

ConNotations

Summer 2000
Volume 10, Issue 2

The Quarterly Science Fiction, Fantasy & Convention Newszine of the Central Arizona Speculative Fiction Society

SF Tube Talk

by Lee Whiteside

We've been treated to some real cliffhangers to end out the broadcast network's season, we've got lots of new stuff coming this fall, and a few things worth watching this summer on cable. We've also got a preview of **Gene Roddenberry's Andromeda**, starting this fall starring **Kevin Sorbo**.

As expected, **Star Trek: Voyager** ended their season with a big Borg cliffhanger. Since the upcoming seventh season will be the last for Voyager, and they've already promised a big Borg two hour episode for November sweeps, don't expect to see the Borg totally dealt with in the season opener. Producers **Rick Berman** and **Brannon Braga** have not said much about how they will end the series other than the last third of the season will build towards the end of the series.

There's not much news to report on the next Trek series, other than it will likely turn up in Fall of 2001. **Braga** has said "There will be a new **Star Trek** series. **Rick Berman** and I haven't nailed down a concept yet but we intend to do something that captures the essence of **Star Trek**, but is completely original and new." From **Rick Berman**, "I do think it's instrumental that the next **Star Trek** series be fresh and that it be different, dramatically different, and the concept that we have developed is dramatically different. Assuming that it goes through and assuming that everything gets figured out as to when and where it's going to appear, I'm more excited about it's possibilities than I have been probably about any of the series." Even they differ some on how far along they are in the development of the new series. One thing for certain, it will not be an Excelsior/Captain Sulu series in spite of the fan campaign promoting the concept. The national demonstration day on April 22nd was pretty much a bust, with most turnouts (including the one at Paramount Studios) being no more than 30 fans.

On the **Babylon 5** front, fans who would like to see it at a more reasonable hour will be able to do so in late September when the series will start running on SciFi at 7PM ET / 4PM PT. Look for SciFi to promote the show heavily and have special airings of the four TV movies. In the meantime, TNT has started airing the show Monday through Friday again.

However, it is at 6AM in the morning. **X-files Finale - How Final Is It?**

The **X-Files** finished filming their seventh season not knowing if the series would continue or not and supposedly there were two different endings to the episode. In the one that was aired, we saw Mulder taken away with other abductees and found out that Scully is pregnant. Is it Mulder or a mystery conception? We'll hopefully find out this fall when the **X-Files** will be returning with **Gillian Anderson** and **David**



Duchovny. **Duchovny's** participation in next season will reportedly be only for half the episodes, so don't expect Mulder to return until February sweeps. There isn't much info yet as to if Scully will go solo or if Skinner will play a more prominent role in helping with the search for Mulder. The Lone Gunmen may help out early on, but they will soon be busy with their own show that will start airing in January on FOX.

Buffy & Angel Wrap-up

On **Buffy**, now that The Initiative and Adam has been dealt with, they'll need something new for next season. Reports are that one new character, Dawn, will join up with the gang. She is a younger (10-15 years old) girl who has the unique ability of being able to have dark spirits speak through her. She will look up to Buffy as a big sister and will be infatuated with Xander, worshiping the ground he walks on. How Anya will deal with this will likely be an area of conflict. According to producer **David Fury**, next season will see a re-bonding of the Scooby Gang after the splintering that has occurred during this season. There will also be the usual life-changing events that we've come to expect. Over on **Angel**, we'll likely see more of Faith as well as more of Angel dealing with his ultimate destiny. We'll likely see

(Cont'd on Page 6)

24 Frames

Movie News & Reviews

Genre Movie News
by Lee Whiteside

The big news from the **Star Wars** front is that the role of the young Anakin Skywalker has been cast, although Lucasfilm has not said so officially. From various reports, it looks to be 19 year old actor **Hayden Christensen**, whose major credits include **John Carpenter's In the Mouth of Madness** as well as Fox Family Channel's **Higher Ground** TV series. In other Episode Two news, **George Lucas** has finished his draft of the movie and has turned it over to **Jonathan Hales** to polish the script. **Hales** has worked with **Lucas** previously on the **Young Indiana Jones** television series.

Over in New Zealand, filming continues on the three **Lord of the Rings** movies. New Line has screened some footage from the movie at recent trade events and has made a preview available on the official movie website at www.lordoftherings.net. Reaction has been very favorable to it. Some recent cast additions and changes from last report include **Marton Csokas** in the role of Celeborn, Galadriel's husband, **Bernard Hill** will play Theoden, **Miranda Otto** as Eowyn, **Craig Parker** as Haldir, **Hugo Weaving** as Elrond, and **Kevin Conway** in a role yet to be identified. One actor announced previously that will not be appearing is **Ethan Hawke**, originally announced as playing Farmir. New Line has set the release dates to be Christmas 2001, Christmas 2002, and Christmas 2003 for the three movies.

The summer movie season has gotten underway with the **John Travolta** adaptation of **L. Ron Hubbard's Battlefield Earth**. Critics have not been kind to it, but they are already at work planning a sequel. The big movie this summer looks to be **The X-Men** opening in mid-July. With **Patrick Stewart** as Professor Xavier, **Ian McKellan** as Magneto, **Hugh Jackman** as Wolverine, **Hale Berry** as Storm, **James Marsden** as Cyclops, **Famke Janssen** as Jean Grey, **Ray Park** as Toad, and **Anna Panquin** as Rogue, if the actors can perform equal to the special effects, it looks to be a good comic book adaptation. Look for lots of publicity and tie-ins as it's premier approaches.

We've got several animated movies likely worth checking out in the CGI

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Videophile

Bubblevicious and Monkey See, Doggie Do Warner Home Video, \$14.95 each

With its superb voice characterizations and hilarious dialogue, the Powerpuff Girls is a highlight of the Cartoon Network line-up and the first of their original series of programming to be released on home video. The campy humor and fresh story lines make the Powerpuff Girls one of the easiest to watch animated series on television today.

Each action-packed video contains five previously aired episodes, one containing the fan favorites of an internet poll, and the other, the picks of the Cartoon Network. If you're already a fan of the show, you're sure to find your favorite episode. If you're new to the Powerpuff

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BOOK DISCUSSION GROUPS

We have two monthly book discussion groups going, one at Glendale Public Library on the first Thursday of each month and another at Barnes and Noble in Metro Center on the fourth Thursday of each month. Upcoming books are:
GLENDALE PUBLIC LIBRARY: 1st Thursday of each month
 July 6: Citizen Of The Galaxy by Robert Heinlein
 August 3: So You Want To Be A Wizard by Diane Duane
 Sept 7: RedWall by Brian Jacques
 Oct 5: The Naked Sun by Isaac Asimov
 Nov 2: Wizard's First Rule by Terry Goodkind
 Dec 7: Freedom's Landing by Anne McCaffrey
 For more information on the Glendale group contact Sue Martin at (623)939-7815

BARNES & NOBLE METRO CENTER: 4th Thursday of each month

June 22: Snowbrother by S.M. Stirling
 July 27: Legends Walking by Jane Lindskold
 August 24: Officer Cadet by Rick Shelley
 Sept 28: Harry Potter & The Doomspell Tournament by J. K. Rowling
 Oct 26: Daughter Of The Blood by Anne Bishop
Note: November and December discussions will move to the third Thursday of the month
 Nov 16: Stardust by Neil Gaiman
 Dec 21: Lord Of Light by Roger Zelazny
 For more information on the Barnes & Noble group contact Stephanie at (602)973-2341

If you would like CASFS to sponsor a book discussion group near you, please contact Stephanie at (602)973-2341
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.

NEW PERSONAL ADVERTISING COLUMN - After many requests, this month we will beginning running personal type ads, so if you are looking for a fannish type room mate or have something to sell of fannish interest feel free to submit an ad. Cost will be \$5 for up to 25 words and 10 cents for each word thereafter. - Below is our first ad.

ROOMS FOR RENT in private homes. \$350/month includes all utilities. Available June 1 Call Leslie (623)247-7809 for smokers and pets. Call Sharan (623)842-0409 for non-smokers, no pets

Dear Faithful Reader,
 Well, due to a new deadline for *ConNotations*, this issue's report will only cover the meetings of March and April 2000.

Thanks to the tireless efforts of Lee Whiteside, CASFS had a booth at the Phoenix Public Library's Book Festival, complete with several local authors who were kind enough to donate their time to promote our organization. The festival was well promoted and well attended, and promises to become a tradition.

Due to many commitments of officers and membership during the first week of July, the June CASFS meeting has been moved back one week to June 23rd. Voting for three board positions and all procedural

officers will take place at this meeting. If you are interested in voting, you need to be a dues-paid member who has attended four of the meetings between January and June.

For those of you who may have been unaware, Phoenix is bidding for the WesterCon in 2002. The voting will take place between July 1-4 at the WesterCon in Hawaii. (Visit www.finger-rock.com/arizona to see how you can help bring the WesterCon home!) As a result, voting for all convention officer positions (Chair and Banker of HexaCon 12 and Chair and Banker of CopperCon 22) will be held at the July 28, 2000 meeting.

If you can't be good, be careful,
 The Frantic Scribe

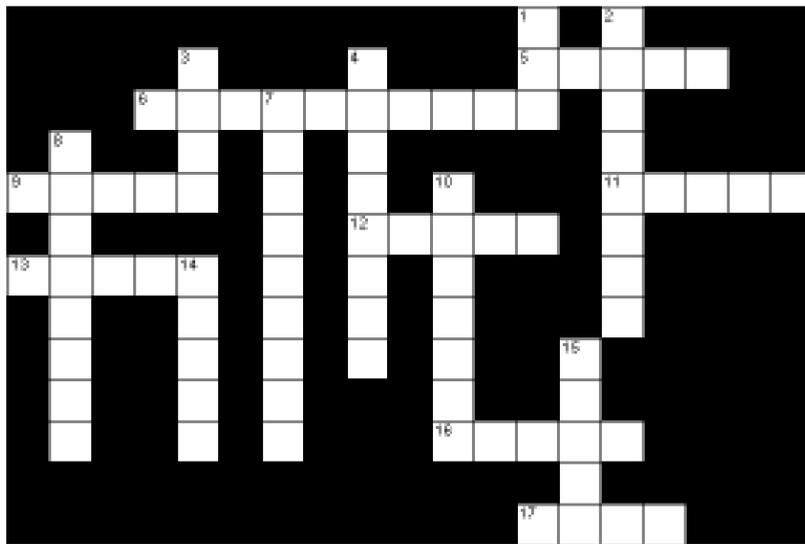
The Words Of Isaac Asimov

Across

- 5 AFL-CIO is one.
- 6 An underlying principle.
- 9 Homes for bats.
- 11 Sniff to get this.
- 12 The absence of light.
- 13 Robby, R2D2, or Rosie.
- 16 The way we all come into this world.
- 17 A handy tool for primitive hominoids.

Down

- 1 Sol.
- 2 Men who have lost their wives.
- 3 Residents of Olympus.
- 4 A journal that Sherlock Holmes might keep.
- 7 Sunset.
- 8 Left behind without a ride.
- 10 My Favorite _____.
- 14 _____ from the Crypt.
- 15 Iron and carbon alloy.



Answer to puzzle is on page 15

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

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Submission Info: Writers and artists are encouraged to submit work for publication. While we cannot pay you for your efforts your work will be seen by over 4,000 fans across the Southwest and the country. You will retain the copyright to your work for future publication. To submit your work or for more information please write to: ConNotations; PO Box 62613, Phoenix, AZ 85082-2613 or contact us via Email at Editors@casfs.org
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PRO NOTES

by Daryl F. Mallett

Hello, folks! It's starting to heat up again here in Tempe, Arizona...time to hit the road for conventions! World Horror Convention is going on in Denver as this goes to press, and it should be a good one. Leprecon occurs here in Tempe, also in mid-May, and I'm looking forward to seeing my friends **Lubov**, **Larry Vela** and **John DeChancie** again. Then it's off to Potrero War in Potrero, CA; Highland War in Flagstaff, AZ; The War of the Lilies in Smithville Lake, MO; to Southern California to celebrate my son **Jake's** 7th birthday; The Science Fiction Research Association Conference in Cleveland; and Westercon in Honolulu! Anyplace but south Arizona, where triple-digit weather is setting in. "At least it's a dry heat..." Gah.

