

ConNotations

Volume 12, Issue 5
October/November
2002

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

ConNotations is Evolving! (Pt 2)

As mentioned in our previous edition, ConNotations has begun undergoing its changes.

Please note two additions in our content for this edition: the Costume Closet and the Calendar of Events.

The Costume Closet is contributed by the SouthWest Costumers Guild and will be in every issue. This issue's column features Hall Costumes at conventions.

The Calendar of Events lists events and information in a variety of areas including Convention & event listings, movie DVD and book release dates and upcoming meetings. It is free to list your event, so let us know about it.

The Bazaar – the low cost classified ads section is still in the works as are the expanded Gamer's Corner, with more info on new games, video games and RPGs and other features.

We still need your help to add to our content! We need more people willing to contribute to the above mentioned areas, or if you have ideas of your own and want to be a regular contributor please let us know by contacting:

Joe Levee - ConNotes@cox.net

or

Stephanie Bannon - editor@casfs.org

Thank you,
The Staff of ConNotations

Mass Rocket Launch Honors Arizona SF Author

by Randall Whitlock
Connotations Staff Weasel

You feel as much as hear the eerie sound as the continuity buzzers of nearly two dozen launch controls form rolling harmonies. The announcer counts "Five. . . Four. . . Three. . . Two. . . One. . . Launch!" and the sky is a criss-cross pattern of white smoke trails. This is the



Rocketeers prepare their rockets and watch launches from outside the flight line. Ed Wilke's enormous "Gila Monster" rocket towers over the sunshades at right. © Randall Whitlock

Mass Launch, the keynote event of the G. Harry Stine Memorial Rocket Launch, presented on October 12 and 13, 2002 by the Superstition Spacemodeling Society.

Fen fondly remember the familiar presence of G. Harry Stine at Arizona science fiction conventions as a genial gentleman in a blue jumpsuit. G. Harry wrote dozens of SF stories and novels and nonfiction books under his own name and his pen name, "Lee Correy." His fiction works include the 12-volume "Warbots" series, "Starsea Invaders," and the Trek

novel "The Abode of Life." His nonfiction work includes the influential books on space access "Halfway to Anywhere" and "Living in Space."

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Sherlock	Front page
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ConNotations
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FYI

BOOK DISCUSSION GROUPS CASFS Sponsored Groups

GLENDALE PUBLIC LIBRARY:

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

December 5: The Two Towers by JRR
Tolkien

January 2, 2003 TBA

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

Other Book Groups

BORDERS FANTASY & SCI-FI BOOK DISCUSSION:

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

Dec - Date and title TBD

For details contact Tanya 623-487-9110

World Fantasy Convention 2002

The World Fantasy Convention 2002
was held in Minneapolis, MN. Oct 31-
Nov 3. Judges for the World Fantasy
Awards were Peter Adkins, Meg Davis,
Jason Van Hollander, Michele Sagara
West, and F. Paul Wilson, with awards
administrator Peter Dennis Pautz.

Life Achievement

winner **Forrest J Ackerman**

winner **George Scithers**

NOVEL - The Other Wind, Ursula K. Le
Guin (Harcourt)

NOVELLA - "The Bird Catcher", S.P.

Somtow (The Museum of Horrors, Dennis
Etchison, ed., Leisure)

ANTHOLOGY - The Museum of
Horrors, Dennis Etchison, ed. (Leisure)

COLLECTION - Skin Folk, Nalo

Hopkinson (Warner Aspect)

ARTIST - Allen Koszowski

SPECIAL AWARD, PROFESSIONAL

Jo Fletcher (for editing the Fantasy

Masterworks series, Gollancz)

SPECIAL AWARD, NON-PROFES-

SIONAL - Raymond Russell & Rosalie

Parker (for Tartarus Press)

ARIZONA BOOK FESTIVAL

The **Arizona Book Festival** will be
held on Saturday, April 5, 2003 at the
Arizona Hall of Fame Museum/Carnegie
Library located at 1101 W. Washington
Street, Phoenix, Arizona from 10:00 am
to 5:00 pm

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

Appearing at the CASFS Booth /or
participating in the 2003 Arizona Book
Festival will be: **Alan Dean Foster,**
Adam Niswander, Dennis L.
McKiernan, Emily Devenport/Lee
Hogan, Ernest Hogan and John
Vornholt. Updates at www.casfs.org/
azbookfest.html

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

CASFS Business Report November 2002

Supernal Readers,

This year's conventions, HexaCon 12
and CopperCon 22 were successful in
every way. The members were well served
and the financial end turned out well. We
all learned new things and next year's
conventions should be even better.
Special appreciation should be given
Mark Boniece and his crew and Jim
Cryer and his people whose efforts gave
us such success. Special Appreciation is
due also to Stephanie Bannon for her
efforts in getting us to develop the
CASFS Financial Procedures which have
helped greatly in the financial success
area.

New approaches to publicity are being
developed thanks to Joe Levee, Chris
Campbell, Jo levee and others with
Renaissance Fair experience. The
addition of their ideas will be an energiz-
ing influence.

At our December meeting we elect the
CASFS President, Vice President and
three board members. Nominated thus far
are incumbents President Dave Hunger-
ford, Vice President Lee Whiteside and
Board members Jeff George and Ray
Gish. Additionally JB Talbot was
nominated for Board. Mark Boniece
declined nomination for President.
Declining for Board was Jim Cryer who
has decided to gafiate for a spell. Nomi-
nated for Board, also, was the absent Joe
Levee. He was found to be ineligible
because he has not been a member long
enough to meet the attendance require-
ments.- The Busy Scribe

Who's Who This Issue

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approx. 4,000 science fiction, fantasy,
gaming and horror fans throughout the
Phoenix metro area, the Southwest and
nationwide. Our ad rates are: Back cover/
\$150, \$100/full page; \$70/two-thirds page;
\$50/half page; \$35/one-third page; \$25/
one-fourth page; \$18/one-eighth page. More
information can be obtained by contacting
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Submission Info: Writers and artists are
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SF Tube Talk

TV News & Previews

By Lee Whiteside

It's the time of the year for holiday specials and lots and lots of repeats. However, there are a few new things airing if you look for them and lots of new episodes in January on cable.

Enterprise will have one lone new episode following November sweeps in early December with "*Precious Cargo*" where Trip Tucker boards an alien cargo vessel to help repair a stasis pod holding a beautiful woman in suspended animation. When the woman accidentally awakes, she reveals she's not a passenger, but a prisoner. No, her name is not River. Coming up after the holiday repeat season in mid-January will be "*Catwalk*:" where the entire crew takes shelter for several days inside the maintenance shafts inside the warp nacelles when a lethal neutronic storm approaches faster than Enterprise can escape. They also provide refuge to a group of aliens who aren't entirely up-front about themselves. In "*Dawn*", Trip crash-lands on a moon in Arkonian territory. Archer must work together with the Arkonians, a militant race not on good terms with the Vulcans, to rescue Trip.

Elsewhere on UPN in the **Buffyverse**, look for lots of repeats through December and January. Rumors are the Big Bad that has been playing with Spike is "The First", and that we will be seeing a return of the Harbingers seen in the Christmas episode "*Amends*" and we may have another Holiday themed episode in December. Following that, other rumors are that Warren appears to Andrew, sort of like Obi-Wan's ghost to Luke, and that Giles will return to Sunnydale either with or at the same time as a group of Slayers in training who have come to Buffy for help following a major attack on the Watcher's Council. As for the other two new shows on UPN, **Haunted** and **Twilight Zone**, the former has been pulled from the schedule in mid-November and it is unknown if it will return to the schedule and the latter has been picked up for the full season of 22 episodes but there is little advance info on what we'll see on the series. Expect more stories with twisty endings and lots of notable (and some not so notable) guest stars in the episodes.

Moving over to The WB's corner of the **Buffyverse**, things look to get much darker on **Angel** in a big way. According to an interview with **Angel** producer **Jeffrey Bell**, when Angel and company realize the nature of the Big Bad they revert Angel to his Angelus persona, keeping him caged until needed. According to Bell, the Big Bad "is not someone we've met before. He's not human; he's

the toughest thing Angel has ever faced. He's smart, he's strong, he's cruel." But when Angelus escapes from his cage, Faith the Vampire Slayer is brought in to try to capture him. Look for this to start happening when new episodes return sometime in January.

Smallville has been doing gangbusters in the ratings for the WB, apparently gaining new viewers over the summer with the double repeats each week. There's even been some episodes without Freak of the Week Kryptonite villains. Upcoming episodes include "*Visage*" which sees the return of Lana's former boyfriend, Whitney as well as a return appearance by the shape-shifting Tina Greer from the first season's "*X-Ray*" episode. The other likely new episode before sweeps is "*Suspect*" where Pete gets injured (again) when his car explodes. Johnathan Kent goes on a drinking binge prompted by Lionel Luther and ends up shooting Lex's dad.

In the other comics adaptation on The WB, **Birds of Prey** debuted to strong ratings but has dropped off significantly for subsequent episodes. Unless that trend ends, the show may have trouble making it the full season. They are beginning to bring in more comics-related elements such as the real Black Canary showing up and coming up in December will see Lady Shiva making a visit to New Gotham. Shiva is one tough assassin and she's come to take on Batgirl, not knowing her current condition. Other upcoming episodes with only title information known are "*Nature of the Beast*" and "*Gladiatrix*".

