and what it needs to do in the future. Adam Barr is a former software developer with Microsoft, and has written a book of value to anyone who has interest in Microsoft, or the software industry in general.

Some parts are a little technical, but clearly well written so that the semi-literate in computer software can follow. A worthwhile read for anyone with interest in the field. - Pam Allan

The Rock Street Five, The Mystery Of The Computer Disks by James B. Harshfield, Writer's Showcase, \$9.95, 119 pp

The Rock Street Five is a mystery/adventure aimed at the middle school market.

In Harbor View, Oregon is the small town home of Laser Surge Technology who has just developed a weapon for the Missile Defense system. The bad guys

want it. The Rock Street Five are Harbor View High Students who want to build a skateboard/roller blade park to combat a teenage drinking problem. They are pulled into the adults melange of murder, espionage, and conspiracy and have to solve the mystery and save their kidnapped friends.

Though a somewhat moralistic at times, it would appear to be a good read for the 12-15 crowd. At 119 pages, it shouldn't stress the attention span of the TV generation. - Pam Allan



Musty Tomes

The Stray Lamb By Thorne Smith Ballatine, 1980, 218 pp

This story was written in 1929, which adds, I think, a certain flavor that is lacking in today's literature. Mr. Lamb is a conventional businessman, his pretentious, adulterous wife thinks she has acting talent and his daughter is a product of the decade, willful, wild and more than a little audacious. He has spent his life believing himself to be a good and lawful man and that this is a desirable state of affairs. Deep down though, he desires to be wild and unlawful; to be free of social restraints. One evening, as his daughter is driving him home, they pick up a strange little man hitchhiking. The strange little man presses Lamb to declare what he wants to be. Lamb incautiously states that he would like to be other than a human and to be free of human responsibilities. The next morning he wakes up as a horse.

This is obviously a story about personal growth as Lamb assumes one animal guise after another. With each, he learns more about what he truly desires. He also has ample opportunities to disregard society's mores and laws. All this may sound terribly trite and dull, just one more story about someone "finding himself". BUT, this story is terribly funny as it does so. There is a young lady, a friend of his daughter's, who sets her sights on Lamb. As an animal he finds he is increasingly drawn to her and pursues her as he feels he cannot as a human. As a horse, he terrorizes the horse she intended to ride and makes sure that he is chosen as the substitute. As a cat, he is invited into her bed. As a seagull, he has an opportunity to spy on her. Lamb also has a tendency towards inebriation when he is an animal with extremely comic results; such as the time he was a singing kangaroo in a courtroom.

This book made me laugh out loud as few other books have been able to do. The author is obviously well educated and his writing is a joy to read. The story was written in the expectation that the reader would be as well educated. There was no need to write to the lowest common denominator as so many of today's books seem to be. The tone is ironic and is flavored with clues about life in 1929 that fascinated me. If you have a craving for quality writing that is just a little bit different then this may be one you should watch for on your used bookstore shelves. Try it, you may like it. - Catherine Book

The Moon Maid By Edgar Rice Burroughs

This story was copyrighted in 1926, the last reprint under two separate titles "The Moon Maid" and "The Moon Men" was in 1990. While this early ERB story isn't as well-known as his other works, it is unique in his collection. It is my favorite ERB story and a very patriotic tale. However, I caution you, gentle reader, you must set aside any politically correct thinking you may have; this story was written for a different generation.

In the title story, our hero, Julian 5th, bears more than a casual resemblance to John Carter. He is a handsome, brave and powerful man. A scientist and a soldier, he joins forces with his former classmate and rival, Orthis, to fly to Barsroom. The experimental vehicle, powered and directed by a sort of gravitational push-pull device, sets off for Mars in the year 2025. Along the way, Orthis' jealousy and less-than-honorable nature cause him to sabotage the ship which is then forced to land on the moon. The entire history of Earth is changed by this act. Our hero rescues a Princess (of course) and attempts to return her to her people. Our evil badguy, falls in with her enemies, the Kalkars, a coarse, brutal and ignorant people, and assists them with Earthian weapons to make civil war. Our hero and his princess escape on his ship back to Earth.