Aaron Allston reports, "I've just turned in *Sidhe Devil*, the sequel to my urban fantasy novel *Doc Sidhe*, to Baen Books. I don't yet know what its publication schedule will be. My next novel will be *Mongoose Among Cobras*, the start of a new military/SF/adventure series, for Bantam. My tentative convention schedule for the rest of 2000 includes: Sci-Fi Expo & Toy Show (<http://members.aol.com/toyshow/austinshow.html>); May 6-7; Austin, TX); Dragon*Con 2000 (<http://www.dragoncon.org/>); June 29-July 2; Atlanta); ArmadilloCon 22 (<http://www.sff.net/armadillocon22/>); August 18-20; Austin, TX); Chicon 2000, The 58th World Science Fiction Convention (<http://www.chicon.org/>); August 31-September 4; Chicago); Icon 25 (<http://www.mindbridge.org/icon/>); October 13-15; Coralville, IA); World Fantasy Convention 2000 (<http://www.worldfantasy.org/wfc00.html>); October 26-29; Corpus Christi, TX); Texas Book Festival (<http://www.austin360.com/texasbookfestival/>); November 10-12; Austin, TX); and UncommonCon (<http://www.uncommoncon.com/>); November 24-26; Dallas). My appearance schedule page at <http://www.io.com/~allston/apprsked.html> always has the most up-to-date information on where I'll appear."

Mike Ashley is "just about finished with Volume 2 of my revised and updated 3-volume *History of the SF Magazine*." He has two anthologies—*The Mammoth Book of Sword & Honour* and *The Mammoth Book of Locked Room Mysteries & Impossible Crimes*—and a children's book called *Incredible Monsters* due out later this year. His "next big project is the biography of Algernon Blackwood."

SF scholar/writer **Marleen Barr** has published *Future Females*, *The Next Generation: New Voices and Velocities In Feminist Science Fiction Criticism* (Rowman & Littlefield, April 2000) and

Genre Fission: A New Discourse Practice for Cultural Studies (University of Iowa Pr., May 2000).

John Betancourt reports that he "has stopped writing to concentrate on publishing books through his company, Wildside Press (www.wildsidepress.com)."

David Brin wrote *Foundation's Triumph*, "the final chapter of Isaac Asimov's famous *Foundation & Robots* series, written at special request from The Asimov Estate. A recent nonfiction book, *The Transparent Society: Will Technology Make Us Choose Between Freedom and Privacy?*, deals with provocative issues of openness and liberty in the new wired-age." The *Out of Time* series of novels for teenagers, created by Brin, hit the stands recently, "targeted to weaning kids off *Animorphs* and *Star Wars* knockoffs toward genuine SF." They were co-written by Nebula Award-winners **Nancy Kress**, **Sheila Finch** and **Roger McBride Allen**. Brin will speak at Torrey Pines High School (Del Mar, CA; May 10); The Reuben H Fleet Space Center (San Diego; May 27); a Department of Defense meeting at The Pentagon (June 26-27); give Mesa College's Commencement Address (San Diego; June 3); give the keynote address at Innovation 2000, a senior technological and management conference of Procter & Gamble Corp. (Cincinnati; June 12-13); keynote the SAP Conference (Las Vegas; June 20); be on a panel discussion at Universe 2000, the Astronomical Society of the Pacific's meeting (Pasadena, CA; July 15-16); and appear at The International Comic Convention (San Diego; July 22). He recently sold the film rights for *Startide Rising* to Paramount Pictures and the producer of *Hunt for Red October*. "They want a 'franchise' that will strain CGI tech to the limit. I guess talking dolphins would do that! Second draft screenplay now complete. I'm also funding a \$1,000 prize for a webcontest, spurring creation of ready-to-use guides that tie good science fiction to today's teaching curricula." See: <http://www.analogsf.com/wow>. "Doing lots of public speaking. People want blather about the future. But watch. By 2002, the whole 'future thing' will be passe and everyone will be 'retro.' Here's wishing you all happiness as we enter the decade of the Naughty Oughts."

Paul Castiglia is "still writing the monthly *Archie's Weird Mysteries* comic book for Archie Comics."

Marian Crane sold a short story, "The Blood Orange Tree," in Meisha-Merlin Press' SF&F anthology *Such a Pretty Face*. She says, "A very old and down-right clunky version of this story won an at-con writing contest at the 1991 WFC, and first got the attention of my agent. I'm glad that it's finally found a good home! My SF&F textile art made a brave showing at the 1999 WFC in Rhode Island: one necklace sold, another given an honorable mention (with eight honorable mentions, among them names

like **Donato, Leo & Diane Dillion**, and **Alan Clark**, I feel very honored indeed). Although I've been entering and placing in mainstream art shows for several years, WFC marks a satisfying foray back into the SF&F community."

Ever on the go, **Alan Dean Foster** "will be the guest at a dinner being given by Brazilian SF fandom at The Excelsior Hotel, Rio de Janeiro on May 8." He has also agreed to write *Voiding the Mock*, a Montezuma Strip novel, for Warner. His website, www.alandeanfoster.com, is now online. "For a hidden surprise, hang your cursor over the surface map of Tran-ky-ky. The website was a Yahoo pick-of-the-day in April."

Carl Freedman has *Critical Theory and Science Fiction* coming out from Wesleyan University Press and University Press of New England later this year. He also has the following articles coming out: "Science Fiction and the Two Cultures: Reflections After the Snow-Leavis Controversy," in *Science Fiction at the Crossroads of the Two Cultures*, ed. by **Gary Westfahl** and **George Slusser** (University of Georgia Press); "Science Fiction and Utopia: A Historico-Philosophical Overview," in *Cognition and Estrangement in Science Fiction and Utopian Literature*, ed. by **Patrick Parrinder** (University of Liverpool Press); "Of Bodies, Of Cities" [a review article of *Times Square Red, Times Square Blue* and *Bread & Wine: An Erotic Tale of New York* by **Samuel R. Delany** in *Science-Fiction Studies*. Recent works include: "A Biology of Art?" a review article of (a review article of *Biopoetics: Evolutionary Explorations in the Arts*, ed. by **Bret Cooke & Frederick Turner**) and "Bold Interdisciplinary Speculation" (a review article of **Gregory Benford's** *Deep Time: How Humanity Communicates Across Millennia*) both in the March 2000 issue of *Science-Fiction Studies*.

Artist **Reuben Gerard** is pleased that his book, *More Chocolate, Less Stress* is receiving acclaim from The Los Angeles Public Library System.

James Gunn reports: "'The Abyss,'" third story in the *Gift from the Stars* series of novelettes, will appear in the July/August *Analog*. I'll be signing autographs at the mass signing at Barnes & Noble in New York during the Nebula weekend. Scarecrow Press will publish my *The Science of Science-Fiction Writing* in a couple of months. My Writers Workshop in Science Fiction starts June 25 and runs until July 7, The Campbell Conference (with **Hal Clement**, **Frederik Pohl**, and others) follows on July 8-9, and The Intensive English Institute on the Teaching of Science Fiction, which this year focuses on 25 novels, runs July 10-21."

Arthur Loy Holcomb is currently working on the final edit of his novel *Shades*. He is also doing "a couple of comic book projects: *Battlestar Galactica* for Realm, *First Wave* for SciFi.Com Comics and a *Batman*

miniseries for DC with my old artist friend, the amazing **Doug Wheatley**. More interestingly, though, I'm currently a Fellow at The Foresight Institute, a think-tank back East for work in nanotechnology. My work on *Shades* and some of the research I had to do for that world was developed into an article for CompuServe, and the rest followed up from there. It's got me interviewed on NPR and a couple of other sites. Interesting." He is off to Maui this summer for vacation with his wife and children, and "a couple of days for research for my next novel, a mystery called *Canefire*."

Philip Kaveny sold an article to a newspaper called *Bookseller* entitled "William Caxton at Book Expo America." I claim it is fantastic realism, since Caxton died in 1491. However my wife tells me it is allegory." He is also signed to write two young adult literature encyclopedia articles, and he and writer wife Jan Bogstad are to do a session at The Leeds International Medieval Conference on Internet applications to medieval studies. "I continue to review for *Internet Book Watch* and will be the featured guest on a video production of *Midwest Review of Books* in early June in Madison, Wisconsin." Kaveny is also a co-chair of Academic Programming for the Worldcon in Chicago this year.

Fiona Kelleghan has published "Something Hungry This Way Comes: Terrestrial and Ex-Terrestrial Feline Feeding Patterns and Behavior" in *The Journal for the Fantastic in the Arts* (10:4, 2000), and essays on **Suzy McKee Charnas**, **Vonda N. McIntyre**, **Andre Norton**, **Kit Reed**, **Elizabeth Anne Scarborough**, **Sheri S. Tepper** and **Connie Willis** in *American Women Writers* (St. James Press, 2000).

"Here's what's going on with this writer's life (fit to be printed!)," says **Kay Kenyon**: "I have just turned in my fourth novel, *Tropic of Creation*, to Bantam. Appearances in 2000: VCON (Surrey BC, May 26-28); Foolscap (Tukwila, WA, June 9-11); Barnes and Noble SF Book Club (Lynnwood, WA, June 16); Write on the Sound Conference (Edmonds, WA, October 7-8); World Fantasy Con (Corpus Christie, TX, October 26-29); OryCon (Portland, OR, November 17-19)." Website: <<http://www.kaykenyon.com>>.

Gary Kern says that there's "nothing to report."

Yours truly, **Daryl F. Mallett** has turned in the final edits on *Pilgrims and Pioneers: The History and Speeches of the Science Fiction Research Association Award Winners*, ed. with **Hal W. Hall** (SFRA Pr., 2000) and on *Sherlock Holmes: The Great Detective in Paperback*, by **Gary Lovisi** (Gryphon Books, 2000). *Wail!*, a collection of "street" plays, stories and poems by Beat writer **Brio Burgess**, a book in the tradition of **Jack Kerouac's** *Howl!* and which will be the second book in Mallett's "Jacob's Ladder Books" imprint (Angel Enterprises, 2000) will be released this year.

(Cont'd on page 4)
Page 3

Musical Notes

By Tom Tuerff

Have you ever heard somebody sing, and it just annoyed the hell out of you?

It's not that they sing out of tune or something, but it's just that their voices grate on your nerves worse than a sudden interruption in your cable service during the repeat of the only "Babylon 5" episode you ever missed.

It's this kind of voice problem that puts me in the dilemma I'm in with this month's CD, "**The Road to Roswell**" by Ontario-based **Karen Linsley** (two and a half stars out of four, www.roadtoroswell.com).

Before I totally trash this fine songwriter's voice, let's talk about the good things first.

Linsley wrote all the songs on this CD and got some good work out of the musicians she hired for the gig. Her songs are truly original. They don't take the predictable route that many filk writers do when covering the usual topics of Martians, vampires, ghosts, cons, etc. At worst, you could say that one or two of her songs (especially "Manual Labor," about being unable to make head or tail out of instruction manuals, and "Nobody Knows That I'm Really an Alien," one for the kiddies about a stranded Martian forced to survive in California) are just waaaay too cute.

The best song on the disc is probably the title cut, which is good, since its 8-minute-plus length means it's over 25% of this short (30-minute) CD. Interesting concept: A woman, driving out to Roswell, NM to scatter her husband's ashes, is lifted, car and all, into a stolen spaceship, piloted by the wife of one of the Martians who was supposedly killed in the fabled spaceship crash there. Her reason for coming? She got tired of government coverups on HER planet about what happened, and had to find out for herself.

While I like this song, I do have a quibble. The lyrics contain one of the most unintentionally hilarious lines I've ever heard:

I felt my body tremble/
As my Chrysler floated upward.

Now, wait. Pretend you're writing this song. You could make up the story any way you want to; create the scenery, the characters, the cars. And you're going to be picked up in a CHRYSLER? Jeezus! There are so many other cool two-syllable vehicles for a fictional character to be driving. A Chevy. A Mustang. A Beemer. Hell, a Vespa. A skateboard! Anything but a Chrysler! Besides, hit one bad chuckhole in a Chrysler and your body is trembling for days.

This song also suffers from synthesizer overdose, but it's not so bad that you shouldn't buy it because of that. If you decide not to buy it, it'll be because of Linsley's voice.

How do I describe this? Linsley's voice is husky and has this quavering quality to it that drives me bananas. She sounds like a lady who was told early on by every relative in America that she was a "good singer," and who, after every opera coach in America said, "no, actually you suck," ended up being choir director at her church. Plus, when she's singing about something serious, she pronounces all her vowels like Thurston Howell III. And when she gets silly, she sounds like Elvira.

Maybe it's just me. Perhaps Linsley's voice is just fine for you. Great! But as far as I'm concerned, this album leaves me with a weird feeling. I like the songs, I like the musicianship, and I want to hear it again. Except I want to hear it with somebody else singing.

Tom Tuerff is a Phoenix-based writer, singer and songwriter who reviews filk for ConNotations, and writes articles for Acoustic Scene magazine. If you have a filk or folk disc that you'd like to have reviewed, send him a copy at the ConNotations address, or get ahold of him at ttuerff@aol.com

but too many things remained to be done. Instead, we hit the freeway at 1130p and arrived there at 530a. The hotel staff was missing from registration at first so I wandered around looking for someone before returning to the front desk as it became staffed. I checked us in and asked about the party/quiet areas. They were clueless. This, actually, was the first clue I had to how things would go this weekend.