Over on FOX, the Friday night duo of **Firefly** and **John Doe** have not been



Serenity © FOX

tearing up the ratings so far and if not for FOX's willingness to stick with both shows and give them a chance to find an audience, they likely would have both been gone by now. **John Doe** has been doing the best of the two, but has leveled off at the bottom of what is probably acceptable to FOX. Likely the only reason **Firefly** has not been pulled (assuming it hasn't had that happen after press time) is **Joss Whedon's** name on it and his former partner **Gail Berman** in charge of FOX programming. While not yet having

(cont'd on page 4)

24 Frames

Movie News

By Lee Whiteside

Currently filming is the next Looney Tunes movie mixing live action with Bugs Bunny, Daffy Duck and the rest of the Warner Bros. classic cartoon crew. **Looney Tunes: Back in Action** will be released in November of 2003 and will star **Brendan Fraser, Joan Cusack, Timothy Dalton, Jenna Elfman** and **Heather Locklear** and is being directed by **Joe Dante**. Of special interest to genre fans is a segment where they visit Area 52 and moviegoers will get a tribute to 50's movie monsters including The Man from Planet X, Robot Monster, Metalunan's from The Island Earth and Robby the Robot. Dante explains that Area 52 is a place so secret that they invented Area 51 to cover it up. How the Looney Tunes characters fit into this was not revealed. To build anticipation for the new movie, Warner Bros. is also creating some new Looney Tune shorts to screen in front of Warner Bros. movies including a Duck Dodgers short called *Attack of the Drones* which will spoof recent science fiction films such as *Star Wars*, *The Matrix* and *Men in Black*. According to producer **Larry Doyle**, "Daffy creates an army of robots based on himself to fight something, but the short isn't really about the fight, which ends very quickly, it's about letting the robots loose after they've been victorious."

In the latest news in the ongoing Warner Bros. Superhero movies, an early draft of **J.J. Abram's Superman** script was leaked and was met with a very negative reaction after being reviewed on the *Ain't It Cool News* web site. Director **Brett Ratner** has since indicated that the script has gone through many changes since that early draft and many of the things that fans objected to are no longer part of the movie. The movie is being envisioned as a trilogy and **Ratner** intends to do more than just remake the **Richard Donner** films and that "it's not going to be camp, it's going to be a bit more psychological." He also intends to have an unknown in the title role and surround him with good actors. **Ratner** has confirmed that **Anthony Hopkins**, who he worked with for *Red Dragon*, will take on the role of Superman's father, Jor-El.

Wrapping up filming after having been delayed by the floods in Prague is *The League of Extraordinary Gentlemen*. It is based on the graphic novel by **Alan Moore** which brought together many 19th Century fictional characters. Starring is **Sean Connery** as Allan Quartermain, **Peta Wilson** as Mina Harker, **Tony Curran** as The Invisible Man, **Stuart Townsend** as Dorian Gray, **Shane West**



Lee Whiteside

as Thomas Sawyer, **Naseeruddin Shah** as Captain Nemo and **Jason Flemyng** as Dr. Henry Jekyll. The movie will not follow the plot of the graphic novel, though, with the group being brought together to fight "The Fathom" whose plans for world domination is to turn the world's nations against each other in something called a "World War".

Previews of December & January Movies

Solaris - Upon arrival at the space station orbiting an ocean world called Solaris, a psychologist discovers that the commander of an expedition to the planet has died mysteriously. Other strange events soon start happening as well, such as the appearance of old acquaintances of the crew, including some, like the psychiatrist's wife, who are dead.... This is based on the classic Russian science fiction film of the same name and stars **George Clooney**. From the trailers you'd hardly know it was a science fiction movie.

Treasure Planet - A Space Age animated update of **Robert Louis Stevenson's Treasure Island**. Looks like they are trying some of the same stuff that FOX tried with *Titan A.E.* It's got the Disney name on it, so it will likely do better.

Wes Craven Presents: They - After witnessing a horrible incident, a graduate student (**Laura Regan**) struggles to find the link between her childhood fear of the dark and the night terrors she now suffers, and must confront what may or may not be real.

Star Trek: Nemesis - Starting out with the wedding of Riker and Troi, the tenth Trek feature film will feature a big conflict with Romulans bent on destroying Earth. The leader of them is Shinzon (**Tom Hardy**), a clone of Picard that rose to power following the end of plans to use him to replace Picard. Look for lots of action, some romance and possibly the destruction (or very heavy damage to) of the latest version of the Enterprise. Paramount has been billing the film as "A Generation's Final Journey Begins". The key word in that tag line is "Begins" since if the movie does decent, Paramount

(cont'd on page 4)

24 Frames (cont'd from page 3)

will more than likely make another Trek movie with the Next Generation cast. As **Patrick Stewart** has said in a couple of interviews, it is up to the fans to keep the series going.



Lord of the Rings: The Two Towers - What can be said about this movie that you probably already don't know? We will see some new characters and much more

of Gollum. New cast for this movie include **Brad Dourif** (Wormtounge), **Bernard Hill** (Theodon), **Miranda Otto** (Eowyn), **Karl Urban** (Eomer) and **David Wenham** (Faramir). Bringing Fanghorn to life with his voice will be **John Rhys-Davies**. Most of the actors have made return trips to New Zealand for additional filming made possible by the success of the first movie.

Pinnocchio - Written by, directed by, and starring **Roberto Benigni**, this Italian produced film is the classic story of a wooden puppet come to life and his journey to become a 'real boy'. Despite guidance from the beautiful Blue Fairy (**Nicoletta Braschi**) and the love of his father, Gepetto (**Carlo Guiffre**), Pinnocchio's curious spirit leads him into one wild adventure after another - distracting him from his goal, and distancing him from his loved ones.

Left Behind II: Tribulation Force - Based on the New York Times best-selling series of Christian novels written by **Tim LaHaye** and **Jerry B. Jenkins**, this action-packed sequel to the enormously popular *Left Behind* features many of the same cast members, including **Kirk Cameron** as journalist Buck Williams, and former Marlboro Man **Brad Johnson** as pilot Rayford Steele. Chaos and anarchy thrive as greif-stricken survivors continue to search for

the millions of people who vanished after the rapture. The rebel group "Tribulation Force" must spread the word that the United Nations President is in fact the Antichrist responsible for the world's current state of demise.

Cowboy Bebop: The Movie - Set on Mars in the year 2071, it is based on the animated television series by Japanese director **Shinichiro Watanabe**. It is scheduled to open wide in January, but that may still change.

Darkness Falls - Kyle Walsh (**Chaney Kley**) returns home to confront his troubled past and save his childhood sweetheart Caitlin (**Emma Caulfield**) and her younger brother Michael (**Lee Cormie**) from an unrelenting evil that has plagued the town of Darkness Falls for over one hundred and fifty years.

The Sin Eater - A conflicted, rebellious priest travels to Rome to investigate the strange death of his mentor. The young priest, a troubled artist with whom he shares a turbulent past, and his closest friend and colleague discover the mysterious death may be the work of the Sin Eater, an ancient figure who plays God on earth by absolving the unforgivable of their sins outside the Church, allowing great evil to go unpunished. Stars **Heath Ledger**, **Mark Addy**, **Peter Weller** and **Shannyn Sossamon**.

Upcoming Movie Release Dates (Subject to Change)

Nov 27 - *Treasure Planet, Solaris, Wes Craven Presents: They*

Dec 13 - *Star Trek: Nemesis*

Dec 18 - *Lord of the Rings: The Two Towers*

Dec 25 - *Pinnocchio*

Dec 31 - *Left Behind II: Tribulation Force*

Jan 10 - *Darkness Falls*

Jan 17 - *The Sin Eater*

Jan TBA - *Cowboy Bebop: The Movie*

Feb 14 - *Daredevil, The Jungle Book II*

Feb 21 - *Final Destination II*

May 2 - *X-Men 2*

May 15 - *The Matrix: Reloaded*

June 20 - *The Hulk*

July 2 - *Terminator 3: Rise of the Machines*

July 11 - *The League of Extraordinary Gentlemen*

July 25 - *Lara Croft: Tomb Raider: The Cradle of Life*

CopperCon Ad

SF Tube Talk (cont'd from page 3)

committed either way on additional episodes for either show at press time, FOX has ordered three more scripts from each series so that if they do pick either of them up, they have scripts ready to go. Coming up in December will likely be three episodes, including FOX finally airing the original two hour pilot on December 20th. First up should be "War Stories" followed by "Heart of Gold", neither of which has had much info leak about them. The two hour pilot, "Serenity", will provide answers to some of the questions viewers have been asking since the show started. It covers how Book, Simon and River came to be on Serenity, explaining references to the "girl in the box" made in some episodes and some ads for the show. In the episode, Book and Simon join up with the Serenity crew as well as an undercover alliance agent who tries to bring Simon in and his mysterious cargo (his sister). Meanwhile, Captain Mal and crew have salvaged some cargo from a derelict ship and are making arrangements to sell it off. They have to deal with the alliance agent, reavers and a double-crossing customer before its all over.

Finally debuting on ABC on Thanksgiving is the weekly series *Dinotopia*. Seeing as ABC has completely avoided

November sweeps and has scheduled it when everyone else is in repeats, it doesn't appear they have a lot of confidence in it.