The second part, titled "The Moon Men" chronicles events a century later. The Kalkars, with Orthis' help, have invaded and conquered Earth. Our new hero, Julian 9th, lives a meager, brutal existence. All liberties and comforts are denied them. His father hides an American flag; the penalty for which is death. His family reveres old American values and try to keep their patriotic values alive but hidden. Events overtake our hero and in defense of a beautiful, young woman (of course), he finds himself leading a rebellion.

The third part, titled "The Red Hawk" is the story of Julian 20th, three hundred years later. Since that first rebellion, true Americans, having regressed to a Plains-Indian type society, have been steadily driving the hated Kalkars to the western ocean. Our new hero is the leader of all free Americans and his story also concerns the protection and salvation of a beautiful young woman (of course). This woman, though, is descended from their most hated enemy, Orthis. (A real Romeo & Juliet kinda situation, without the suicide pact...) Together, they fight to drive the last of the brutal Kalkars off American soil and reclaim their heritage.

This is truly a "musty tome" and the earnest reader interested in the roots of science fiction should not neglect this story. Try it, you may like it. - Catherine Book



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Club Listings

(EDITOR'S NOTE: Please check your club listing for errors. Please send corrections and updates to the editor in writing or via email)

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

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

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

BASFA Baja Arizona Science Fiction Association, a non-profit organization. Puts on TusCon Convention annually. Webpage: <http://home.earthlink.net/~basfa> Email: basfa@earthlink.net

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

Stephanie L. Bannon (602)973-2341 for information. Web www.casfs.org

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

DAYSTAR HOLT Arizona's first and longest-running Elfquest fan club. Daystar meets to talk about EQ and related stuff, develop characters, publish stories in our 'zine *Playelf* and create an annual calendar. Other common interests include music, belly dance, camping and of course, SF. Membership is free (18 or over) and is attained by group vote after you attend two meetings or holt-related get-togethers. Meetings are usually the first Saturday of each month; for more info, call Tom or Janice at (602) 581-2258. They have a website up at <http://members.home.net/jeanderson/daystarholt.html>

THE EMPIRE OF CHIVALRY AND STEEL, INC. The Empire of Chivalry and Steel specializes in the general recreation of the culture of the Middle Ages including all of the Art Forms, Events (Feasts, Tournaments, Ceremonies and Wars) and Combat Arts covering the years of 800AD up to 1650AD and any location within Europe or its explored territories. For more information contact Bart Smith (Phoenix) (602)937-6995 or Leonard Bird (Tucson) (520)742-2432

THE JEDI KNIGHTS Meetings are the 3rd Sunday of each month. For more information call Carol Alves, Publicity, (760)244-9593 or write Jedi Knights, c/o Jim Lowerre, 12291 Meade Street, Garden Grove, CA 92841-3629

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

MIB The Men in Black is the official organization of field operatives for Steve Jackson Games. They attend local conventions to demonstrate and promote products of Steve Jackson Games. The also schedule demos in local gaming stores. If you have a gaming store or convention that you would like to have official Steve Jackson Games representation at, please contact the MIB Arizona Cell Leader at justjessie@mindspring.com.

PAREx is a non-profit, just for fun organization dedicated to the proliferation of robotics as a hobby. Monthly meetings will be held and will be announced under the Meeting Information page, <http://>

www.parex.org/meetinfo.htm. All interested persons are invited to participate. We are currently in the process of getting organized and becoming an official organization with tax status. Web page: <http://www.parex.org/> E-mail Contact: John Kittelsrud, johnkit@teamdroid.com

THE PHOENIX FANTASY FILM SOCIETY A Phoenix based club interested in the entire realm of SF, Fantasy and Horror film. PFFS has been in existence for 25 years, meeting every 6 weeks in member's homes. Dues are \$10 per year. Membership includes newsletters, an annual film awards and various outings. For information, contact PFFS, P.O. Box 34023, Phoenix, AZ 85067 or call David Storck at (602) 274_7404, e_mail: Menzeez@aol.com.