We crashed after emptying the car at 630a and I woke up around 130p. We managed to have lunch before the restaurant shut down but without any of the yummy sounding specials on the board up front as they expired at 130p. I noticed con registration was open and dealing out badges to fans, so we wandered by there after lunch. I made one of my rare appearances as a participant (rather than concom) so our badges were

Pro Notes (cont'd from page 3)

He is also writing his usual group of essays for *Vocational Biographies* and St. James Press' *International Directory of Company Histories*, as well as working as a subcontracting research assistant at The International Research Center in Phoenix. Essays have been published on **Anne Rice**, **Bobbie Ann Mason**, **Carolyn Chute**, **Emma Lathen**, **Jane E. Brody**, **Lee Smith**, **Margaret Truman** and **Reeve Lindbergh** in *American Women Writers* (St. James Press, 2000); on **Al Young** in *Critical Survey of Long Fiction, Second Edition* (Salem Pr., 1999); and "Sir Arthur C. Clarke: A Telephone Conversation," with **Eric S. Rabkin**, **Paul A. Carter**, **Gary Kern**, **Frank McConnell**, **Melissa Mannion**, **Joseph D. Miller** & **Gary Westfahl**, in *Space and Beyond: The Frontier Theme in Science Fiction*, ed. by Westfahl (Greenwood Pr., 2000). Websites: <http://www.geocities.com/area51/1295> and <http://www.bluefiretech.com>.

Louise Marley reports "the mass market paperback version of *The Terrorists of Irustan* will be on the shelves in June. *The Glass Harmonica* will be out in October in trade paper. And *Irustan* was selected one of the Best Science Fiction Novels of 1999 by *VOYA* magazine! It's also on the preliminary Nebula ballot for 2000. I'll be in Chicago for Worldcon and Corpus Christi for WFC."

Susan R. Matthews will be attending Foolsap (Seattle, June 9-10). She reports: "I went to Sakura Con at the end of February (I think) and had a great time with the Lovely and Talented **Antonia Levi**, the author of *Samurai from Outer Space*. I attended Norwescon, where the publishing GoH was my editor **Jennifer Brehl** from Avon (now HarperCollins) Eos. I plan on attending Gaylaxicon (Arlington, VA) in October. I'm delivering two proposals to my editor by mid-May and hope to know which book I'll be writing next soon."

Phoenix artist **Annette Maria Sexton-Ruiz** "may have some Celtic-type works at Leprecon" and has new works being

ready and waiting. I double-checked the schedule to make sure I knew where and when I was on the program. We then wandered around to watch the frenzy as fans assembled, organized and strained to make things happen on day 1.

Been there, done that, understood completely.

The hotel was laid out with all the function space on the ground floor. To the south end of everything was the La Jolla Ballroom for programming, which was just east of the Courtyard for auto-graphs, fan tables and the pool. North of this was the restaurant and Lobby Lounge where Registration was located. Nearby was the Carmel Valley room where they had 16mm film showing throughout the con. I managed to catch the tail end of War of the Worlds from the 50s one night. Down the hall from here was programming and filking in Penasquitos,

shown at The INvite Gallery (Phoenix), June 2-30.

Brian Stableford's 50th novel (and 75th book), *Year Zero*, will appear in June 2000 from Sarob Press. "This will follow close on the heels of *The Fountains of Youth* (Tor), the third volume in a future history series begun with *Inherit the Earth* (1998) and *Architects of Emortality* (1999), which is due to be continued in *The Cassandra Complex* (2001). Also scheduled for publication in May is the second in a series of "LabNotes" pamphlets on recent developments in medical biotechnology published by the Education Division of the Wellcome Trust, this one on focusing the Human Genome Project." His translation of *La Ville Vampire* (1869) by **Paul Feval** was published as *Vampire City* by Sarob Press in December 1999. His alter ego, **Brian Craig** has just delivered a tie-in novel, *The Wine of Dreams*, to Games Workshop Publishing. He will be a guest at a convention in Stockholm 7-9 July 2000.

Bobbi JG Weiss is busy as ever. She reports that she and her writer husband **David** "wrote the CD-ROM game *Sabrina, The Teenage Witch: Brat Attack* and are now writing a *Sabrina* PlayStation game (untitled as yet). We're writing comics again (*Dexter's Laboratory*, *Powerpuff Girls* and *Looney Tunes*) for DC Comics. We spent last year writing 20+ computer animations for Disney Online, for such characters as Simba, Ariel, Pooh, Hercules, Mulan, Ludwig von Drake and others—they can still be seen, I believe, by logging onto Disney Online and going to the Worlds of Disney section. And I've been concentrating most of my energies on writing an original fantasy novel trilogy I've been plotting for about 5 years. I've got 50,000 words written so far, about half the first book. That sums it up pretty good at the moment."

That's it for this time. If I missed anyone, apologies; please send me email at swriter00@aol.com and let me know what's going on with you for the May 15th deadline. And pass this along to other colleagues as well!

art show in Del Mar room, concert and programming in Cardiff, gaming in Sorrento Valley room, dealers room in Torrey Pines, and Consuite in suite 504. Well, it was really in 458 thanks to the hotel.

In fact, the hotel mucked up all the suites that weekend. It seems that Hilton is buying Doubletree. So, depending whether you called the hotel directly, or booked it through either Doubletree 800# or Hilton 800# you got different reservations for the same room. All legitimate. When someone showed up with reservation and confirmation in hand, they were given consuite. So, consuite had to move. Many parties did as well. The Arizona 2002 WesterCon bid was held in a regular room, same size as ours, which was quite small. It did have a sleeper sofa, but you had to push it all the way to the window

(cont'd on page 7)

ConClusion

ConDor 2K
A Convention Review
By Mike Willmoth

San Diego, California, holds an annual science fiction convention known as ConDor. This year it was held May 5-7, 2000, at the Doubletree Hotel in Del Mar (north of downtown near La Jolla). Guests-of-Honor included Hugo award winning author Vernon Vinge and actor David Allen Brooks from *Crusade* (Babylon 5 spin-off, he played xenoarchaeologist Max Eilerson). Pearl Stickler chaired the event with help from scores of volunteers.

I drove over from Phoenix with my family. We intended on starting right after my wife got off work on Thursday,

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ConNotations

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james reade ad

SF Tube Talk (Cont'd from page 1)
Jheira again, but not as a regular cast member.

SciFi Stuff

SciFi (Formerly known as The Sci-Fi Channel) has a lot of new stuff in the works this summer. New episodes of **Farscape**, **Lexx**, **First Wave**, and **Exposure** resume in June as well as the premier of the new **Invisible Man** series.

In July, SciFi debuts "**Crossing Over With John Edward**" on July 9th, a talk show that features a psychic medium who communicates with the dead. Starting July 16th will be "**Sciography**", a monthly one-hour documentary program that looks at the history of science fiction series and what those series meant to the genre and era. Look for shows on the original **Star Trek**, **Quantum Leap**, **Lost in Space** and **Babylon 5**. On July 31st, SciFi will air the six hour British miniseries **Ultraviolet**, which is about contemporary vampires in London and the police officers that try to hunt them down.

Debuting June 9th with a two hour pilot movie will be SciFi's update of **The Invisible Man**. It is created and executive-produced by **Matt Greenberg** (Halloween: H2O), and stars **Vincent Ventresca** as Darien, a small-time thief who is drafted into secret government experiments on invisibility. **Rebecca Chambers** and **Joel Bissonnette** also star.

On SciFi's regular series, look for **Farscape** to add some more regular or recurring characters as the season progresses. They aren't saying much about who or what they are, however. There has been word that SciFi has picked **Farscape** up for a third season. On **Lexx**, SciFi has finally gotten the rights to air the four original TV movies and they will screen them the week of August 7th as the current season of the series ends. The third series, "**Fire and Water**", has already aired in the U.K. and Canada and guest stars **Nigel Bennett** as the leader of the planet Fire. SciFi has picked it up, although it likely won't air until the Fall or early next year.

Farther down the road will see SciFi's six hour **Dune** miniseries in December and early next year the weekly series **Matthew Blackheart Monster Smasher**, which was heading towards syndication before SciFi picked it up.

The USA Network will debut two offbeat half hour series in July. "**Kill, Kill, Kill**." has a CIA agent and his nemesis trying to murder each other in comically exaggerated ways, with one of them actually succeeding at the end of the half-hour. But the next episode will begin with both men alive and dreaming up new ways of offing one another. USA describes it as a "Wile E. Coyote/Roadrunner" type show, but it sounds awfully similar to Mad's "**Spy Vs. Spy**" to me. Their other new show, "**Manhattan, AZ**" is described as an "idiosyncratic, absurdist comedy" about a big-city cop who moves with his 12-year-old son

to a "quirky desert town" where he solves a weird crime every week. It stars **Brian McNamara**, **Vincent Berry** and **Chad Everett**.

Over on TNT, the positive response to a rough cut of the **Witchblade** pilot movie convinced TNT to move the movie's debut up to August 27th from the originally planned October air date. Look for a big promo push from TNT for it, especially during their wrestling programs.

The SFTV Scorecard

Network shows returning are **Roswell**, **Futurama**, **3rd Rock From the Sun**, **Charmed**, **Buffy**, **Angel**, **The X-Files**, **Voyager** and **7 Days**,

Surprisingly, most of the syndicated newcomers have been picked up for a new season. **Relic Hunter**, **The Lost World**, **Beastmaster**, and **Back2Back Action (Cleopatra 2525 & Jack of All Trades)** all will be continuing. Ongoing series **Earth: Final Conflict**, **Stargate SG-1** (picked up for a fifth season by Showtime), **Xena** (likely it's last) all will be back as well.

There's not so good news for fans of several genre shows that have been on for the last several years. NBC has dumped their Saturday night Thrillology lineup, replacing it with the new WWF Football league. Gone are **Profiler**, **The Pretender**, and **The Others**. Fans of **The Pretender** have mounted a campaign to convince TNT to pick the show up for a fifth season. TNT does have the rights to the first four seasons and will start airing them this fall. CBS has dropped both **Early Edition** and **Now and Again**.

Another show that has been a mainstay on the USA Network, **La Femme Nikita**, will not be returning after the current season is over. One of the syndicated newcomers not returning is **Peter Benchley's Amazon**, although there is a slight chance it could continue on cable. **Psi Factor** is also ending after four seasons and it will be seen in repeats on TNT this fall as well. The current season of **The Outer Limits** on Showtime (season six) will be the last, and it will air in syndication starting this fall.

News on the Network Shows For the Fall
In Mid-May, all the broadcast networks held their "Up Front" presentations, announcing their fall schedules and new series for the benefit of their prospective advertisers. As expected, the major networks were pretty slim on any genre shows. ABC has zilch (maybe an occasional genre question on Millionaire), NBC has nothing new in the genre area and CBS has no real genre shows, although their remake of "**The Fugitive**" starring **Tim Daly** might be worthwhile.

FOX is looking to be the genre king with a bunch of new sci-fi/thriller/horror shows on their fall schedule as well as mid-season. Starting out on Tuesdays will be **Dark Angel**, the **James Cameron** produced series starring **Jessica Alba** as a young escapee from a secret genetic engineering experiment. She and several

others escaped and are in hiding in a near future America. On Friday nights, FOX has "**Fearsum**", from the creators of the **Blair Witch Project**, which is about a computer geek who takes over his brother's paranormal website after he is apparently killed. The website within the show is already active and online at



www.freakylinks.com. Also on Friday nights will be "**Night Visions**", a horror anthology series with two stories in each hour show. FOX promises to have a lot of big-name guest stars on the show.

Starting in January will be the **Lone Gunmen X-Files** spinoff series on Thursday nights, which will be followed by a new series created by **Michael Crichton**. For mid-season replacements if any of those shows tank, FOX has the live action **Tick**, starring ???, which looks to translate the look and feel of the animated cartoon to live action; a drama called "**Killer App**" about the high stakes computer software business and "**Ultraviolet**", an Americanized version of the British miniseries that SciFi is running in July.

The WB is pretty full up on genre shows so they don't have any new ones on their fall schedule. They do have a midseason show called "**Dead Last**" which is about a Rock group who helps out the dead.

UPN is cranking up their genre content, slanted towards action that they hope will keep the wrestling viewers tuned in to UPN. Their movie night is being moved to Tuesday and will be mostly Paramount owned theatrical movies and very few of the genre made-for-TV movies they have been running. Fridays will feature "**Freedom**" from **Joel "Matrix" Silver**. Set in a near future America where the military has taken over, a group of elite soldiers who have been jailed in opposition to the military escape and go undercover to win back America's freedom. They all look to be well trained in the martial arts and hand-to-hand combat. Following on Fridays will be **Level 9**, about a secret group of covert agents who fight crime via the internet and high tech computer systems (with lots of explosions and car crashes).