Following the end of Monday night football, ABC will debut a full night of new shows with some genre connections on Monday nights in late January. Kicking off the night will be *Veritas*, a new Indiana Jones style series from the creators of *Lara Croft: Tomb Raider*. From the ABC press release: "Ancient relics. Hidden tombs. Religious icons. Boring stuff for 17-year-old rebel Nikko Zond. But when he's kicked out of yet another boarding school and delivered to his archeologist father, Nikko (Ryan Merriman) starts to learn the truth about Solomon Zond's (Alex Carter) life work. Behind the academic cover, Zond's "company" is investigating the mysteries of the ancient world, and protecting its secrets at all costs. Together, father and son are swept up in a race to uncover this past before a mysterious brotherhood can stop them. The Veritas team includes: The highly intelligent and mysterious Vincent Siminou (Arnold Voslo - "The Mummy"), Solomon's closest confidant and protector; Calvin Banks (Eric Balfour), a high strung but brilliant by-the-books archaeologist; and Maggie (Cynthia Martells), a cool and sophisticated computer scientist. And charged

with the difficult task of trying to keep Nikko out of trouble is Juliet Droil (Cobie Smulders), a beautiful and brilliant former student of his father's who will be Nikko's tutor and friend. "

Following *Veritas* will be the new *Dragnet*, produced by *Law and Order's* Dick Wolf. Ed O'Neill will be Joe Friday and Ethan Embry will be his partner, Frank Smith. The show will keep some familiar elements from the original series, including the music, and will make use of Joe Friday's voice overs to give the viewers his thoughts while he is investigating or questioning a suspect.

Rounding out the night will be "Miracles", where Skeet Ulrich (*Scream, As Good As It Gets*) stars as Paul Callan, a seminarian assigned to investigate modern-day "miracles." Callan is good at his job of finding a scientific basis for purported acts of God, but everything changes when he witnesses something that can't be explained away. Teaming up with a mysterious organization that leads their own investigations into the paranormal, Paul will continue his quest amid a dizzying and often frightening realm of possibilities. Often inspirational, sometimes terrifying and always breathtaking, *Miracles* journeys into a new dimension of drama, opening doors and seeking answers as it goes. " Also starring is Hector Elizondo

as Father Bellamy, Angus MacFadyen as Father Alva Keel and Marisa Ramirez as a secretary for Sodalitas Quaerito, a mysterious group dedicated to the study of the paranormal. The series show runner is David Greenwalt, who left "Angel" to do this show. *Dragnet* and *Miracles* will debut on January 20th and *Veritas* debuts on January 27th.

Over in syndication, as expected, *Andromeda* has done away with most of the continuing storylines and put the Commonwealth on the back burner so Dylan Hunt and company can galavant around the universe helping people. In spite of this change in direction, they have had some decent episodes and it seems that the writers such as Zack Stentz and Ashley Edward Miller have worked to keep the episodes they've been writing more in line with what the show has been about. The *Andromeda* will be adding some crew to the ship at some point in the season and it looks like the season will end with a big confrontation with an as yet unknown foe. Most of the syndicated shows will continue with repeats until late January, so catch repeats of any shows you missed.

Over on Cable, there are new shows to watch, especially in January when *The Dead Zone* returns to USA Network, *Stargate SG-1* and *Farscape* resume new episodes on SciFi with the debut of the

(Cont'd on page 6)



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LOCATION



SF Tube Talk (Cont'd from page 5)

Tremors series based on the movies. But first is the big event on the SciFi Channel the first two weeks of December when SciFi is literally taken over by "*Steven Spielberg Presents Taken*". Airing a two hour movie each weeknight from Dec 2nd through Dec 13th, the 20 hours of the *Taken* miniseries will end up filling up 118 hours of time on the channel over those two weeks with extra repeats include two ten hour marathons on Saturday and Sunday December 14th and 15th.

The miniseries tells the story of several generations of three families involved with alien abductions in the second half of the twentieth century. When a alien ship crashes near Roswell, leaving four dead aliens and one live one on the loose, the destiny of the three families begins to take shape. **Eric Close** (*Dark Skies, Now and Again*) is John, the surviving alien who disguises himself as human and when he encounters lonely housewife Sally Clarke (**Catherine Dent**), he seduces her and fathers a half alien/half-human son, Jacob Clarke. Over the course of the miniseries, Sally tries to reunite herself with John. Her son, Jacob Clarke (**Chad Donella**), and his daughter, Lisa (**Emily Bergl**) end up being abducted multiple times for study by the aliens. Also encountering aliens during World War II is fighter pilot Russell Keys (**Steve Barton**), who's plane is abducted and when he returns home, both he and his son, Jesse Keys are also abduction targets. Eventually, Jesse's son Charlie (**Adam Kaufman**) and Jacob's daughter Lisa are united and paired off while abducted resulting in Allie Keys (**Dakota Fanning**), who is the focus of the miniseries, narrating it and being an alien/human hybrid that may hold the key to changing the world. The other family is headed up by Captain Owen Crawford (**Joe Gretsch**) of the Army's intelligence department, who uses the Roswell crash investigation as a means to further his career and his two sons take very different paths in the story. Eric (**Andy Powers**) tries to further his fathers investigations into the alien threat while Sam (**Ryan Merriman**) ends up befriendng the aliens. Eric's daughter, Mary (**Heather Donahue**) continues the work of her father and grandfather. The other major character is Chet Wakeman, played by Matt Frewer, who is the head of a cancer research institute that is really a front for him being the head of a government agency investigating the alien abductions.

The miniseries is definitely one of the biggest ever done for television, not just for cable. SciFi has a lot riding on it and it is expecting it to draw big numbers. It is a big risk assuming people will want to commit to that much of a TV viewing commitment between the two major holidays. It is likely that with all the

additional airings, the series will build in the ratings and end up being the success they hope it will be. Personally, I think it will be worth watching, although it might be best to tape it and watch it over a month or so instead of all of it in two weeks. Just watching it on tape would save you five hours by scanning through all the commercials and promos that will air during it.

Following the *Taken* deluge, SciFi's regular programming will return for new

episodes in January. *Farscape* will be continuing with the remainder of it's fourth and final season (unless someone else picks it up). Producer **David Kemper** has promised that the remaining episodes are some of the best they've ever done and that what can save the show is for viewers to watch it when it returns and give it respectable enough ratings that another network will want to pick it up. What may help is that when *Farscape* returns on January 10th, it will be in the 8 PM ET/PT time slot and not the 10 PM ET/PT time slot that saw it's ratings decline even with *Stargate SG-1* as its lead-in. Having been absent from SciFi's schedule since August, *Farscape* will return to the schedule with an 11 episode marathon of the first half of season four (followed by a mini-marathon of *X-Files* Christmas episodes) on Christmas Eve, Dec 24th, starting at 8 am ET/PT. SciFi will also air the last three of these episodes on Jan 3rd starting at 6 PM ET/PT. As usual, not much actual information has been leaked about the episodes, but from the ending of the last new episode, *Unrealized Reality*, it looks like Crichton has finally made it back to Earth and more than likely, Moya will follow.

When SciFi picked up *Stargate SG-1* for it's sixth season, it had been announced that it would be the final season of the

series. It has been doing very well in the ratings (including multiple repeats) and has become SciFi's highest rated series, so SciFi and MGM started talks to keep the series going. The main sticking point however, was **Richard Dean Anderson's** desire to not spend another year in Vancouver and be able to spend as much time with his 4 year old daughter as he could. MGM and SciFi were able to come to terms with **Anderson** and have announced that there will be a seventh

season of the series after all. As an added extra bonus for long time *Stargate SG-1* fans, they also announced that **Michael Shanks** will return to the series as a regular. How they will bring back Daniel Jackson from his higher plane of existence was not revealed, however.

As with *Farscape*, *Stargate SG-1* will resume new episodes of its sixth season on January 10th following a three episode

(cont'd on page 7)

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SF Tube Talk (cont'd from page 6)

mini-marathon on January 3rd of the last three new episodes aired. As we saw at the end of Prometheus, the Asgard Thor has shown up to take O'Neill and crew to the Asgard home world to help save the Asgard home world from Replicators in "Unnatural Selection". Following will be "Metamorphosis" where SG-1 joins a Russian team in attempting to save a planet's inhabitants from strange Goa'uld experimentation. In "Smoke and Mirrors", a sniper assassinates Senator Kinsey, and SG-1 is stunned when a video camera captures Colonel O'Neill's face as the perpetrator. "Sight Unseen" looks to be more of a humorous episode when a civilian claims that he can see aliens, the team must investigate strange new visitors to Earth.

Rounding out Friday nights on SciFi in the 10 PM ET/PT time slot vacated by *Farscape* will be the new series, *Tremors*, based on the movie trilogy that has done well in multiple repeat runs on SciFi and the USA Network. **Michael Gross** stars as survivalist Burt Gummer, a role he made famous in the three Tremors films. The cast also includes **Victor Browne, Gladise Jimenez, Lela Lee, Marcia Strassman** and **Dean Norris**. The series' executive producer are **David Israel, Nancy Roberts, Brent Maddock**

and **Steve Wilson**. *Tremors* takes place in the sleepy desert town of Perfection, Nev., which is also home to a giant prehistoric worm named El Blanco who is on the endangered species list. Determined not to abandon their town and way of life, the Perfectionists struggle to maintain an uneasy peace with El Blanco and the other dangerous creatures that populate their desert.