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

RAGE ACROSS THE SOUTHWEST A Live Action Theatre Troupe based out of the ASU campus in Tempe, AZ. It is dedicated to the game Werewolf: The Apocalypse by White Wolf publishing. Contact Mike McLaughlin at (602)461-5842 or write 1730 W Emelita Place #2025, Mesa AZ85202-3144 or email to warlok@aztec.asu.edu

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

SCIENCE FICTION CONTINUUM The Science Fiction Continuum: An Independent Star Trek and Sci-Fi club in Phoenix, AZ. The SFCOM is an active club that participates in Local Phoenix, and Southwestern Star Trek and Sci-Fi conventions and movies. The SFCOM has three different divisions. The SFCOM itself, a free group where fun is the name of the game. The Deep Space SolarFlare (DSSF) an active member club in the International Federation of Treker's (IFT). This group is based on DS9 (a space station). And the IKV Sto-Vo-Kor (Independent Klingon Vessel). A Klingon Bird of Prey, roaming the desert looking for battle. Are the Fed's too soft, looking for combat, feel the call to glory. This is the ship for you. Membership in the SFCOM is free! To join DSSF or the Sto-Vo-Kor a nominal fee for the national clubs involved and uniforms. For further information contact President John Nelson at (602) 409-7169 or on the internet at; BNelson502@aol.com or check out our web site. <http://www.thesfcom.com>

SFACE (Speculative Fiction And Computer Enthusiasts) Phoenix College's one and only connection to the worlds of speculative fiction, including science fiction, fantasy, and horror as well as table top, live action and internet gaming,

SFACE also serves as a guide through the Internet - both teaching basic use and utilizing as a source of speculative fiction. For more info contact Dr Ray Bromley at bromley.ray@a1.pc.maricopa.edu. The SFACE Web site is found at <http://www.pc.maricopa.edu/departments/studentact/organizations/sface/>

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

THE SOCIETY FOR CREATIVE ANACHRONISM The kingdom of Atenveldt doth lie in the state of Arizona. Within the fair kingdom can be found six Baronies: Atenveldt, Mons Tonitrus, Twin Moons, SunDragon, Tir Ysgithr and Ered Sul. For more information on any of these or for general information on thy past tomorrows thou mayest contact Mistress Myrddina o Dolwyddelan (Terry Schwartz) PO Box 584, Sonoita AZ 85637 (520)455-5835 Email: myrddina1@aol.com www.atenveldt.org

THE 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 most local and regional Science Fiction Convention masquerades. They meet on the last Sun-day of each month at various members' homes in the greater phoenix area. For details. Southwest Costumers Guild, PO Box 39504, Phoenix, AZ 85609 or call Randall Whitlock at (602)995-7514, email: costumers@casfs.org or Website: <http://members.aol.com/souwesgld/guild.html>

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/

STARBASE TUCSON Tucson Arizona based Star Trek club. For info call Geof Wood at (520) 746-1822 or write

(cont'd on page 19)

Club Listings (Cont'd from page 18)

Starbase Tucson ; 3314 E. Benson Hwy ; Tucson AZ 85706.
Email:pegasis409@aol.com

TARDIS TARDIS is a Phoenix-based General SF/Fantasy Fan Club, specializing in International media SF/Fantasy since 1983. TARDIS meets every two weeks at different locations around the valley. Activities include watching videos, discussions, parties, fund-raisers, auctions, games, camping trips and outings. We also maintain an active presence at local conventions. TARDIS publishes a monthly inform-ative newsletter, *The Index File*, with a national circulation which is included with membership. Annual membership is just \$12.50. You can contact us at P.O. Box 63191, Phoenix, AZ 85082-3191, Voice Mail at (602) 864-0901, E-mail TARDIS-Info@primenet.com or visit <http://www.primenet.com/~jgeorge/tardis.html>

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

T.H.E.M. 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, contact Erik Wennstrom, email: ew@asu.edu Phone: 480-968-5257. To subscribe to our listserve, send a message to them-request@asu.edu.

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

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

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

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 20 years of continuous activity. Dues are \$10/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

UNITED WHOVIANS OF TUCSON A well-informed and very active Dr. Who club. \$15 yearly membership includes four issues of their fanzine - TARDIS Time Lore - written by semi-pros and other dedicated fans. For more information, contact The United Whovians of Tucson at P. O. Box 13541, Tucson, AZ 85732-3541. Also, you can contact the president at kfbuwot@aol.com or the UWOT webmaster at unitedwhovians@aol.com Web page at: <http://www.azstarnet.com/~hgdlnj/uwotclub.htm>

Convention Listings

ZonieCon 4 (Tucson, AZ) **October 19-21, 2001** Best Western Executive Inn, 333 W. Drachman, Tucson, Arizona 85705 Memb: \$30 before 9/01/01, \$35 at the door Info: ZonieCon, PO BOX 44285, Tucson, AZ 85733 Phone: (520) 327-0539 email: calbeck@goodnet.com Web: www.zoniecon.org

THE 4th ANNUAL DOC SAVAGE CONVENTION (Tempe AZ) **November 3rd, 2001** 1108 West Cornell, Tempe, AZ Email: robsmalley@netvalue.net Web: members.netvalue.net/robsmalley/DocCon2001.html

What is CASFS?