Their backup shows look to be more interesting, however. **Aaron Spelling** has "**All Souls**", a hospital drama with a big difference, the hospital is haunted and there appears to be other strange things going on that a new doctor joining the

staff investigates. Also in the wings is a "**Men in Black**" style show, "**Special Unit 2**", about a secret group that tracks down "missing links" such as gargoyles and other creatures. One of the team members is a Leprechaun.

Starship Troopers in Order

BKN is now running **Roughnecks: The Starship Troopers Chronicles** in the order the episodes were intended to run. During the season, new episodes were aired pretty much as they were completed, with the result being a big lack of continuity from day to day. There will likely not be a second season of the series, although BKN plans to keep it on their schedule for the fall. A possible TV movie or home video may be in the works to complete the story, however. Unfortunately, if you get the series via SciFi, they do not air the Friday BKN shows, so every fifth episode is skipped.

For other news and episode schedules, check out Lee Whiteside's Magrathea/SFTV web pages at <http://www.sftv.org>.

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Gene Roddenberry's Andromeda Preview

Of the new batch of syndicated series this fall, the most highly anticipated one is **Gene Roddenberry's Andromeda**. It is based on several **Roddenberry** concepts, including the **Genesis II** pilot movie, but set in space instead of on Earth. Filming has started on the series and we now know the main cast. **Kevin Sorbo** stars as Captain Dylan Hunt, the last starship captain of the System's Commonwealth High Guard. **Keith Hamilton Cobb** stars as the genetically engineered Nietzschean Tyr Anasazi. **Lisa Ryder** will play Beka Valentine, the sexy but tough commander of the salvage ship Eureka Maru. **Lexa Doig** will embody the sentient starship's computer, the beautiful Andromeda. **Laura Bertram** plays the spirited but mysterious Trance Gemini. **Gordon Michael Woolvett** will play Harper, Andromeda's young, wise-cracking tech-expert. **Brent Stait** will don prosthetics for his role as the alien Rev Bem. **Allan Eastman** will be Executive Producer with **Robert Hewitt Wolfe** as Co-Executive Producer and head writer.

Wolfe and his writing staff had eight scripts finished as they started filming in May. They have generated an impressive amount of back story for the series, much of which they are making available on the official website at www.andromedatv.com. This includes a time line for the Systems Commonwealth, from its beginnings as the Vedran empire to the time when the TV series begins. Descriptions of the various races and life forms include the Nietzscheans, a genetically engineered offshoot of humans that are bigger, stronger, and faster than humans with enhancements to make them the ultimate survivors. The Vedrans, founders of the Commonwealth,

(Cont'd on page 7)

are somewhat like the Centaurs of Earth mythology. The Than are highly intelligent insectoids, and the Perseids are humanoids with black featureless eyes and long bony chins. The Commonwealth also recognizes artificial life forms and will bestow citizenship on machines and computers that can pass a standardized set of intelligence tests.

The series will take a different approach to space travel, communications, and combat than other series have taken. Faster than light travel is accomplished by slipstream technology, using the quantum strings that connect bodies together to travel with an organic pilot making the decisions when a decision point is reached. There is no instantaneous communications available, and all communication between planets is done via the Commonwealth Courier Network, which travel from system to system delivering the news and information that unites the Commonwealth. Ship to ship combat is not done with laser weapons, relying on fighter ships, smart missiles (offensive and defensive), and drones to handle most combat activities. Laser weapons are used, but only at short distances.

As the series starts, the Commonwealth has been at peace for thousands of years, and there has been movement to disband the Commonwealth's military organization, The High Guard. The appearance of a new alien race, The Magog, that is attacking the Commonwealth, puts that movement aside. Shortly before the start of the series, a treaty is reached with the Magog, although it is protested by the Nietzscheans, who threaten to withdraw from the Commonwealth but back down after the High Guard gives them security assurances.

It is with that setting that the series begins with the Andromeda Ascendant being trapped near the event horizon of a black hole for 300 years. When they are rescued, they discover that the Commonwealth has collapsed and Hunt and his surviving crew of the Andromeda Ascendant set out to help bring order back to the universe.

ConClusion (cont'd from page 4)

to unfold it and still walk past it. We're talking cozy here. A number of suites were used for parties, such as LosCon 27, while others had to make do with regular rooms, such as Macarooned in Real Time. Other parties included Los Angeles 2002 WesterCon, Gaylaxians, and a local gaming group whose name didn't stick with me. They were all primarily Saturday evening, so Friday was kind of dead and Sunday was really dead. All my events were in the day so our evenings were spent with friends offsite.

I took a brief look at the art show. It was much smaller than either LepreCon or CopperCon, but still of interest. The dealers room was also smaller than our local cons. Bruce Pelz, Chair of LA in '02

WesterCon bid, was selling new books on one end of the room while Marty & Alice Massoglia sold used books at the other end. In between were vendors of jewelry, art, and massages. The gaming was poorly attended when I walked by every time. The dance in the ballroom Saturday night was well attended although they were playing Strauss's Blue Danube when I arrived. The next selection was closer to rock and it was quite a mix throughout the evening. I managed to chat with some locals outside the room, which was much quieter. This same room held Regency Dancing on Friday evening, which I missed. I was also offsite when the concert series occurred in filking. Consuite was closed early Friday evening, but open much later on Saturday. It had some good cold cuts at times, but they used 2 liter bottles for soft drinks so it was awkward to walk out with a small cup of liquid rather than just a can. Otherwise, it was ok.

Friday programming was rather light with films starting at 3p and regular programming at 5p. Want to be 100? They discussed it. There was also a Cinco de Mayo Fiesta in consuite for those who enjoy the southwestern celebration. Saturday brought Costuming Without Money/Skill, a workshop on promoting your web site, Good Animated Films, Vinge GoH Talk, Bargain Basement Science (which I was on), Hacking the Human Genome, autographs, Comics on the Web, When SF Outgrew Fandom (also one of mine), and Masquerade. I understand that one of the Comic Con committee entered and won an award. Sunday had the Obligatory Sex Scene, Cassini Slideshow, Copyright and the Web (another of mine), Frankenfood, Fans an Endangered Species (my last one), and Con Talkback. My first event above was pretty interesting and lots of spirited discussion occurred. The middle two also had David Brin on them, which meant once he arrived there wasn't much for me to say. He was kind enough to ask for my input during the second event while on the third everyone else spoke but me (except for the usual one-line grenades). I ended that one by saying "And that's all I have to say on the subject." As I stood up and left at the end. The crowd found it humorous as it was intended. The final event I was on had fans from various regions of the country discussing if we'll be around in the near future or just part of history.

All in all the entire con was a lot of fun. The snafu with the party suites was entertaining until the hotel party nazis showed up after a complaint was lodged by another guest. It seems they also put non-con people next to con people. Good planning. So, the hotel started off by asking everyone keep their doors closed. They did tape the locks so the doors wouldn't latch, but that caused the doors to bang when coming and going. Next, they got folks to put towels on the metal bar you use to prop the door open. But that also caused too much banging. Next,

they moved the towels to the floor for quiet closure. All was well until a shift change occurred and the new guy started shutting all the parties down. As I understand it only LA, Phoenix and LosCon survived the purge. But we had fun.

The con only had 300 or so attendees. But it ran well. San Diego is always fun, especially when it's over 100 in Phoenix. As it always is when Comic Con occurs (July/August). They do a good job despite the low turnout. Of course, that was after their original hotel decided to remodel and not give them a definite date. So, they did an admirable job with what they had. I hope to go back next year. Maybe by then they will have resolved the suite dilemma. Or be at a new location. Either way, I can recommend it as a good con to attend. So, sail over to ConDor next year.

Neither The Best Of Times, Nor The Worst Of Times: World Horror Convention 2000 By Shane Shellenbarger

I have attended and worked on many conventions in my time: from the cattle car confinement of CreationCons, the intimacy of LepreCons, CopperCons, PhringeCons, and ConDor's, the fascination of the many pro's at World Fantasy Conventions, to the vast expanse of World Science Fiction Conventions in both hemispheres. With all of that, WHC 2000 is the first World Horror Con I've attended. My wife, Lauren and I did the Programming on the 1994 and 1998 WHC's, but this is my first time as an attendee and as such I have a few suggestions . . .

1. Web site information is vital. The web site should no longer be viewed as a supplement to the Progress Report, but as a standalone, information hub to update current members and to entice potential attendees. List every Pro who has indicated that they will attend (subject to availability), publish the current list of topics and schedules for the panels with the warning that they are subject to change, give details on the events that will allow the members to make an informed decision.
2. When members aren't at panels, parties, or sleeping, they are drinking and eating. Listing and mapping restaurants and taverns as well as tips on available transportation will keep attendees happy.
3. Let the Toastmaster BE the Toastmaster. If the Chairman/woman wants to be a Toastmaster/mistress, let them wait until they are invited to fill that role at another convention. The convention that they are Chairing needs a full time person who is in-charge and available to direct the troops and act as a central clearinghouse of information. Do the job you signed up for and let the Toastmaster do the job you've asked

them to do.

4. Award shows and writing contests are inherently boring and incestuous. Usually, the only people who attend are those who are nominated for the awards, those who have entered the contests, along with their friends and family. To keep the audience entertained; the Master of Ceremonies/Toastmaster HAS to be someone of quick wit and one who is knowledgeable about their audience. See number 3 above.
5. Start on time. Panels and presentations need to begin on time. If the audience can be there, so should the panelists. Of course, if the panelist has to travel the length of the convention center and their previous panel didn't end on time, late arrivals will happen. Ninety-minute panels, timekeepers giving 10 minute/5 minute/Times up notices on sixty-minute panels, and not programming your starring guests in back-to-back panels at different locations can lessen delays.
6. Know your audience and your guests. Do your best to put your most popular guests in the largest room available. Try not to schedule Guests of Honor opposite each other.
7. Limit the number of panelists. Six people can be interesting; twelve can be unwieldy, especially if you have fewer than one microphone for two people. If a panel is so popular that twelve guests want to be on it, break it up into two panels at two different times and days.
8. Food events should be value equal to money paid. If you've paid \$28.00 and you're given a deli sandwich, a drink, and a side dish, you should expect exclusive access to the subject of the lunch, so security and position to the dais are important. If the GOH personally comes by each table and provides you with a slice of Guava paste and Philly cream cheese, you can count that as a bonus.

Things that worked well:

1. Individual signings in a common area. Not everyone can attend the gang autograph signings (guests and attendees alike.), so having a signing area that can be used following a panel can be of great value. Dealers with boxes of books often have a sixth sense about when an author is signing. Limiting the number of books signed for each person each they are in time in line helps to insure that fewer people are cut off before they get SOMETHING signed. Three or four books are about right. Harlan Ellison signed at four different times and there were STILL people who didn't get their books signed by him, so you still can't please all of the people all of the time.
2. Water, water everywhere and

24 Frames

(cont'd from page 1)

Disney movie **Dinosaurs**, (reviewed later in this column) which has been given a PG rating due to some of the dino violence in the movie, Fox Animation's **Titan A.E.**, (the A.E. stands for After Earth), the live-action/animation combo of the **Rocky and Bullwinkle** movie starring **Jason Alexander** (Boris), **Rene Russo** (Natasha) and **Robert DeNiro** (Fearless Leader), and the one I'm most looking forward to, **Chicken Run**, from Aardman Animation (**Wallace and Gromit**), which takes a "Great Escape" approach to chickens wanting to escape from a Chicken Farm. It features the voices of **Mel Gibson**, **Miranda Richardson**, and **Julia Sawahla** and looks to have the same humor we've seen in other Aardman clay animation productions.

In the sequel area, we've got a second **Mission Impossible** movie with **Tom Cruise**, the latest Japanese take on Godzilla in **Godzilla: 2000**, the next Crow movie, **The Crow: Salvation**, still doesn't have a release date and could turn up on short notice during the summer or in the fall, and later in the year we'll have the fourth Highlander movie, **Highlander: Endgame**, starring **Adrian Paul** and **Christopher Lambert** and set in the Highlander TV series universe.

Other genre movies of note to check out this summer include: **The Hollow Man**, starring **Kevin Bacon** in an update of **H.G. Wells's The Invisible Man**, directed by **Paul Verhoeven**, **Scary Movie**, a satire of scary movies from the **Wayan** brothers, **Bedazzled**, a remake of the 60's movie with **Brendan Fraser** as a computer tech who sells his soul to The Devil (**Elizabeth Hurley**) in exchange for seven wishes, and **Space Cowboys**, in which a group of Air Force Vets go into space on the space shuttle to defuse a Cold War era satellite. It is directed by **Clint Eastwood** who co-stars with **James Garner**, **Tommy Lee Jones** and **Donald Sutherland**.