What would SciFi be without reruns of recent SciFi series? Starting in January, episodes of *Roswell* will air Monday through Friday at 6 PM ET/PT. Also debuting on SciFi in early January is their new half hour reality series *The Dream Team With Annabelle and Michael*. During the show, dream expert **Michael Lennox** and co-host **Annabelle Gurwitch** (*Dinner & a Movie*) will dissect and explain the dreams of audience members and call-in viewers.

SciFi will debut two new movies in January. The first, *Dragon Fighters*, stars **Dean Cain** where "It's a real reign of fire as helicopter gun ships fight a genetically modified dragon in the most startlingly real depiction of these mythic beasts ever put on film" (SciFi's description, not mine). It debuts on Saturday, January 4th. Next is *Control Factor*, debuting Jan 18th, stars **Adam Baldwin** (*Firefly, The X-Files*), **Elizabeth Berkley** (*Showgirls*) and **Tony Todd** (*Candyman*) in a

paranoiac thriller of government mind-control and the ordinary citizens out to stop it. Possibly airing in February are *Puppet Masters vs. Demonic Toys* and maybe (finally!) the two hour pilot for *Riverworld*.

will be "Valley of the Shadows" picking up where they left off last season with Greg Stillson up to his corrupt ways, including making a pass at Sarah while Johnny deliberates over how to change



Anthony Michael Hall & Nicole deBoer of *Dead Zone*

© USA

Over on the USA Network, January 5th will see the return of *The Dead Zone* to Sunday nights (with it also airing at 7 PM ET/PT Friday nights two weeks later on SciFi). Look for Johnny to learn more about his destiny as it is intertwined with Reverend Purdey and political candidate Greg Stillson. Opening the new season

the imminent fate of the world. In "Precipitate", when Johnny is injured and infused with a blood product stemming from six different people, he begins having visions through the donors' eyes and learns one of them will die unless he intervenes.

(Cont'd on page 8)

LepreCon Ad

SF Tube Talk (Cont'd from page 7)

Possibly starting in January (although no announcement on when has been made) is the second season of *Justice League* on the Cartoon Network. Guest characters look to be Aquaman, Lois Lane, the Green Lantern Corps, the New Gods and Dr. Fate with villains including Lex Luthor, The Joker, Amazo, Despero, Braniac, Darkseid, Eclipso and Ichthultu.

Also in the works for later in 2003 on both the Cartoon Network and Kids WB! is a new animated *Teen Titans* series. It will feature Robin, Cyborg, Beast Boy, Starfire and Raven in all-new adventures. The Cartoon Network press release describes the show as "*Teen Titans*, set in a future of intergalactic strife and interplanetary battles, features five teen superheroes each with special powers, led by the Boy Wonder Robin. This group unites to form a defensive force to protect the Earth from a new generation of villains. An eclectic group, their powers complement each other so that when they band together, they become a superb fighting force. Their personalities, on the other hand, often clash. Discovering how to control their powers, these Teen Titans must learn to work and grow as a team while dealing with the trials and tribulations of being teenagers." The series was developed for Warner Bros. by none other than **Peter David**, who currently writes the *Young Justice* comic for DC, which will likely serve as a reference for the tone of the *Teen Titans* series. **David** also

noted that the work he did on this series has led to development work on another possible animated series about another DC superhero, yet to be revealed.

Tube Talk Tidbits

Showtime has renewed *Jeremiah* for a second season of fifteen episodes. Joining **Luke Perry** and **Malcolm Jamal-Warner** will be **Sean Astin** (Sam Gamgee) as the mysterious Mr. Smith, who will befriend Kurdy, who has been separated from Jeremiah at the start of the season.

Following the success of SciFi Pictures flick *Terminal Invasion* starring **Bruce Campbell** and **Chase Masterson**, SciFi has signed **Bruce Campbell** for two more pictures. The movies are *The Man With the Screaming Brain*, a long time pet project for **Campbell**, and *Earwigs*, is about mind control and was inspired by the nasty creatures used by Khan on Chekov in *Star Trek II: The Wrath of Khan*.

Development on the *Animated Buffy the Vampire Slayer* tv series has apparently been halted due to lack of a network interested in carrying it. Oh well.

Finally, **Jonathan Harris**, the actor who portrayed the cowardly Dr. Zachary Smith in the 1960s TV series *Lost in Space*, died Nov. 3 from a blood clot in his heart while receiving therapy at a Los Angeles-area hospital, the Associated Press reported. He was 87.

For the latest news, episode schedules and lots of links, check out The Magrathea/SFTV Pages at www.sftv.org.

Videophile

Star Wars II: Attack of the Clones
20th Century Fox, 142 min, PG
VHS \$24.98, DVD \$29.98

By now we are all familiar with the story of Attack of the Clones. Ten years after *Episode I*, Padmé Amidala (Natalie Portman), is now a senator and actively resisting the creation of a Republic Army. Anakin Skywalker (Hayden Christensen) is resentful of his stern Jedi mentor, Obi-Wan Kenobi (Ewan McGregor), tormented by the loss of his mother and we see the beginnings of his emerging "dark side" while he protects his new love, Amidala, from would-be assassins.

Star Wars: Episode II, Attack of the Clones is a truly superior DVD, the picture and sound are spectacular, probably because the film was shot entirely in digital. Extras on disc one are a commentary track compiled from various people, including George Lucas, producer Rick McCallum, editor Ben Burtt, and ILM animation director Rob Coleman. Disc two has eight deleted scenes with optional introductions. The most interesting is a scene of Padmé addressing the Senate to oppose the creation of a Republic army. There are three great documentaries: *From Puppets*

to *Pixels*, *State of the Art: The Previsualization of Episode II* and *Films Are Not Released, They Escape* as well as a bunch of other stuff.

We are enjoying these DVDs (*Episode I* and *II*) while we wait for the release of *Episode III*. Now if Lucas would just release *Upset IV, V, and VI* on DVD. - Stephanie L Bannon

Spiderman
Columbia, 121 min, PG-13
VHS \$24.95, DVD \$28.95

Spiderman, one of the biggest money makers in theaters follows that by being one of the biggest selling videos in history and it is all well deserved.

Spiderman brings us the story of the origins of the super hero as we follow high-school nerd Peter Parker (Tobey Maguire) transformation from a brainy outcast to a mature superhero when a "super-spider" bites him during a high school field trip and transforms him into the amazingly agile, web-shooting Spider-Man.

The cast is solid with Cliff Robertson as Uncle Ben Parker, Rosemary Harris as Aunt May Parker, Kirsten Dunst as Mary Jane Watson, Parker's girl-next-door sweetheart and Willem Dafoe is perfect

(Cont'd on page 9)

HexaCon Ad

Videophile (cont'd from page 8)

cast as Spidey's schizoid archenemy, the Green Goblin.



The two disc set contains many of the usual extras such as a commentary by director Sam Raimi, Kirsten Dunst, producer Laura Ziskin, and co-producer Grant Curtis as well as a commentary by special effects designer John Dykstra and visual effects crew as well as the theatrical trailer(s). Sic one also includes "Weaving the Web": subtitled pop-on production notes and historical facts, music videos: for Hero (Chad Kroeger featuring Josey Scott) and What We're

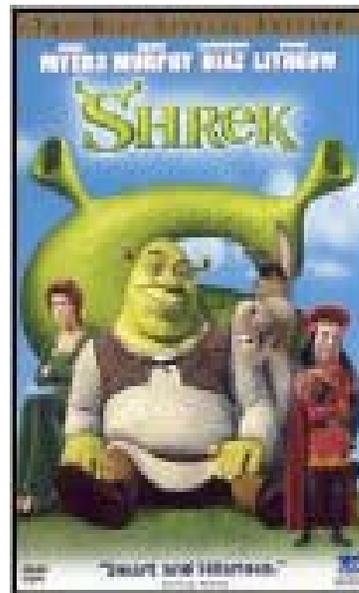
All About (Sum 41) ad well as the TV spots and the obligatory filmographies and character files. Disc two has the HBO feature Making of *Spider-Man*, the E! Entertainment Special *Spider-Mania*, profiles of director Sam Raimi and composer Danny Elfman, the screen tests for Tobey Maguire, J.K. Simmons, and CGI Spider-Man, an gag/outtake reel, "Spider-Man: The Mythology of the 21st Century" historical documentary and much more.

When we saw *Spiderman* in the theaters I knew I would have to add it to our collection. This DVD is well worth the money for the extra features alone, add to that the wonderful movie and this set is a terrific bargain. - **Stephanie L Bannon**

Shrek

**Dreamworks, 93 min, PG
VHS \$24.99, DVD \$26.99**

Shrek is a delightfully fractured fairy tale just right for the whole family. Voiced by Mike Myers, Shrek is an agreeable ogre who wants to live peacefully in his swamp home. Unfortunately when Lord Farquaad (John Lithgow) evicts local fairy-tale creatures (including the now-famous Seven Dwarfs, Pinocchio, and the Gingerbread Man), they settle in the ogre's swamp much to



Shrek's disgust. Shrek and his new pal, a talking donkey (Eddie Murphy), begin a quest to rescue a princess (Cameron Diaz) from a dragon lair so she can marry Lord Farquaad but things don't go quite as planned.