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

TusCon 28 (Tucson, AZ) **November 9-11, 2001** at the really spiffy InnSuites. GoH: Chelsea Quinn Yarbo, AGoH: Newton Ewell; TM: Ed Bryant. Events include: Meet the Authors and Artists, Panels, Readings, Video Room, Dealers Room, Art Show, Game Room, LAN Computer Gaming, Masquerade, Adult Masquerade, and ConSuite. Memb: \$35 until 5/20, \$40 until 9/9, \$45 after. Onedays: \$15/30/15 (F/S/S); kids 6-12 half price. InnSuites, 475 N Granada Avenue, Tucson, AZ 85701 (near I_10 and St Mary's Road) (520) 622_3000. Reg Suites \$69, 2_Rm Suites \$79 (mention "TusCon" to get these rates). Room rates include a real breakfast! Info: TusCon 28, PO Box 26822, Tucson, AZ 85726. Webpage: <http://home.earthlink.net/~basfa> Email: basfa@earthlink.net

The Thirteenth Floor of Gallifrey One (Los Angeles, CA) **Feb 15-18, 2002** The Airtel Plaza Hotel, Los Angeles, CA Guests: Nicola Bryant, Carole Ann Ford, Frazer Hines Memb: \$35 thru 8/31/01, \$40 thru 11/30/01, \$45 thru 1/31/02 and \$50 at the door. Info: Gallifrey Conventions, Post Office Box 3021, North Hollywood, CA 91609 Email: info@gallifreyone.com Web: www.gallifreyone.com

LepreCon 28, (Phoenix, AZ), **May 17-19, 2002**, Embassy Suites Phoenix North, Artist Guest: Monte Moore, Author GoH: Peter David, Music Guests: Jeff & Maya Kaatherine Bohnhoff, Memberships: \$25 until 8/31/01, \$30 until 1/31/02, \$35 until 5/05/02, \$40 at the door. Kids 9-12 1/2 price (kids 6 & under free with adult admission) Hotel: Embassy Suites Phoenix North, 2577 W. Greenway Rd. (602) 375-1777, Rates: \$79 S/D, \$89 T, \$99 Q Info: LepreCon 28, PO Box 26665, Tempe, AZ 85285 Phone: (480) 945-6890; Email: lep28@leprecon.org Web: www.leprecon.org/lep28

WesterCon 55: Conagerie (Los Angeles, CA) **July 4-7, 2002** Los Angeles Airport Radisson Hotel, Los Angeles, CA Author Goh: Harry Turtledove, Editor: Beth Meachem, Fan: Robert Lichtman, Artist: Ross Chamberlain Memb: \$60 through Feb 28, 2002 Info: WesterCon 55, c/o SCIFI, Inc., PO Box 8442, Van Nuys, CA 91409 Web: www.westercon.org/55

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HexaCon 12 (Phoenix, AZ) **July 26-28, 2002** Embassy Suites North Phoenix. Arizona's Largest Annual Gaming Convention Memberships: \$15 July 30 - Dec 31, 2001; \$20 Jan 1 - June 30, 2002; \$25 at the door. Special Thursday night events for pre-registered members only. Info: Hexacon 12, PO Box 62613, Phoenix, AZ 85082 Phone: (602) 973-2341; Email: dyer@casfs.org

CopperCon 22, (Phoenix, AZ) **Sept 6-8, 2002** Author GoH: Barbara Hambly; Media GoH: Mojo; Location: Embassy Suites North, Phoenix, Arizona Info: CopperCon 22, PO Box 62613, Phoenix, AZ 85082, info@casfs.org or www.casfs.org

Generic Convention Registration Form

Name: _____

Badge Name: _____

Address: _____

City/State/ZIP: _____

Phone: _____ Email: _____

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

(See calendar for mailing address)

More info on ___ Masquerade ___ Art Show ___ Volunteer ___ Other