Other action/adventure movies of note include **The Perfect Storm**, based on **Sebastian Junger's** real life novel about the six man crew of the Andrea Gail who get caught in a very nasty storm off the coast of Newfoundland. It stars **George Clooney** and **Mark Wahlberg**. **Mel Gibson's** latest is **The Patriot**, set during the American Revolution and is produced by **Roland Emmerich** and **Dean Devlin**.

CURRENT MOVIE REVIEWS

Gladiator

Starring: Russell Crowe, Joaquin Phoenix, Derek Jacobi
Directed by: Ridley Scott
Rated R

One of the first entries in the summer entertainment sweepstakes, this film is a pleasant surprise! And for those of us weaned on Heinlein, it offers a plot and a hero. Combined with good acting, lush cinematography, elaborate costuming,

lots of action, and acres of well-oiled muscles, what more could one ask?

By now, everyone knows the plot - the evil Commodus (who really was a world-class debauchee) steals empire from our hero, General Maximus, (AKA Gladiator) and kills the hero's family. Maximus vows revenge and ...

So who got the juicy role of Maximus - Arnold, Sly, Mel? Nope - Russell Crowe! Crowe's bio is interesting - his last major role was a paunchy tobacco executive in THE INSIDER. He also did a stint live on stage in the ROCKY HORROR PICTURE SHOW as Dr. Frank N. Furter (love them heels, baby!) But if you have any preconceptions, prepare to shed them. Crowe puts on a convincing performance. Joaquin Phoenix, as Commodus, is delightfully slimy. His strutting, scheming character is a predictable contrast to the upright heroism of Maximus.

GLADIATOR has only a passing familiarity with history - Commodus was the disappointing son of Marcus Aurelius, the philosopher-emperor of Rome. But, if you're into accuracy, read Julius Caesar; for good entertainment, get a large popcorn and settle in for a couple hours with GLADIATOR. - **C.F. Yankovich**

The Flintstones in Viva Rock Vegas
Starring: Kristen Johnston, Jane Krakowski, Mark Addy, Stephen Baldwin, Joan Collins and Harvey Korman
Directed by: Brian Levant
Rated PG

I'll admit I was a bit put off by this "prequel" to the very entertaining "The Flintstones" of a few years ago. I really enjoyed John Goodman and Elizabeth Perkins, Rosie O'Donnell and Rick Moranis..and the wonderful turn by Elizabeth Taylor as Wilma's mom.

I figured this would be a soggy, water-downed attempt that should have gone straight to video: but I was wrong.

It's funny and sweet, with no pretensions and a good heart. It isn't mind-boggling cinema (we are getting SOOO blase' about CGI these days!), but still a pleasant time in the theater.

This film deals with how Wilma and Fred (Kirsten Johnston and Mark Ady) and Betty and Barney (Jane Kranowski and Stephen Baldwin) meet, and of course, how they end up in Rock Vegas.. Well, it has to do with ritzy Chip Rockefeller who wants to marry Wilma because he and she have been an item for sometime, but of course, she's smitten with Fred. Chip invites the foursome out to Rock Vegas for a good time, hoping to woo Wilma and make Fred look bad....but you need to see the movie. You need to see Dino too.

The early days of the foursome's romance is charming stuff, loaded with pratfalls. The cast, again, much to my surprise worked very well together, especially Mark Addy who made a very good Fred. - **Sue Martin**

Johanna Martin sez: "I liked the part

when Dino was tied on the leash and then he pulled over the tree and he ran to Wilma's house he went on the table and he slid. I think kids will like it because it was good and funny: I liked Wilma best because she made funny faces.

Gladiator

When I noted the time frame of "Gladiator" I had a horrific vision of "Fall of the Roman Empire" remade. Fortunately this was not the case. Ridley Scott did his own thing and did it well.

Rome comes alive on the screen with all its warts and all its vibrant life. The antipathy between the old Roman virtue represented by General Maximus and the on rush of sociopathic and destructive elements represented by Commodus play out realistically before our eyes. The reenactment scene in the arena where the forces of Scipio Africanus were defeated and slaughtered by the ill-armed rabble representing Hannibal was priceless.

Russell Crowe plays the betrayed and enslaved Maximus with a perfection seldom seen. The final scenes are a bit too sweet, but they allow you to leave the theater with a better taste in your mouth. Joaquin Phoenix is a truly and totally Evil Commodus with no redeeming features. You love him and are just waiting to see him get his comeuppance. His destruction is in good part the product of his own evil.

The supporting characters, evil imperial functionaries and virtuous old members of Maximus's Legion provide a tapestry of support for both characters, creating a beautifully complete view of the events.

Gladiator will stand out as another Ridley Scott triumph. - **Gary Swaty**

Frequency

Starring Dennis Quaid, Jim Caviezel, Andre Braugher

Frequency is essentially the old time-loop story revisited. Efforts to improve the time line have unintended side effects leading to more efforts to change the time line etc.

This one is well done and the ending surprises you. Our hero's father, a fire fighter, had been killed in a fire when he was a child. As an adult he is playing with his father's old ham radio and finds himself talking to his father just before the accident and warns him. We go on from there.

There are complications involving a serial killer, his mother etc. He and his father work to fix things and this leads to an unusual ending for this kind of story.

In my mind this stands out as a truly excellent example of one of science fictions most fascinating sub-genres. It is well acted. The characters of the hero as child and adult, his mother (old and young) and his father (old and young) are well acted and believable in their development. - **Gary Swaty**

Dinosaur

Rated PG

Disney has missed the boat with this one. It is well made, has superior graphics, but lacks originality. It should be Titled "Land Before Time Revisited. It would have been great and wonderful five or so years ago.

It is slightly redeemed by its inclusion of the Lemurs, its only truly original element. Also using the voice of Della Reese for the old Dinosaur was inspired.

That said though the movie was watchable and will join the Disney Stable of lightweights as a must see for children of all ages. It is a fun "Dinosaur raised by mammals who save the universe story", but great cinema it is not. - **Gary Swaty**

Upcoming Genre Movie Schedules

June 16 - Titan A.E
June 23 - Chicken Run
June 30 - The Perfect Storm, The Adventures of Rocky and Bullwinkle, The Patriot
July 7 - Scary Movie
July 14 - The X-Men
July 21 - Pokemon - The Movie 2000
July 28 - The Hollow Man
August 4 - Space Cowboys
August 11 - Bedazzled, Godzilla 2000
Sept 15 - Urban Legend 2
Sept 22 - Shadow of the Vampire
Sept 29 - Lost Souls
October - Highlander: Endgame, Blair Witch 2, Dracula 2000

ConClusion

(cont'd from page 7)

usually enough to drink. Water setups were easily accessible and usually full. In Denver's higher altitude, dehydration can be quite problematic, but the committee and the hotel staff made sure that there few problems.

3. Something old, something new . . . Balancing a panel can often be a crapshoot. Often it depends on who wants to be on which panel at what time. It would be very easy for panels to consist of only the Old Guard or only the Newbies, with never the twain meeting. Whether by design or happy coincidence, this problem didn't seem to crop up.

All things considered, I enjoyed the last WHC of the 20th Century. Writer Guests of Honor Harlan Ellison, Peter Straub, Joe Straczynski, Steve Rasnic Tem, and Melanie Tem along with Editor GOH Ellen Datlow, Artist GOH Rick Lieder, and Toastmaster Dan Simmons were all interesting, committed people who seemed to be having as much fun as the audience who gathered to hear them speak. The convention committee should be pleased with their successes and aware of their deficiencies so that they can improve their next convention.

WESTERCON AD

phenomena, these videos will introduce you to a silly world of pink, blue and green mini-skirts and a new appreciation of the word... cute.

When Professor Utonium combines sugar, spice and everything nice to create three perfect little girls, an accident adds the mysterious Chemical X to the mix.



What he got was three of the cutest animated characters ever drawn, with more bad guy butt-kicking super powers than the average comic book super hero.

In these first two video releases, Blossom, Bubbles and Buttercup use their powers to save the city of Townsville from its many evils, all before bedtime. The super-villain Mojo Jojo (professor Utonium's former lab assistant, who is also a monkey) is the most frequent threat, while the other Girls' adversaries range from the Gang Green Gang to swarms of world domination-minded cockroaches.

The Powerpuff Girls have already been hugely successful with their core audience, children. Girls enjoy their no-nonsense attitudes, and boys have been known to watch the Powerpuffs instead of other male-oriented cartoons, such as Dragonball Z. I watch it because it is so cute! - Allison Mitchell

**Monster Rancher 1 & 2
ADV Video \$14.95, 75 minutes**

I'm still not sure why these Japanese Anime are called Monster Rancher (no ranching going on), but basically the story is this: a boy, Genki, who's good at electronic gaming via CD Rom, wins an experimental disk and when he tries it at home, he is sucked into another world. A world of monsters and trainers/owners ala Pokemon. And most monsters are good, except for the Evil Moo who is making bad monsters out of the nice ones. Genki meets up with Holly who is on a mission to find the mystery disk containing the Phoenix who, once released will change all the bad monsters into good.

So each of the episodes, three per tape, have Genki and Holly either finding a mystery disk and activating the monster

contained within at special temples they come across and adding to their group, or coming across a monster on the loose who attacks first and becomes friends after meeting with them. So far we have Moochi a cute pink critter, Golem, a giant made of stone, Swayzo a giant eyeball balancing on a single foot, Tiger of the Wind, a blue dog like creature with horns and Hare, a large, well, hare.

The dialogue is slightly current and jargon-loaded, this seems to be sweeter in tone than Pokemon and the anime colors a little less acid than Pokemon, and with very simple stories. There is a website: www.monster-rancher-fan.com for all the latest on this kid show. - Sue Martin I like the part when they found all the monsters because then if they find all of them, they can make all the bad monsters good, even Moo. Because they're the good guys. I like Moochi because he's cute. It's like Pokemon and Digimon because they have weird animals and trainers. The stories were interesting because they find all these mystery disks and monsters and they raise these baby monsters. Kids will like this because they are like Pokemon and Digimon and a lot of people like them. - Johanna Martin

**Switching Goals
Warner Home Video: \$19.95
Starring Mary-Kate and Ashley Olsen**

Okay, I was ready to grit my teeth and stave off a headache watching this because I'll admit the most recent TV show I've seen these two in is just plain ...awful. Luckily, this direct-to-video wasn't so bad.

Basically the two girls have a competitive-sports loving dad who has won the junior soccer league championship six years running, and a psychologist mom. One twin Emma (Mary-Kate) is into fashion and boys. The other, Sam (Ashley) is a tom-girl who excels at sports.

This year, however, the soccer league has gone coed and the mom insists, the sports-challenged Emma gets picked by dad for his team. He reluctantly does, and Sam gets picked by the coach of the typical loser team of oddballs.

Of course, the girls come up with a solution: they'll switch places, Sam will play with dad and Emma will gratefully hide among the oddballs on the other team. (Gee, I wonder if they've used this plot device before??).

Well, mom gets wind of this and the girls go back to their original positions, and mom decides to take up dad's challenge and help coach the oddballs team.

And of course, the end, well, it's pretty predictable... but not completely.

Throughout the movie, there's a running subplot about the girls switching off with the same boy on dates (they're 13 years-old now).

Like I said, this wasn't as bad as I thought. The girls were much more

natural and believable in this than in the TV show (I can't remember what channel it's on, or even if it's current: but they do a sort of variety act thing which they're horrible at). No pretensions or grandiose lessons being rammed down our throats in this video, just a straightforward story. So, if you have any soccer-mad girls in the house, they'll probably like this. - Sue Martin

I would tell my friends about this video because I thought it was funny when the two girls switched places with the boyfriend and got him confused. I like the whole soccer part and when they both got the same score. My friend Emily would like this because she likes Mary-Kate and Ashley and soccer. The third grade boys like soccer, but probably not Mary-Kate and Ashley—Johanna Martin

In Our Book

**Alfred Bester, We Finally Know You:
BABYLON 5 Trilogy
By Shane Shellenbarger**

If you have been a reader of television tie-ins and novelizations of aired episodes, you know that the history of this genre is a mixed bag. For every novelization of the quality of THE ABYSS, you've got hundred like SPOCK MUST DIE. The poor writing of most adaptations of film and television episodes illuminates in sharp relief those few adaptations that are well written. The novels set in the BABYLON 5 universe and the adaptations of the made-for-TV-movies are widely regarded for their fidelity to the source material. The reason for this can be traced back to the creator of the B5 worlds, J. Michael Straczynski. In the trilogy detailing the birth of the Psi Corp in general and Alfred Bester in particular, JMS has supplied author J. Gregory Keyes with an original outline for each book.