This is the perfect story for computer-animation and the story is actually richer than most animated films and the humor makes *Shrek* a sure fire winner

The DVD extras include the Behind-

the-Scenes Featurette, "The Tech of Shrek", the Game Swamp with over 15 interactive games and activities, Shrek's Music Hall, Favorite Scenes Selection, a Donkey's Tale Read-Along, the obligatory Production Notes, Character Interviews, Biographies and a Sneek peek trailer. Disc two contains the Filmmakers' Commentary, an interesting look at "The Tech of Shrek", and a fairly hilarious International Dubbing Feature. However, by far the most enjoyable, fun, fascinating extra is Shrek's Re-voice Studio on the DVD-ROM. There you can dub your voice to the character lines with almost magical precision.

This is a must have DVD set if you have kids, or if you were ever a kid yourself. - **Stephanie L Bannon**

Bubble Boy

**Buena Vista, 84 min, PG-13
VHS \$14.99, DVD \$19.99**

In the movie *Bubble Boy*, a man ends up falling in love with a beautiful next door neighbor. Unfortunately he is stuck in a world of plastic for he has no immunities. He must go and stop the marriage of his one love before he is forever stuck as a lonely bubble boy. I liked this movie for its humor and the amusing event of mud wrestling. - **Sean Patrick Martin**

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Friday, November 8th

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ConClusion

San Diego Comic-Con International 2002: I Wish I Were Cloned Part 2

By Shane Shellenbarger

Okay, you've got that Comic-Con International in San Diego is enormous! The 2002 event had over 63,000 attendees, exhibitors, and professionals. The committee put together about 600 hours of panels films, Japanimation, gaming, and special events. Some of those events included special appearances by Hollywood stars **Chase Masterson, Elvira, Ron Perlman, Emma, Asia, Gene Simmons, Hilary Swank**, The Geeks from Comedy Central's Beat the Geeks game show, **Lucy Liu, Ray Park, Jason Lee, Matthew Fox, Mark Hamill**, and **Arnold Schwarzenegger**. Directors, writers, producers, and behind-the-scenes specialists were also in attendance and abundant: **Stan Lee, Ron Shusett, Mike Mignola, Guerillmo del Toro, Richard Taylor, J.J. Abrams, Stan Winston, Steve Oedekerck, Bob Gale, Steve Sansweet, Al Gough, Miles Millar, Craig McCracken, Richard Taylor, Chris Columbus, Joss Whedon, J. Michael Straczynski, Mark Steven Johnson**, and **Bryan Singer**.

Now what you need to understand is the diversity and eclectic nature of the opportunities for enlightenment and entertainment at this convention. Literature, film, television, animation, Manga, acting, writing, art, ethics, philosophy, psychology, politics, games, and (of course) comic books are all represented. This convention isn't just big; it's VERY, VERY BIG! <http://www.comic-con.org/>

5:30 p.m. The Rise, fall, and Rise of *Star Trek*

Free Enterprise's **Mark A. Altman** and **Robert Meyer Burnett**, *FilmThreat.com's* **Chris Gore**, and *Talk Trek's* **Daren Dochterman**.

Slamming *Star Trek* has become an annual event for this group of fans-turned-pros. After all, you always hurt the one you love and these people have a fierce love of *Star Trek* and they understand its strengths and weaknesses.

Chris Gore started the ball rolling by stating the obvious: *Enterprise* is boring and the technology doesn't make sense in light of *The Cage*, *Where No Man Has Gone Before*, and the classic *Trek* episodes that followed. **Jeff Bonz** followed up with this question: What other show begins a scene while the crew is having dinner and goes to commercial break before the Universe is threatened with destruction? Robert Burnett flatly stated that the show needed to carry forward the interest of the viewers by developing more serialized stories like *The Andorian Incident* and *Shadows of P'Jem* to which **Mark Altman** replied that Paramount was afraid of serialized

episodes because syndicators fear that the average viewer won't know what's going on if they haven't viewed all of the episodes. Altman stated some stories with a central issue like *Dear Doctor* work well while others like *Detained* don't work very well at all. The panel agreed that the show needs more drama and less of the soap opera.

Just then, **Chris Gore** dons a pair of safety goggles, brings out a hammer and a toy model of the Enterprise-D, which he proceeds to smash. "**Rick Berman**, thanks for destroying my childhood," **Gore** cries out as he pummels the plastic starship into pieces. The audience applauds.

Since this is a multi-media event, we're treated to **Daren Dochterman** doing the "E Plebb Neesta (We The People) speech from the classic *Trek* episode *The Omega Glory* which he had performed on a public access cable show. Following that, **Dochferman** faithfully recreates Kirks musings about Gorns and gunpowder from the episode, *Arena*. **Dochferman** also treated the audience to a dead-on impersonation of the Great Bird of the Galaxy, **Gene Roddenberry**.

Each of the panelists took their turn at answering the question, "What would get you excited about *Enterprise*?" **Burnett** said, "If Paramount hired a great writing staff." **Gore** said, "If it (*Star Trek*) went away for twenty years." **Daren Dochterman** said, "They need to hire a writing staff that doesn't HATE the original series. They need to actually show the origins of the classic series." **Altman** said, "By trying to make it a family show they are playing it too safe. Also, the Temporal Cold War storyline will only work if at the end of the series the show is explained as an alternate timeline. And, why doesn't Archer ever mention the Cold War to his superiors?" **Burnett** stated that *Enterprise* should have been *The Right Stuff* of *Star Trek*. As a group they agreed that **Bakula's** Archer is too "touchy-feely" and that he doesn't give orders, but instead he makes suggestions, where as in the classic series Kirk states, "When this becomes a Democracy, I'll let you know."

Burnett was also bothered by the sequence of clips used in the opening montage: they're not in chronological order. The group also mused about the fans tendency to give the New *Trek* series the benefit of the doubt for a couple of seasons when the classic series got things right the first year. Burnett felt that it should have taken the entire first season to get the Klingon back to Kronos. **Jeff Bonz** complained that Archer is constantly in real-time conversation with Admiral Forrest and the panelists all wanted to know why the Vulcans are portrayed as either vapid or villainous.

The capper of the panel came when volunteers were taken from the audience to portray various cast members from the upcoming *Star Trek: Nemesis*, tenth in

the series of movies. We can only hope that the movie is every bit as funny as played by these people. It could happen, since they were reading from a script downloaded from the Internet.

<http://www.startrek.com/>
<http://www.madcon.org/altman.html>
<http://www.moviepoopshoot.com/retinafetish/>
<http://www.filmthreat.com/>
<http://www.trektoday.com/>
<http://www.corona.bc.ca/films/details/trek10.html>
<http://wilwheaton.net/>
Friday, August 2nd, 2002
10:30 a.m. Novels from the Reel World

Nancy Holder (writer, *Buffy the Vampire Slayer: The Journals of Rupert Giles*), **Jeff Mariotte** (writer, *Angel: Endangered Species*), **Peter David** (writer, *Of Stuff*), **Andy Mangels** (writer, *Star Trek: Lost Era "Book One: Excelsior"*), **Rebecca Moesta** (writer, *Buffy the Vampire Slayer: "Little Things"*)

Peter David got this panel started by relaying some of his experiences of writing *Star Trek* novels. He said that in his novels he tries to do things that would be too expensive to portray on television or on film. He gives each of his *Star Trek: New Frontier* novels a budget of \$500,000,000.00. Some of his run ins with the-powers-that-be at Paramount are the stuff of legend. Once, **David** wrote a reluctant Ryker as saying, "I'd rather walk Neutral Zone border patrol in my underwear." The note he received from Paramount stated, "It has not been established that our characters wear underwear. When *Enterprise* showed the first episode, *Broken Bow*, which contained a decontamination scene depicting T'Pol and Tucker in their skivvies, editor **John Ordovery** called **Peter David** and advised him that underwear had now been established on *Star Trek*. **David** told how the first edition of *Vendetta* (also known as the big book of Borg) contained the following disclaimer: This book is a work of fiction by **Peter David** and does not in some ways reflect the *Star Trek* Universe as conceived by **Gene Roddenberry**. Paramount insisted that Pocket Books print that disclaimer because **David** had written a female Borg character. This was before the Borg Queen and before 7 of 9. **David** hopes that should *Vendetta* go back to press the disclaimer will be removed. **David** was once told by a Paramount flunkie that, "What happens in the series is *Star Trek* fact and what happens in the books is *Star Trek* fiction." As an aside, **David** feels that *New Frontier* has benefitted from *Voyager* backlash.

Andy Mangels said that he footnotes his novels to avoid the license holders' objections. **Rebecca Moesta** told us that when she and husband, **Kevin J. Anderson** wrote in their *Young Jedi Knight* series that someone was "seduced by the Dark side of the Force" comments came

back that they were anthropomorphizing the Force, that the Force couldn't seduce anyone. She pointed them to the relevant scene in *Star Wars: A New Hope*. When writing his *X-Files* novel, **Kevin J. Anderson** was asked to remove Mulder's sarcastic comments because "Mulder doesn't have a sense of humor." The audience got a good laugh out of that observation.

The authors continued to relay the problems of writing novels and short stories based on television series that hadn't been on the air yet: In their first *Angel* book, **Jeff Mariotte** and **Nancy Holder** called him "Angelus" when the television series had established his first name as Liam. **Diane Carey** wrote the first *Star Trek: The Next Generation* novel, *Ghost Ship*, and was immediately raked over the coals for her poor characterization because the readers didn't realize that Carey based her work on material developed early in the process of creating the characters. Paramount stopped **Peter David** from having Ryker propose to Deanna at the end of *Imzadi II* because it had been determined the two would never marry (watch the first ten minutes of ST: Nemesis.)