In DARK GENESIS: THE BIRTH OF THE PSI CORPS, Keyes begins the story in 2115, when the first signs of true Psi ability are being investigated by scientists. The book details the explosion of fear as telepaths are discovered throughout the world. The media, scientists, governments, and ordinary people each press for their own agendas as telepaths are hunted, both by those who wish to kill them and those who want to use them for their own ends. The Vorlons make several appearances as their influence on humanity and other races is brought to light. This book details the birth of the Metasensory Regulation Authority and its eventual metamorphosis into the Psi Corps. Telepaths eventually either join the Psi Corps or are regarded as Resistance renegades known as Blips. In 2190, Alfred Bester's parents are killed while trying to escape from a Psi Corps ambush and he becomes a ward of the State.

DEADLY RELATIONS: BESTER

ASCENDANT details the growth of Bester from boyhood to the adult the audience first meets in the B5 episode, MIND WAR. We learn how Bester was molded by the Psi Corps, about the first time he hunted for Blips, the death of his mentor, his first love, when he married per the Corps outlines, her betrayal, and how he tried to make Byron (NO COM-PROMISES) his protégée.

FINAL RECKONING: THE FATE OF BESTER takes place in the time following the Telepath War and the Drakh plague, with an aged Bester on the run from the new Psi Corps, EarthGov, the Interstellar Alliance, and Michael Garibaldi. Bester hides on Earth and finds himself creating a new identity, with new enemies, new friends, and a new love in the year 2189.

J. Gregory Keyes creates a lush and detailed universe as we follow the travels, trials, and tribulations of Alfred Bester as his life unfolds before the reader. While this trilogy fills in the blanks in many areas of the history of the Psi Corps and Bester, we are left with many questions about the Telepath War and the Drakh Plague, although we are teased with hints about what has transpired during both periods. Readers will discover many sides to Bester, learn who Lyta Alexander's ancestors were and her time as a Psi Cop, and the ultimate fate of the most revered and hated man to rise through the ranks of the Psi Corps. This trilogy is a must-read for all BABYLON 5 fans and a good bet for all science fiction fans.

**Lord Demon
Roger Zelazny and Jane Lindskold
Avon/Eos Books, 303 pp., \$6.99**

Here's a scenario for you: a demon lord lives on Earth, but can travel through other planes of reality, including the demon home and the home of the gods. An unknown enemy keeps trying to kill this demon, for unknown reasons. In solving the identity of the enemy, the demon lord is drawn into a struggle of rival factions of demons and gods, in a war for the rule of both realms, or order versus chaos. He gathers together a band of allies and helpers, including a couple of earthly mortals. And it's all told in the first person narrative voice.

Now, what Zelazny story is this?

Answer: It is not another Amber novel, because all of this Amber plot is told using Chinese demonology, based in San Francisco's Chinatown. Zelazny wrote stories using the mythology of India, Egypt, the Vikings, and finally, the Chinese. Very finally, because he died before he finished it, and Jane Lindskold completed the novel.

She has done an excellent job of co-authorship, leaving me guessing which parts are hers or Zelazny's. I detect a slight shift in tone as the story progresses, which I attribute to her style. Zelazny's dry narration bordering on sarcasm becomes a neutral tone bordering on nice,

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In Our Book (Cont'd from page 10)

or is this just my imagination? I could easily have believed he wrote the whole thing himself.

This is not just a rehash of the Amber story, previous comments notwithstanding. The demon lord Kai Wren makes magical bottles, full of chi power and containing pocket worlds to dwell in. His bottles are important for many reasons. Sometimes they function like the trump cards of Amber because...no wait, that's really beside the point. This is a wondrous story, full of demons, little scrub demons, weird gods, fu dogs, dragons, an old Chinese kite master and his feng shui expert granddaughter. Maybe it's one of Ambers shadow universes, where the earth is a variation on ours, seemingly identical in most ways. I like to think that if those demons traversed a few more planes of reality they would wind up in Amber. That would be an interesting event.

How about it, Jane? - **Mike Griffin**

Rebels and Tyrants **edited by Margaret Weiss and Tracy Hickman** **Wizards of the Coast, 342 pp. \$5.99**

Reading the various books based on the role-playing games is a guilty pleasure. They are strictly entertainment, with plots that are simplistic and characters without much personality. They tend to be the sitcoms and Beverly Hills 90210s of fantasy.

Happily, this is NOT the case with a majority of the stories in this anthology. Don Pervin's "Night of Sarga's Revenge," for instance, is a surprisingly charming story of family reconciliation, in which a Minotaur family, cursed for eternity to re-enact their own murders, find a practical reprieve when their god fails to show up one year. "The Deep, Deep, Dark, Dark Place" by Kevin James Kage is a story sure to get an evil chuckle from any DM who's had players who seemed more stupid than gully dwarves, and Richard A. Knaaks "Tactics," has a party of Solomnic Knights learning a very pointed lesson at the hands of a half-ogre chieftain.

Also good was "Catch of the Day," by Jean Rabe which featured a very strange succession of fishing trips, and "Sharing the Luck" a very elven story about a magical bracelet, by Linda P. Baker. Other stories try, but don't quite achieve a sort of moody thoughtfulness, as in "Lost Causes" by Nancy Varian Berberick which succeeded only in being depressing and "Shard's Memory" by Chris Pierson which really didn't pack enough of a punch, though the ending was quite sweet.

All in all, "Rebels and Tyrants" should be interesting for a DM looking for material for his/her next campaign, a player waiting for his next game, or non-gamers looking for some light, though not always mindless, entertainment. - **Rena McGee**

Fortress of Dragons **by C.J. Cherryh** **EOS, 320 pages, \$25**

C.J. Cherryh's "Fortress" series is one of my favorites, especially because the author is one of the few who knows how to mix and match the standard elements of fantastic and mythic literature. Some authors just dump the ingredients into the waters and forget to turn on the heat, but Cherryh knows how to cook, adding just the right amount of reality to the stew. Kingdoms may be in peril, and dark forces may be lurking, but that doesn't necessarily mean that no one has time to feed the pigeons.

"Fortress of Dragons" begins not long after the events that take place in the "Fortress of Owls;" Tristen having been sent to Amefel in semi-disgrace (due to a series of incidents that make the Quinalt Church VERY unhappy) to put the Duchy back in order.

After various incidents, he ends up receiving Orien and Tarien Aswegdd, the twin sisters of the former ruler of Amefel who were exiled to a Terathine nunnery after Orien tried to kill Cefwym (King of Ylesuin and Tristen's friend). Now the nunnery has been burnt down by bandits and only the twins escaped.

Then things become complicated, (not that they weren't before).

Tarien turns out to be pregnant with Cefwym's child, Orien has some nasty plans for the baby. Hasufin, an evil sorcerer who won't stay dead turns out to be the puppet of some darker force, which may be linked to the Quinalt Church, and there's a traitor among Cefwym's advisors.

On top of that, are some truly byzantine plot twists, much court intrigue and strange revelations for all concerned.

This book went much faster, for its length, than did the previous book, which tended to get caught in the folds of its own complexity. "Dragon" goes along much more smoothly, opening up more like a Russian stacking doll, each containing the next.

This book was a good ending to a terrific series and I recommend it to anyone who likes fantasy. - **Rena McGee**

Borderlands of Science **by Charles Sheffield** **Baen Books, 367 pp., \$22**

This hardback would make an excellent addition to a public library's nonfiction collection. Sheffield has made a new niche in popular science writing, as the subtitle indicates: 'How to Think Like a Scientist (and Write Science Fiction).' His stated goal is to present the frontiers of knowledge for possible use in science fiction stories. Chapters cover physics, chemistry, biology, the planets, space-flight, computers, robots, nanotechnology, war, chaos theory, and many more new ideas. Some of the material has appeared in his magazine articles for Analog, Samsung Quarterly,

and New Destinies. The style is as accessible as Isaac Asimov's science articles (but no funny stories about his family life). When I want the current state of knowledge on one of these topics, this is the first book I will turn to. - **Mike Griffin**

Star Trek: Deep Space Nine: **A Stitch in Time** **by Andrew Robinson** **Pocket Books, \$6.50, 396 pages**

Oh no!, you say. Another Star Trek novel written by an actor. Run away! But wait, this one is different and well worth looking at. It is written by Andrew Robinson, who played Garak, the Cardassian Tailor/Spy on Star Trek: Deep Space Nine. As you may know, Robinson is an established actor who made the one-shot character from the first season into an integral part of the supporting cast of characters on the show.

The genesis of this novel came from Robinson taking it upon himself to come up with some back story for Garak, so that he knew where his character was coming from, even if the writers and creators of the show didn't. It started as "The Garak Diaries", with Garak recounting the events of his life prior to his exile on Deep Space Nine. Robinson has been reading from those Diaries at convention appearances for several years and the positive response to those readings helped him to make the book a reality.

The book's format is in a series of letters from Garak to Dr. Bashir set in the time after the end of the Deep Space Nine series when Garak is helping with Cardassia's rebuilding after the Dominion War. We learn from Garak what is happening on Cardassia, especially



Garak's personal experiences and how they relate to previous events in Garak's life. The narrative shifts between letters about his life before Deep Space Nine, following Garak from his first leaving for a Cardassian training institute to his exile onto Deep Space Nine; the time on Deep Space Nine mostly during its final season; and his life on Cardassia after the war has ended.

The best parts of the novel are Garak's

recounting of his life before Deep Space Nine. We learn a lot of the truth about his past, his involvement with the Obsidian Order, his relationship to his parents and Enabram Tain, his time on Romulus, why Gul Dukat hates him so much and how he ended up exiled onto Terok Nor running his tailor shop. The latter day Deep Space Nine segments are interesting, but not near as compelling, mostly dealing with his reaction to the ongoing war and one subplot dealing with a friend of Dukat's late daughter, Zyal. The events taking place currently on Cardassia tie into the other events of Garak's life and give us more insight into the Cardassians and their society as they try to put some order back into their world.

The presence that Robinson brought to his character onscreen comes through quite well in this book. If you were a fan of Deep Space Nine and especially Garak, you'd do well to pick this up now.

The official Andrew Robinson Fan club has arranged for autographed copies of the book with all proceeds going to benefit the club's charity, Save The Children. You should send a check for \$15 payable to Gayle Stever, P.O. Box 11261, Scottsdale, AZ 85271-1261. Specify if you would like it personalized and please get your order in by the first of July. - **Lee Whiteside**

Babylon 5: Legions of Fire Book II: **Armies of Light and Dark** **by Peter David** **Del Rey Books, \$5.99 256 pages**

This is the second of three Centauri novels in the Legions of Fire Trilogy by Peter David. It focuses on what happens on Centauri Prime and Babylon 5 in the time after the end of the Babylon 5 series and into the time of Crusade. Being a Centauri novel, it focuses on Londo and Vir with most of this book following Vir as he learns more and more about what is really happening on his home planet and what actions he takes to deal with it.

Other characters we meet up with include Garibaldi, G'Kar, Galen, and Lou Welch (security officer in the first season of Babylon 5). We also see more of Londo's ex-wife Mariel as well as the other Centauri characters introduced in the first novel. We also spend a lot of time with some other technomages, who take Vir along on a mission to investigate a curious Centauri mining operation that ends up with us learning some of the background on the planet killer and virus that the Drakh attack Earth with in the "A Call to Arms" TV movie. We also find out some of what Galen is doing when he's not hanging around the Excalibur in Crusade.

Above all else, the novel is about Vir's growth as he is able to take matters into his own hands as he attempts to keep Centauri Prime from being subjugated to hidden rule by The Drakh or have The Alliance take steps against the Centauri. He has to make some tough choices along

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the way, some of which he personally doesn't want to do but does it for the good of the Centauri. Peter David continues his excellent work in bringing the Babylon 5 characters to life and leaves the reader expectantly awaiting to see the conclusion that will be out later this year. - **Lee Whiteside**

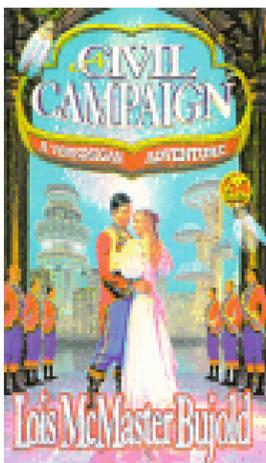
A Civil Campaign by **Lois McMaster Bujold**, **Baen Books, \$24, 405 pp.**

A wonderfully entertaining book, this is Bujold's eleventh novel dealing with the adventures of Miles Vorkosigan. So, if you are a reader of these books, I'm definitely preaching to the converted here. You've probably already bought the book or borrowed it from the library.

For those of you (like me) who have only read a few of these books, let me elaborate a bit on "A Civil Campaign."

In the previous Vorkosigan novel "Komar" {reviewed in the last issue of ConNotations}, Miles, as Lord Auditor, gets involved in terrorism and murder on the terra formed planet Komar, and in the process, meets Ekaterin Vorvoisson. She is a crucial player in the situation on Komar and Miles even stays with her family for awhile.

In the ensuing events, Ekaterin becomes a widow and leaves Komar for Barrayar and its glittering imperial capital, Vorbarr Sultana.



This pleases Miles no end (and Ekaterin) because they've both taken quite a shine to each other. Bujold chronicles the ups and wild downs of their courtship, amidst the hurly burly of the impending Imperial Nuptials (Miles' cousin Gregor don't ya know).

Miles, the ace manipulator, decides to help Ekaterin because she is without funds, by hiring her for her landscaping abilities for a garden on a bare patch of land that's attached to Vorkosigan House.

She accepts with delight.

In the meantime, Mark, Miles' clone brother, brings to the house basement, a sure fire scheme for making money. The scheme involves an eccentric scientist Enrique Borgos from Escobar, who has

this collection of butter bugs (ugly/cockroach type insects) that regurgitate a wonderful tofu/yoghurt material that the scientist believes (and Mark and anyone else he can convince) will be sure to please everyone. Everyone, except Miles of course, who calls it bug vomit.

There is also some interesting examples of Vor politics in this novel, which round out the story and give it a bit of an edge.

But mostly this is story where there are no stellar wars being fought, except those of the heart of course. And it's nice to visit a planet and indulge in the smaller issues without a lot of rushing around. Where the personalities and the environment they act in are the most compelling things about the story, with no overshadowing by Big Issues and Earth-Shaking Events. (Much as I wish we could do with Naboo, for instance).

Bujold has crafted an intelligent, fun romance. It's a cliché, but this is a delightful romp, a clever and well-written story that pulls you along with great, and dare I say, quirky characters, good dialogue and interesting events. - **Sue Martin**

Lord of the Fire Lands: **A Tale of the King's Blades** by **Dave Duncan** **Avon/Eos, \$22**

Of the three 'King's Blades' books by Duncan that I've read, this has been the best so far.

Needless to say, the story deals with the Kings Blades, those mystical defenders of the King of Chivial, who currently is King Ambrose.

Once again, the story starts at Ironhall, where the King's Blades are trained. Two incipient Blades, Raider and Wasp are brought before King Ambrose, along with other candidates. But these two are different. Raider refuses the King's request to be a Blade, an unheard of event. Wasp, Raider's best friend is thrown into turmoil about this.

Of course, Raider must explain himself, and herein lies the tale: Raider is actually Radgar, son of the King of Baelmark, who rules the hated sea pirates who have been at pretty much constant war with Chivial. And, as it so happens, a cousin of King Ambrose. Because Raider has an enchantment upon him already: that of being impervious to fire, he cannot taken on the enchantment that makes him a King's Blade.

Upon hearing Raider/Radgar's tale of how he ended up at Ironhall, the King decides to make Wasp a Blade to Radgar instead of himself.

And this is when all hell breaks loose.

Shortly after Wasp has been made a Blade, he and Raider leave Ironhall quickly, in secret, even though Ambrose has struck a deal of sorts with Radgar.

The two kill a Blade in their escape from Chivial, as Radgar decides they must go back to Baelmark and avenge Radgar's father's murder. And Radgar does not trust Ambrose's good intentions.

Duncan then takes us through several characters view of the events (and their histories) leading up to and including Radgar's revenge. We get stories from Radgar, Wasp, Charlotte (Radgar's mother, an abducted Chivial highborn lady), Aelred (Radgar's father) and other's involved in this novel, which this time, mostly takes place in the many island kingdom of Baelmark. The Baelish come off very Viking-esque, as they are marauders, sea-faring people, mostly blond/redheads and their language looks like Old English/Saxon.

King Ambrose, who has been a nominal good guy in the last two novels comes off as a conniving monster in this one and the ultimate focus of Radgar's revenge.

The novel moves briskly along, the characters are more interesting and more fleshed out. There are great battles with firebrakes and an active volcano, treachery, magic and loyalty. I'm hoping that Duncan's tales of the Kings Blades continue to get even better. - **Sue Martin**

Stronghold Rising by **Lisanne Norman** **Daw Mass Market 736 pages \$6.99**

This book was the second of what seems to be a trilogy. I hate coming in in the middle of a movie. There are plots, sub-plots, and sub-sub-plots within this book. I thought all that intrigue was just a little overdone and there was no synopsis at the beginning for newcomers.

The aliens are similar to standard fare in that they are humans in a different shape and I suspect that this comes from not being able to get outside the human experience. The book deals with a triad that has been sundered and their ability to go on and also to deal with the fact that the race that tortured them is their new ally. I don't understand the philosophy that because one group in a race is evil the whole race is evil.

This book has the potential to be great but it doesn't live up to it's promise. There are too many inconsistencies to be viable. For example: at one point the ambassador from the humans arrives at the protagonists home, immediately after this is a chapter break with a locale shift but at the same time, here is the ambassador speaking at a council session half-way around the world. I would hope they could attend to these problems before they release it but. Any way I give this book a 6. Nice promise but average execution. - **Bob LaPierre**

Worlds of Honor Ed. **David Weber** **Baen Books, 407 pages \$6.99**

This is a collection of five short stories set in the "Honor Harrington" universe. All of the stories involve "treecats" in one way or another and give great insight into what and who they are. I have enjoyed the Honor books and this one, with only 1 Honor story, is no exception. I have to admit that "The Stray", the first story, is

my favorite. Here we find out that the treecats live around twice as long as we do, they are highly intelligent, and live in a tight-knit clan structure. I don't want to reveal too much else because there is just so much to learn. Two of the stories deal with the problems of Mantecoran succession (assassination plots abound!). I just have to say I was delighted to read this book and will give it a 9. - **Bob LaPierre**

Beyond The Star by **William Shatner** **Harper Prism Press, 223 pages, \$24**

This is Shatner's twenty-first novel but it is no secret that he uses a ghost writer for much of his works. The book under consideration is the fourth in his Quest For Tomorrow series. You don't need to read the first three tomes to understand the Universe in which the protagonist finds himself at the opening of the book. It's all explained well. But the initial conditions of the novel are a bit stilted — a highly unusual situation where no normal person would expect to wake up. Perhaps this opening tried to emulate those novels where the first line is, "A shot rang out...". My reaction was, "What the H*ll is going on here?" Shatner takes at least the first chapter to explain just the basics. You get the rest of the pieces that led up to the unrealistic first scene over the next three chapters. At that point it all falls into place. It's worth the read but if I'd been standing in a book store scanning the first few pages I'd have left it on the shelf.

This is a tale of a young teenager, still a bit wet behind the ears, who is suddenly thrust into the middle of events not of his devising and of large consequences. He doesn't know it yet but the Fate of a significant chunk of the Universe rests in his uncalled hands. He gets his first taste of just about everything that is tasty — of both Good and Evil. This all happens in the rather realistically portrayed rough-and-tumble atmosphere of a multi-generation colony starship gone a bit astray in its mission.

He does, however, come upon a moral dilemma which is the interesting part of the book. Our protagonist is squeezed between a nebulous moral/legal code and his loyalties to his gang — folks who have earlier saved his skin from certain extinction. Nobody had ever pounded into the protagonist's head the idea of saving Mankind As We Know It but he is faced with the challenge. He solves the dilemma between a short-term easy solution with high personal gain (and disaster for the rest of his colony) or taking the High Road (tough, risky work) by devising a third alternative and carrying it off.

The characters are believable, if a bit odd. You won't meet them at your friendly local convenience store but if you take those same folks and lock them together in a closed colony ship together for 10 years and throw in some of the

(Cont'd on page13)
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In Our Book (Cont'd from page 12)

dregs of Humanity (deported petty criminals — just like every other colony any empire has founded) then the cast seems to fit the situation. In technical terms the authors don't violate any known physical laws and don't ask the reader to take any leaps of faith or suspension of disbelief about psychic powers or other mystic stuff. This is hard core science fiction.

Shatner and his ghost writer appear to have done their homework. The book contains an excellent bibliography (an item not usually found in science fiction works) with references to everything from sociological studies of gang behavior and multi-generation colony ship engineering design to Gaius Julius Caesar's analysis of the Battle of Alesia. Any grunt who's been through boot camp knows this one so the trick ending is given away when the protagonist mentions Caesar's most famous battle by name. Altogether, it's a good read. - **Peter L. Manly**

The Formulas of Fantasyworld, Part I, By A. Hack Any Press, 500 pp. \$6.99

This author is very prolific. It seems all the chain bookstores are full of his work, leaving little room on the shelves for other novels of science fiction or fantasy.

In this new series, plot twists abound. Aalden, a young villager, is orphaned when his clan is wiped out by the marauding Barbarians. He escapes into the forest of Cleo, to be found by the mythical Dorr beast. The Dorr takes him to the cave of the witch Efigena, who recognizes in him the sign of the Far One.

Efigena gives Aalden the stones of Gax, which must be taken to the Hill of Haum. There, the sorcerers of Ixt will use the stones to defeat the Barbarians and their warlord Joku.

But Aalden must cross the desert of Klaven, and the wandering Landmen are known to kill all desert travelers. While hiding from the Landmen, Aalden meets Miona, a young woman who suffers from amnesia. The only clue to her identity is the dagger she carries, from the lost city of Niona. The two travel together, to cross the desert and enter the borderlands of Opt.

The dwarfish rascal Palt befriends Aalden and Miona in a tavern in Opt, after failing to steal the stones. The local wizard Quelden also is drawn to the stones, and shadows the trio on their journey. Will he help them or kill them?

Joku's elite Riders try to stop the trio in the Shapelands, but Quelden summons the Dorr beasts from the valley of Tonur, driving the riders into the chasm of Uxt.

The trio reaches the Vale of Haum, to confront the sorcerer Wigenden. He takes the stones to the Hill, but they don't work. Only a princess of Niona can unleash the power of the stones, in the ritual of Xossing.

Is Miona the one to do it? Can she do it before the Young Zeds attack? I won't spoil the ending, which does satisfy.

And I can't wait for the next installment in this series. - **Mike Griffin**

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.

ARERIAL MIRAGE JUGGLING CLUB International Juggling Association affiliate club meets 7-10pm Wednesday evenings at Encanto Park. No dues, everyone welcome. All levels skill exchange in many areas of object manipulation. Devils' Club meets Fridays 5pm north of the Hayden Library on the ASU campus. For more info, call (602) 585-7623, or write 2326 E. Electra Lane, Phoenix, AZ 85024.

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.gibbed.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 TUS-CON Convention annually.

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 (602) 978-9314.

DAYSTAR HOLT Arizona's first and longest-running Elfquest fan club. Daystar meets to talk about EQ and related stuff, develop characters, publish stories in our 'zine *Playelf* and create an annual calendar. Other common interests include music, bellydance, 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>

DESERT LURKERS Tucson based Babylon 5 fan club. Meets and communicates via listserver over the Internet. Anyone with e-mail access can subscribe to the Desert Lurkers by sending e-mail to b5-l-request@dragon.org and putting "subscribe" (minus the quotation marks) in the subject line. Interested people can contact Alexander Goodrum at E-mail address: goodrum@AZStarNet.com

EARTHLINK SCI-FI CLUB SF generalists with some focus on comics

and environmental issues. Meets at various conventions and occasions. Publishes a quarterly newsletter called Cosmic Wavelengths. For information contact them at 8508 E. San Lorenzo, Scottsdale, AZ 85258, or call Nohl Rosen at (602) 991-8847.

THE EMPIRE OF CHIVALRY 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

INTERNATIONAL BROTHERHOOD OF JEDI KNIGHTS Members of the Tatooine Base have revised the International Brotherhood of Jedi Knights, a not-for-profit fan club dedicated to Star Wars. Membership is \$8.00 U.S. and/or \$11.00 (Canada/foreign) and includes a membership packet consisting of a one year subscription to *The New Jedi Times* (published 6 times a year), membership card, IBOJK charter & bylaws information on Jedi studies and a free gift. Checks should be made to either Patty Vance or Elizabeth Laignel. For further information send a self-addressed, stamped envelope to: The I.B.O.J.K.; P. O. Box 5459; Glendale, AZ 85312-5459; or call either Patty or Lilly at (602) 843-8303. May the Force show you the way of the Jedi!