In conclusion, **Peter David** will novelize *The Incredible Hulk* film as he did *Spider-Man* (over 250, 000 copies sold,) *Endangered Species: Angel* is the latest from **Nancy Holder** and **Jeff Mariotte**, *ST: TNG: The Gorn Crisis* is the newest novel from **Rebecca Moesta**, and **Andy Mangels** will soon publish *Animation on DVD: The Ultimate Guide* and *ST: Deep Space Nine: Mission Gamma Cathedral* with **Michael A. Martin** hits the stands in October.

<http://www.jeffmariotte.com/main.htm>
<http://www.peterdavid.net/>
http://www.trektoday.com/news/160802_03.shtml
<http://www.the-trades.com/column.php?columnid=1306>
<http://www.andymangels.com/>
<http://www.wordfire.com/index.html>
Next time:
12:00 p.m. Casting and Mold-making - **Jeff Broz**
<http://www.jdbgrphx.com/>
1:30 p.m. Story Layers - **Will Shetterly** and **Emma Bull**
<http://homepage.mac.com/emmwai/>
2:30 p.m. Spotlight on Todd McFarlane - Moderated by **Larry Marder**, president, McFarlane Toys
<http://www.spawn.com/interface.html>
3:30 p.m. One-on-One: **J. Michael Straczynski** and **John Romita Jr.**
<http://babylon5.warnerbros.com/cmp/bios.htm>
<http://worldsofjms.com/>
<http://www.geocities.com/romitapage/home.htm>
http://home.wanadoo.nl/pafrankn/jrj_intro.htm

And more. To Be Continued .

Calendar of Events - December, 2002

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
<p>1 Book Release Guardian - Joe Halderman</p> <p>LosCon 29 (beg Nov 30) Nov 30- Dec 1 Burbank, CA</p> <p>www.loscon.org</p>	<p>2 TV Premiere Taken on Sci-Fi</p>	<p>3 V. Game Release Clone Wars</p> <p>DVD Release Star Trek: TNG: Season 6</p> <p>Book Release Joe Halderman - The Guardian</p>	4	<p>5 Book Discussion Group Glendale Public Library arabella_thorne@juno.com</p>	<p>6 Smof Diego Dec 6-8 San Diego, CA www.fgpaws.com/snofcon</p>	<p>7 LepreCon 29 Meeting JB's I-17 & Indian School 2pm mwillmoth@compuserve.com</p> <p>Westercon 57 Meeting JB's I-17 & Indian School 4PM craig@coverkeep.com</p>
<p>8 ConNotes Labelling & Potluck lastitia@coverkeep.com</p>	9	<p>10 Az Ren Festival Auditions Central HS. 6:30 - 9:30pm call for Apt. (520) 463-2600</p>	<p>11 Az Ren Festival Auditions Central HS. 6:30 - 9:30pm call for Apt. (520) 463-2600</p>	12	<p>13 CASFS Meeting JB's I-17 & Indian School 8pm leigh@casfs.org</p> <p>Movie Release Star Trek: Nemesis</p>	<p>14 UFP Meeting Star Trek: Nemesis outing www.u-f-p.org info@u-f-p.org</p>
<p>15 V. Game Release Silent Hill 2</p>	<p>16 DVD Release Minority Report</p>	<p>17 Book Release Garth Nix - Ahorse</p>	<p>18 Movie Release LotR: Two Towers</p> <p>Book Discussion Group Borders Books 7320 W Bell Rd Tanya 623-487-9110</p>	19	20	21
22	23	<p>24 Christmas Eve</p>	<p>25 Christmas</p>	26	27	28
29	<p>30 V. Game Release LOIR: 2 Towers</p>	<p>31 New Year's Eve</p> <p>DVD Release Star Trek: TNG: Season 7</p> <p>UFP Meeting New Year's Eve party www.u-f-p.org info@u-f-p.org</p>	<p>To have your event or meeting listed please email connotes@cox.net (It is free to take advantage of it)</p> <p>Due to limited space available, when necessary Calendar Listings will only contain an event title & contact email or phone number.</p> <p>All release dates are tentative and should be verified before you run off half cooked to make a purchase.</p>			

Calendar of Events - January, 2003

Sunday	Monday	Tuesday	Wednesday	Thursday	Friday	Saturday
<p>To have your event or meeting listed please email connotes@cox.net (It is free so take advantage of it)</p> <p>Due to limited space available, when necessary Calendar Listings will only contain an event title & contact email or phone number.</p> <p>All release dates are tentative and should be verified before you run off half cooked to make a purchase</p>			1	2 Book Discussion Group Glendale Public Library arabella_thorne@juno.com	3	4
5	6	7 DVD Release Buffy: Season 3	8	9	10 Movie Release Darkness Falls TV Premiere Farscape Resumes- Sci-fi	11 UFP Meeting Recycling plant tour www.u-f-p.org info@u-f-p.org
12	13	14	15	16	17 Movie Releases Holes Sin Eater	18
19	20	21	22 Book Discussion Group Borders Books 7320 W Bell Rd Tanya 623-487-9110	23 Book Release J. Gregory Keyes - The Briar King	24	25 UFP Meeting Video Project Filming www.u-f-p.org info@u-f-p.org
26	27	28	29	30	31 Movie Release Final Destination 2 CASFS Meeting JB's I-17 & Indian School 8pm leigh@casfs.org	Jan Movie Release TEA Cowboy Bebop: the Movie

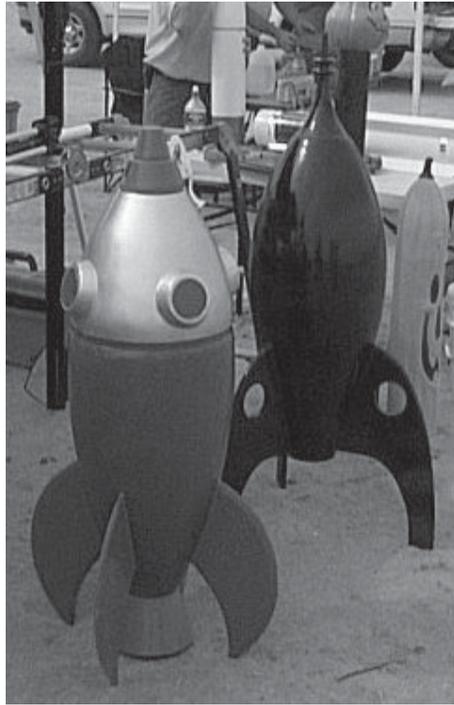
Rocket (cont'd from page 1)

G. Harry means even more to rocketeers. A veteran of the engineering side of the early ballistic missile projects, he practically invented model rocketry as a hobby. G. Harry was the founder and first president of the National Association of Rocketry. His "Handbook of Model Rocketry" was the first comprehensive publication in the field and, many times updated, remains its holiest writ for safety and practical information.

Each year since G. Harry's death in 1997, the Superstition Spacemodeling Society (SSS) has dedicated its October launch to his memory. The memorial launch has grown into a social event that attracts flyers, spectators, and vendors from all over Arizona and surrounding states. A small city of easy-up pavilions rises overnight on a patch of cow pasture at the Rainbow Valley launch site in rural Maricopa County, Arizona. The spectators stay on one side of a flight line marked by flagged ropes while the launch systems (clever home-built modern sculptures of wire, car batteries, switches, pipe, rod, and carpentry) are set up on the other side, a safe distance away. Experienced rocketeers at the launch table inspect each rocket for safety before it is approved for flight. An announcer with PA system gives the crowd details of each

flight, and calls the countdown.

Solid-fuel rocket motors are rated by letter designations, with each letter class having twice the total kick (technically



The Vatsaas brothers' curvaceous cosmic craft will appeal to fans of old time pulp SF. Check out their projects at www.vatsaas.org

© Randall Whitlock

"total impulse") of the previous letter.

The rocket kits you see in hobby and toy stores are generally powered by motors rated from A to D. At SSS launches, you can see launches driven by motors rated as high as M. Do the math, it's awesome! For high-power launch events like these, the club obtains a special waiver from the Federal Aviation Administration.

The G. Harry Stine Memorial Rocket Launch is SSS's biggest event of the year, but far from its only outing. SSS rocket launches are held at the Rainbow Valley site on the second Saturday morning of each month. Spectators of all ages are very welcome and it makes a fine day's free family entertainment. This is Arizona, so bring plenty of cold water and sunscreen. A shade canopy or beach umbrella comes in handy too.

Check out www.sssrocketry.org for details about the club, meeting and launch calendars, directions to the launch site, the club newsletter "Newton's Minutes," photo galleries, and links to the vast field of model rocketry. Clear Skies!



A spectacular launch on a J-class motor.

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...Fantasy is just the beginning...

The Costume Closet

by Randall Whitlock

Some people really do have monsters in their closets. Mine has a giant fly, a nightmare puppet, sorcerers fair and foul, a mutant killer whale, a mythical Klingon, and no fewer than three Dark Lords of the Sith.

It's okay, I'm a costumer.

Welcome to the Costume Closet, ConNotations' new column featuring articles by members of the local SF and fantasy costuming community. In the coming issues, expect to see opinions, how-to's, Q&A, humor, and a bit of history.

For starters: Some of Randall's Highly Opinionated Thoughts on Hall Costumes.

You will see costumers' humans at SF conventions in essentially two venues: on stage at the masquerade; or roaming the hallways. Logically enough, these are called "Stage Costumes" and "Hall Costumes."