INTERNATIONAL FEDERATION COUNCIL Meets every 1st and 3rd Saturday of the month. Meeting at the Westridge Mall (75th Ave. and Thomas Rd. Phoenix, AZ. The IFC is regimental (Using Ranks and structured simmialrly to ST) but has social events as well. Attends local Creation And Trek Production Cons, and ST Movie premiers. POC for IFC is A/Fleet Admiral John Nelson (602) 934-3987 or by voice mail (602) 409-7169 or c/o P.O. box 14370 Phoenix, AZ 85063-4370. E-Mail: bnelson502@aol.com Membership Approx 35-50. The Bi-Monthly newsletter is *Cactus Log*.

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

(Cont'd on page 18)

Club Listings (Cont'd from page 17)
determined. For more information, write PO Box 26665, Tempe, AZ 85285 ; call Mike Willmoth at (602) 945-6890 or Email: mwillmoth@comupserve.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 Carrow's Restaurant at 7th Street & Monte Vista in Phoenix every Sunday from 3pm-9pm (except during conventions and other special events). Open to new members - call (602) 849-9515.

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

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 Page 14

space station). And the IKV Sto-Vo-Kor (Independent Kilngon Vessel). A Klingon Bird of Prey, roming 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 infor-maton 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: myrddinal@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 Sunday of each month at various mmmbers' 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>

STARBASE TUCSON Tucson Arizona based Star Trek club. For info call Geof Wood at (520) 746-1822 or write Starbase Tucson ; 3314 E. Benson Hwy ; Tucson AZ 85706. Email:pegasis409@aol.com

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

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 informative 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 rgular mail only and the newsletter nad materials will not be reproducd electronically. To join the action and initiate your annual membership, make check or moneyorder 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 in the Memorial Union, with dates to be announced after the semester starts. For more information, contact Becky Fox at E-mail rowan@asu.edu or phone 863-1543 To subscribe to our listserve, send a message to them-request@asu.edu.

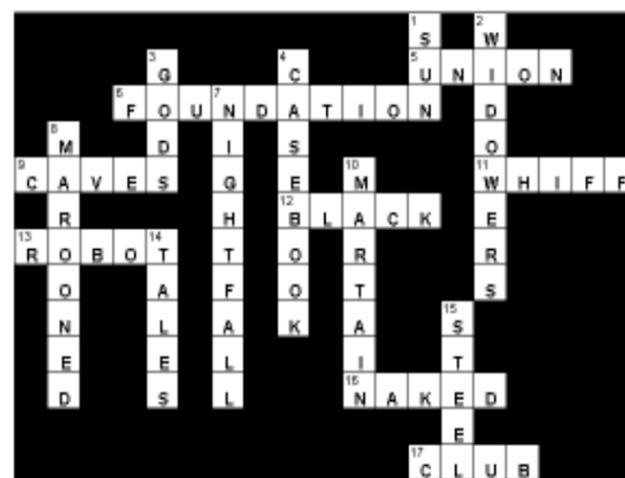
TUCSON FAN ALLIANCE E-Mail Address is Bkoehler@Juno.com or DMitchell@Juno.com.

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/~hgadlmg/uwotclub.htm>

Solution to puzzle on page 2



Convention Listings

AgamemCon IV (Burbank, CA) **June 23-25, 2000** Burbank Airport Hilton, Babylon 5 and SF Media oriented convention. Guests include: Tracey Scoggins, Alexandra Tydings, David A. Brooks, Bear Burge and more! Full Science programming track Sponsored by OASIS Memberships \$45 until 5/31/99 and \$55 at the door. Kids 8-12 half price, 7 and under are free. Hotel: Rooms \$92 S/D, \$124 Suite. Burbank Airport Hilton (818)843-6000 Info: AgamemCon, PMB# 330, 92 Corporate Park, Suite C, Irvine, CA 92606; Email: orrock@ix.netcom.com; Phone: (949) 643-8352

HexaCon 10 (Scottsdale, AZ) **July 14-16, 2000** Holiday Inn Sunspree Resort. Arizona's Largest Annual Gaming Convention Guest of Honor: Steve Jackson of Steve Jackson Games Memberships: \$15 until 5/31/2000, \$20 at the door. Special Thursday night events for pre-registered members only. Info: Hexacon 10, PO Box 62613, Phoenix, AZ 85082 Phone: (602) 973-2341; Email: dyer@casfs.org Holiday Inn Sunspree Resort, 7601 E Indian Bend Road, Scottsdale, AZ (480) 991-2400. Rooms: \$65 + tax S/D/T/Q. Suites \$100 + tax S/D/T/Q

!!! CANCELED !!!

Sci-Fi Fan Gathering (Las Vegas, Nevada) **July 14-16, 2000** Las Vegas Hilton, Sponsored by AOL X-Files Fan Forum. Guests TBA; Memberships \$25 until June 1, 2000, \$35 to the door. Hotel: Las Vegas Hilton, Rooms \$99 S/D 1-800-732-7117 Info: Jerry Jones, 263 Dempsey Way, Orlando, FL 32835 Email: JerryJones@cfl.rr.com http://www.fungineering.net/SciFi/index.html

Farscape Convention (Burbank, CA) **Aug 5,6, 2000** Burbank Airport Hilton, Burbank, CA Guests Ben Browder (Commander John Crichton) Claudia Black (Officer Aeryn Sun) Virginia Hey (Zhaan) Anthony Simcoe (D'Argo) Gigi Edgley (Chiana) plus Kent McCord and members of the production team TBA. General Admission \$17 per day advance, \$20 at the door, Reserved \$45 per day, Gold passes \$150 for weekend. Creation Entertainment, THE GALLERIA TOWER, 100 W Broadway #1200, Glendale, CA 91210 (818) 409-0960 ext. 225, www.creationent.com

San Diego ComicCon International (San Diego, CA) **July 20-23, 2000** -. Guests: Bryan Talbot, Gahan Wilson, J. Michael Straczynski, Phoebe Gleckner, Kevin Smith, Harry Knowles, Tim Sale, Jeph Loeb, Ben Katchor, Scott Cloud, Christopher Moeller, William Stout, Will Eisner and the 50th Anniversary of E.C. Comics featuring Al Williamson, Al Feldstein, Will Elder, Marie Severin, Jack Kamen, George Evans, Angelo Torres and Adele Kurtzman Info: Comic-

Con, PO Box 128458, San Diego, CA 92112-8458. Phone: (619) 491-2475, Email: cciweb@aol.com

CHICON 2000/58th WORLDCON (Chicago, Illinois) **Aug 31-Sept 4, 2000** Hyatt Regency Chicago,. GoH: Ben Bova; AGoH: Bob Eggleton; EGoH: Jim Baen; FGoHs: Bob and Anne Passovoy; TM: Harry Turtledove. Memb: \$150; \$40 supporting. Info: Chicon 2000, PO Box 642057, Chicago IL 60664; email: chi2000@chicon.org Webpage: http://www.chicon.org

Bubonicon 32 (Albuquerque, New Mexico) **August 25-27** Howard Johnson East, Author GoH: Walter John Williams, Artist GoH: Lela Dowling, Mistress of Toast: Mary Ann Cornett A literary-oriented SF/Fantasy con with two-track programming. Events include panels, an art show, gaming, dealer's room, Filk and more. Memb: \$22 until 5/31/00, \$25 to 8/14/00, \$28 at the Door. Discounts for under 16. Hotel: Rooms \$50 or \$55 (with fridge) S/D/T/Q. Howard Johnson East 15 Hotel Circle NE (I-40 and Eubank), Reservations: (505) 296-4852 or (800) 877-4852 Info: NMSF Conference, PO Box 37257, Albuquerque, NM 87176 Phone: (505) 266-8905 Email: cwcraig@nmia.com Website: http://members.aol.com/bubonicon

COPPERCON 2000 (Scottsdale, AZ) **September 8-10, 2000** Holiday Inn Sunspree Resort. The 20th Annual CopperCon Convention Author GoH: Poul Anderson; Artist GoH: Vincent Di Fate; Filk GoH: Cecilia Eng; Local Authors Jennifer Roberson and Adam Niswander. Memb: \$25 thru 5/31/2000, \$30 thru 8/26/00, \$35 at the door, Kids 7-12 half price, Kids 6 and under - free when accompanied by an adult. Holiday Inn Sunspree Resort, 7601 E Indian Bend Road, Scottsdale, AZ (480) 991-2400; Room rates are \$65 plus tax S/D/T/Q, Suites \$125 plus tax. Info: CopperCon 20, PO Box 62613, Phoenix, AZ 85082, Phone (602)973-2341 Email: cucon@casfs.org or mwillmoth@compuserve.com

TusCon 27 (Tucson, AZ) **Nov 10-12, 2000** at The Executive Inn. Author GoH: Catherine Wells, Artist GoH: Liz Danforth, Fan GoH's: Craig and Stephanie!, TM: Ed Bryant. Memberships: \$25 until 6/1, \$30 until 10/1, \$35 thereafter, children (3-12) half price. Panels, Readings, Meet the Authors, Art Show, Childrens' Zone, Video Room, "Men in Black" LARP, LAN Computer Gaming, and Consuite. Artists interested in panels should contact Rebecca (520) 293-1455 immediately! Dealers contact Cristi at (520) 881-3709. The Executive Inn: 333 W Drachman, Tucson, AZ 85705, (520) 791-7551, Rooms \$45 single, \$50 double, and \$65 suite (until Oct 10). More info: TusCon 27, PO Box 26822, Tucson, AZ 85726 Webpage: http://www.azstarnet.com/~basfa

LosCon 27 (Burbank, CA) **November 24-26, 2000** Burbank Airport Hilton Guests: Author GoH: Orson Scott Card, Artist

GoH: Bob Eggleton, Special Media Guest: Harry Knowles, Fan Guests: Craig Miller and Genny Dazzo. Info: LosCon c/o LASFS, 11513 Burbank Blvd, North Hollywood, CA 91609 Email: loscon27@lasfs.org http://www.lasfs.org/loscon27

The Twelfth Regeneration of Gallifrey One (Van Nuys, CA) **February 23-25, 2001**, Airtel Plaza Hotel, Guests: Sarah Sutton, Mark Strickson and Bonnie Langford from Doctor Who. Memb: \$30 to 6/30/00, \$35 to 9/30/00, \$40 to 11/30/00, \$45 to 1/31/01, \$50 at the Door. Info: Gallifrey Conventions, PO Box 3021, North Hollywood, CA 91609 Phone: (818) 752-3756, info@gallifreyone.com Web: www.gallifreyone.com

LepreCon 27 (Scottsdale, Arizona) **May 18-20, 2001** Holiday Inn Sunspree Resort Artist GoH: Steve Hickman, Author GoH: Michael A. Stackpole, Local Artist: Richard Ross, Music: Echo's Children. Memberships \$20 until 6/31/00, \$25 through 8/31/00, \$30 through 12/31/00 \$35 through 5/01/01, \$40 at the door. Kids 7-12 half price, Children 6 and under are free when accompanied by and adult Holiday Inn Sunspree Resort, 7601 E. Indian Bend Road, Scottsdale, AZ (480) 991-2400. Rooms \$73 + tax S/D/T/Q, Suites \$125 + tax S/D/T/Q Info: LepreCon 27, PO Box 26665, Tempe, AZ 85285 Phone: (480) 945-6890 Email: lep27@leprecon.org, WWW: www.leprecon.org/lep27

CopperCon 21 (Scottsdale, AZ) **Sept 7-9, 2001** Holiday Inn SunSpree Resort. Author GoH: Julian May; Filk GoH: Heather Alexander. Membership \$20 thru Oct 1, 2000, \$25 thru Dec 1, 2000, \$30 thru April 1, 2001, \$35 thru Aug 1, 2001, \$40 at the door. Kids 7-12 half price, 6 and under free with paid adult membership. Holiday Inn Sunspree Resort, 7601 E Indian Bend Road, Scottsdale, AZ (480) 991-2400; Room rates are \$67 plus tax S/D/T/Q, Suites \$125 plus tax. Info: CopperCon 20, PO Box 62613, Phoenix, AZ 85082, Email: leigh@casfs.org Phone (602)973-2341

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

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Gaming
LARP

'Bot Bash Maze
Miniatures Painting
Contest
Dealer's Room
Used Game Auction

Video room
Full Consuite
Panels
Demos
Surprises

**Thursday evening, July 13, gaming, surprises & limited Consuite for
Pre-Registered Members ONLY**

Gaming starts at 10:00 AM on Friday, July 14 and runs NON-STOP until Sunday, July 16 at 3PM
Membership Rates: \$15 until 06/15/2000 and \$20 at the door

Location Information:

Holiday Inn SunSpree Resort
7601 E Indian Bend Rd
Scottsdale, AZ
(602) 991-2400
Room: \$65 S/D/T/Q
Suite: \$100 S/D/T/Q

Registration

Registration will be open
Thursday evening only for
pre-registered members.
HOURS
Friday: 9AM - 8PM
Saturday: 9AM - 8PM
Sunday: 9AM - 2PM

Contact Information:

HexaCon 10
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