Stage costumes are presented at the Masquerade, which is a featured event usually held on Saturday evening. Stage costumes are meant to be seen only once by a particular audience, so the goal is to make a brief but strong impression on the spectator. Stage costumes are often larger than life, with bold features like latex makeup applications, lighting effects, broad wings, long trains, or tall head-dresses. They will be worn only for a couple of hours, so stage costumes aren't designed for comfort. The model is willing to put up with a bit of pain or heat for art's sake. Stage costumes will be seen at a distance, so fine detail is often ignored in favor of broad impact. The stage already has the audience's full attention, so stage costumes are presented with a narrative introduction by the master of ceremonies, music, a short sketch, dance moves, or maybe a joke.

Hall costumes are an entirely different animal. They are worn by the casual con-goer for every convention activity. Hall costumes are meant for direct interaction with other fans, all day long. Practicality, comfort, and detail are the major priorities for a hall costume.

A good hall costume should be practical to wear. You should be able to move freely through all of the tight spaces of the con. A five-foot headdress may look cool, but you could find yourself swinging from the ceiling fans! A flowing cape is good, but only if you learn to control it without knocking down half the inventory in the dealer room. Thank the gods and the ADA that revolving doors are no longer common!

A hall costume needs to be sturdy and comfortable since you will be wearing it

for many hours at a time, perhaps for many years and cons to come. It jolly well needs easy restroom access!

A hall costume will support a higher level of detail than a stage costume. People will see you at arm's length, not twenty feet. Hall costumes therefore make better canvases for display of fine bead and needlework, jewelry, or hand props.

So what works for a good hall costume? Media recreations (characters or clothing from film, television, animation, and comics) are one obvious choice. These have several advantages. One advantage is recognition. Most people will immediately know what fictional universe you inhabit, if not the specific character. This has a downside as well since there are people who appoint themselves to criticize small details. Blow these people off! How much work went into their own non-costume? Beware, media costumes tend to attract the attention of muggle news reporters.

The media companies will sometimes help you (so long as you aren't making any money). Some Star Trek and Star Wars costumes can be purchased off the rack from authorized vendors. Film production companies sometimes work with publishers to make sewing patterns available. You can get patterns for Hogwarts school robes at any fabric store. Technical manuals, visual guides and fan web sites can provide valuable reference material.

Historicals are another good category for hall costumes. Bring out your duds from the SCA, renfaire, regency dance, wild west show, or Victorian tea party. Being real clothes from a real time, these fit the practical and comfortable criteria very well.

Closely related to historicals are fantasy and role-playing game costumes. These usually take some basic historical outlines, like a medieval or ancient culture setting, and add fantastical elements like artistic weapons, armor, and jewelry.

Strikingly slinky club wear, like one might find in the back of the Frederick's catalog, is popular among the femmefen after dark on Saturday. This look deserves an article of its own. As a fortyish, hairy, pot-bellied guy, I haven't done much work in the category myself.

Your hall costume can be a complete original, not derived from any imagination but your own. My basic Friday evening duds are usually a field uniform from some band of space traders/mercenaries/pirates whose story has not yet been written. This lets me combine some of my favorite clothing elements that are not usually found together, like pocket vests, puffy-sleeved shirts, hiking boots, berets, and capes. Don't expect the other con-goers to recognize your "look" at first, but keep your explanation brief. After a few cons, your persona can

become as natural and well known as your real world identity.

Final thought: Mind your manners!

When you wear a costume, you become memorable. People will remember rudeness and discourtesy from a costumed person for years when the same behavior would not have been noticed from someone in street clothes. The hall costumer should compensate with warm courtesy, even (especially) when playing a villain. You may be one of the Padishaw Emperor's hand-picked Sardaukar guards, but this does not give you the right to shove people in the hallway or stick a prop lasgun in someone's back! Cluelessly rude people in mundane clothes will tug at your props and ask the same fool questions over and over. Smile with patience and show strangers that you are above this.

Just do it! Disguise de limit!

Randall Whitlock has directed three Coppercon Masquerades, serves as president and webmaster for the Southwest Costumers Guild (www.southwestcostumersguild.org and www.moirandalls.com) and hawks his medieval/ren/highland-inspired clothes and sewing patterns at www.moirandalls.com. His stage costumes run to visual puns (Dances with Werewolves, The Dookus of Hazzard) while his hall costume efforts have included assorted originals and recreations from Star Trek, Star Wars, and Futurama.

Snugglarea by Dan Weiss

If Monty Python, Philip K. Dick, and Franz Kafka had collaborated on a novel, it might have been a lot like Snugglarea. On the other hand, it might have turned out to be something completely different.

Snugglarea, in fact, was authored by mild-mannered novelist Dan Weiss, an avid chess player with a fondness for black raspberries.

Boldly published by Black Plankton Press, this unusual novel was first turned down by some of the larger, tamer houses. Bantam Doubleday Dell, for instance, wrote in their rejection, "Mr. Weiss is quite a storyteller, and he has a good sense of humor. Unfortunately, Spectra [one of the conglomerate's imprints] hasn't had much luck with this particular sub-genre of science fiction. I guess you'd call it 'humorous science fiction'?"

Call it what you like, *Snugglarea* rises above conformity and weirdness. This book could be a nightmare if it wasn't so funny; it could be a comedy if it wasn't so bleak. As it is, *Snugglarea* doesn't fit into any pigeonhole. Here at Black Plankton Press, we let the other guys appeal to the birdbrains.

"Life used to be so simple; there were only amino acids and the beginnings of slime. But now everything is organized to the point where there is a depressing lack of life in a world filled with billions of people. Sally—the person I dream about most—is in storage on Earth, while I'm stuck here in orbit, working for Entertainment—the most fertile field in our sterile world—struggling to broaden the horizons of titillation" —from the opening of *Snugglarea*



Available to *Connotations* readers for \$11.75 from:

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Cobb, CA 95426
bplankton@juno.com

In Our Book

The Briar King
by Greg Keyes

Del Rey Books, 560 pages, \$24.95

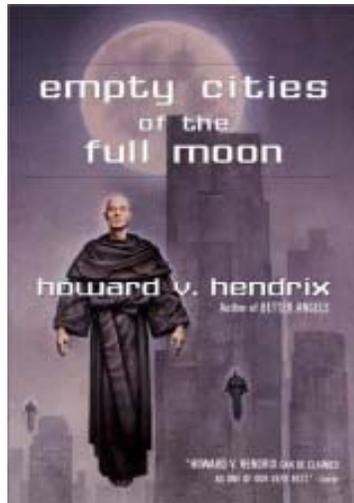
Greg Keyes is best known for his Age of Unreason series that is an alternate history fantasy of fairly epic proportions. With the *Briar King* he starts a new four book series, *The Kingdoms of Bone and Thorn*, with a more self contained fantasy world with a connection to our reality. At the base of this world, Keyes theorizes that humans, including the lost Virginia Roanoke colony, were taken to another world and we are now dealing with their descendants thousands of years down the line. The humans were enslaved by the Skasoli until they and The Sefry rebelled and wiped the Skasoli out, save for one survivor that has been imprisoned for millennia. Keyes brings to life a wide variety of characters to fill in this world, a rebellious princess and her ill-fated family, a young knight, a kingsman and his companion, a novice priest, and a sword wielding rascalion. Around the prophesied return of the mythological Briar King the story deals with betrayal in the ruling family leaving Princess Anne needing to stay alive to be able to save her world and what happens when the paths of the other characters meet up with hers. Anne and the other younger characters must grow up fast as their world turns upside down and the other characters must draw on their experience during their individual battles which all end up connecting together by the end of the book.

The fantasy element is very strong, including the mysterious Sefry, the beings that come to life in advance of the Briar King's awakening, and the magic used for both good and sinister purposes. The characters are rooted enough in a world we can recognize to make them interesting and believable. Being the first book in the series, it ends with you wanting the next book right away but it does resolve a good number of story threads so that the ending is still satisfying. The Briar King

has been praised by many well-known fantasy authors, and well deserves it. -
Lee Whiteside

Empty Cities of the Full Moon
by Howard V. Hendrix
Ace Books, 441 pages, \$14.95

This story blends a number of familiar elements in a very unfamiliar format. John Drinan is an astronaut above the earth when a strange blast of light sends him into a different dimension. He finds that he and most of his family do not exist on this world because his parents



died at crux point in history. He and others we meet in this book live through an apocalypse caused by a virus. The earth becomes 90% depopulated in a very short period of time. The virus begins as an attempt to correct mental instabilities and through a recombining with other factors, becomes mankind's death knell and salvation. An extremely rich man, whose contribution to the pandemic is questionable, rescues those immune to the virus and establishes an island sanctuary in the Bahamas. Thirty years pass, and his granddaughter, Trilla, and her lover have questions about the origin of the pandemic and why a cure hasn't yet been found. Their questions cause them to leave the island community and flee to

the mainland where they find the survivors of the plague are not quite what they expected. The plague's survivors are known as the Werfolk and their abilities to shape-shift and soul-fly are now part of a new culture. Through a series of adventures they meet various people who all had a part in determining or predicting the course of the plague. The fellowship grows in number as they get closer to discovering the truth that Trilla's grandfather sacrificed a world to protect.

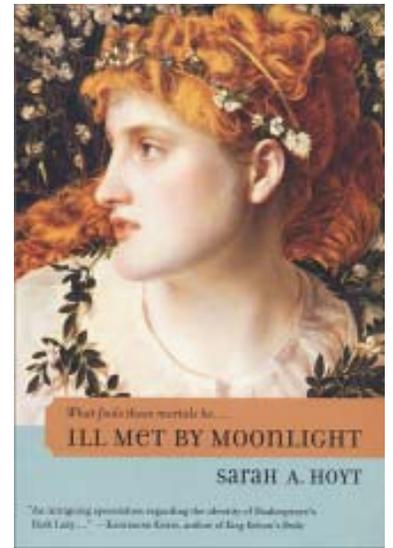
All that sounds pretty good and exciting, doesn't it? Ok, here's the first problem: Mr. Hendrix writes in the third person present. Think about it - since most of us are accustomed to third person past, it is a bit uncomfortable and not as easy to give the reader background information. The second problem is that Mr. Hendrix is obviously a very well educated, intelligent person; however, his erudition gets in the way of a good fiction read. He has ideas and hypotheses that he obviously wanted to see in print; most of which are incomprehensible to the likes of myself (and I've been to college!) He fills the book with excruciatingly long passages describing the scientific basis and/or theory that supports his plot devices. Perhaps to someone with a PhD in Biology and/or genetics, this would be fascinating stuff; for me, I just wanted an enjoyable read.

Mr. Hendrix combines a little adventure, lots of science and loads of mystical elements. I think he tries too hard and its difficult to follow the plot threads. He has a grand vision to present at the climax but by the time I got there I was ready to see all the loose threads gathered up and an explanation that satisfied and all I got was more scientific jargon and overblown explanations that were still incomprehensible. Read it for the challenge if you're so inclined, but it is not on my recommend list despite the glowing reviews this book garnered.- **Catherine Book**

Ill Met By Moonlight
by Sarah S Hoyt
ACE, 278 pages, \$21.95
All Night Awake
by Sarah A Hoyt
ACE, 311 pages, \$21.95

What if the "dark lady" of Shakespeare's sonnets, his inspiration, were an elf princess? Or the elf prince Quicksilver, who could shape shift into his female form, Silver?

This is the starting idea of this pair of hardback novels. We get an extended story for the playwright's ideas and the missing years when he went to London. The first books, *Ill Met By Moonlight*, introduces Will to the world of the supernatural. His wife and daughter are kidnaped by Sylvanus, evil brother of Quicksilver and usurper of the elven throne. The story posits a happy marriage



between Will and Nan Shakespeare. In an author's note, Hoyt persuasively argues that the slightest of historical evidence has been misinterpreted for claims of an unhappy union.

She takes greater liberties in the sequel, *All Night Awake*. Will finally goes to London to seek his fortune in the theater, and falls in with the reigning playwright, Christopher Marlowe. It turns out that the female elf Silver has had relations with both men. And her comes Sylvanus, back for revenge after his defeat in the first book. As a ghost-werewolf, Sylvanus possesses Marlowe, terrorizes London and threatens to undo the fabric of reality. Can Will and Quicksilver save the world?

These books are a treat for anyone interested in such times or the classic. -
Michael Griffin

Ill Met By Moonlight
by Sarah A. Hoyt
ACE books, 298 pages, \$5.99

The King and Queen under the hill have been murdered and so starts a story of intrigue and deceit. Quicksilver, the true heir to faire seeks his rightful throne. By trying to recruit a young Will Shakespeare to be his instrument of vengeance he does the unthinkable and falls in love with a mortal.

Ill Met by Moonlight is an interesting tale of political intrigue, love, and magic set in Elizabethan England. The characters are well developed, the plot is interesting and I enjoyed it. I would recommend this story to any fan of the legends of faire. It is a true magical treat. - **William B. Whitmore**

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In Our Book (cont'd from page 16)

All Night Awake
by Sarah A. Hoyt
Ace, 306 pages, \$22.95

All Night Awake is the sequel to *Ill Met By Moonlight*. Ten years have passed. King Quicksilver rules Under the HILL and Will Shakespeare is a penniless poet in London. But then the evil Sylvanus breaks free of the Hunters' control and chaos reigns in the land of Faire while plague decimates the world of men.

Ms. Hoyt has written an interesting tale of intrigue and betrayal. While it would help you to know the characters to read *Ill Met By Moonlight* it is not vital to the story. *All Night Awake* is a good stand alone story of good and evil. While I found the center a little slow, overall it was a good story and I would recommend it to everyone. - **William B. Whitmore**

Drinking Midnight Wine
by Simon R. Green
ROC, 290 pages. originally published
in Great Britain
\$5.49, Science Fiction Book Club

Toby is a shop clerk, a boring job in a boring life. The only light in his life is the train ride home he shares with the

same boring lot of commuters with one shining exception, a gorgeous woman who probably didn't even realize he existed. Until one rainy afternoon... Toby was just about to courageously speak to her to offer her the use of his umbrella when, in her impatience to be out of the rain, she opened a door that wasn't there before and disappeared through it. Toby does the bravest thing he's ever done in his life to this point and follows her through the door - into sunshine! But this isn't even the strangest event that will happen to him. Toby eventually discovers he has left his home in Veritie and entered Mysterie. It looks like the same town but the people are quite different. People like Jimmy Thunder, God for Hire, descended from Thor. The half-werewolf, Leo Morn, who lives in both worlds. The Waking Beauty who will send them all into a great adventure to save both worlds from Nicholas Hob, the Serpent's Son, who is about his father's business - destroying the world. And, of course, the mysterious woman, Gayle, he followed to this world. Discovering who and what she is will be the answer to saving the world. For Toby has been recognized as Humanity's Champion, a role he does not want and tries to duck until he realizes that Gayle's opinion of him is more important than keeping safe. He is, however, terribly unprepared for the responsibility.

This is a very entertaining and charming story. Mr. Green is very deft in his characterizations and location descriptions. The plot is good and strong. I think there was one place where I felt the story lagged a bit but it picked up again so quickly, I forgave it. I enjoyed the characters and thought them true to type. I was actually worried for a time that Toby might fail but the tone of the book was so positive that I was sure the author would have a satisfactory conclusion and he did not disappoint. I even enjoyed the ending; which, from time to time, is the author's downfall after a good story. The single thing I did not appreciate was the last paragraph and last sentence. If you're listening, Mr. Green, please don't do that again..- **Catherine Book**

Prince of Shadows
by Curt Benjamin
Daw, 511 pages, \$6.99

Prince of Shadows is the first volume of the Seven Brothers series. It does stand alone.

Lesho was seven years old when the Harn invaded the mountain kingdom of Thebin, and sold him into slavery. He thought he was the sole survivor of the royal family. When he was ten, Lleck, an old man who had been a councillor to his family, joined him in slavery on Pearl Island to begin his education. When he was fifteen, the old man died, but his spirit visited Lesho on the seabed floor revealing his true destiny. All six of his brothers were alive. Lesho must win his freedom, gather the brothers, and win back Thebin. To do this he must become a gladiator, the first step on a long and dangerous road that includes Sorcerers, magic, avatars of gods as well as gods and goddesses, dragons, and loyal friends.

Using the legends and traditions of the Far East, Benjamin weaves an adventure that holds your interest till the last sentence. Well drawn characters, tight plotting, with fast action and good character growth make this a must have for your bookshelf. - **Pam Allan**

Oath of Nerull
by T.H. Lain
WoC, 192 pages, \$5.99

The Oath of Nerull is one of the four books recently published by Dungeons and Dragons Company based on their new third edition game. The main premise behind this novel is a monk's search for answers regarding a mysterious cult's followers and two mages quest to win a magical tournament. Throughout the book anyone who has played the third edition Dungeons and Dragons game will

notice the descriptions and terms that make it uniquely D & D. However, this book is a great action adventure for all. There is not a chapter without a battle, and each battle is given enough detail to form vivid pictures within your imagination.

Each chapter builds upon the next in an ever growing web of mystery until the climatic finish. For anyone interested in mystery, adventure, or even a bit of romance this book is for you. - **Matthew Andrews**

Counter Attack
Edited by David Drake
and Bill Fawcett
ACE books, 311 pages, 6.99

Counter Attack, first released in Dec. 1988 is book two in the Fleet series. The Fleet, guardians of the human alliance, are on the attack. seeking to route the man eating Kahlia. This anthology is that battle from the perspective of the ground pounders who have to get down and dirty to do the job. My favorite selection is Soft like a woman by Piers Anthony. My oh my how nasty a determined and well trained woman can be. Other authors contributing to this book are; Christopher Stasheff, Jody Lynn Nye, Judith R. Conly, Janny Wurts, Robert Sheckley, Shariann Lewitt, Mike Resnick, Janet Morris, and Chelsea Quinn Yarbro.

For military fiction fans this is a must have book. For general sci-fi fans it is a good series of stories that should appeal to most readers. - **William B Whitmore**

Hand of Fire
Shandril's Saga Book 3
by Ed Greenwood
Wizards of the Coast, 377 pages, \$14.95

Shandril is a modest young maid who has received a gift of tremendous magic. Unfortunately it seems like everyone and their brother want to steal that gift from her. Using all of the treachery, deceit and violence at their disposal the evil wizards, warriors and priests of Faerun try to capture Shandril. The fact that they are most willing to kill each other as well as her protectors only increases the slaughter.

The fact that all Shandril wants is to be left in peace to learn to control her power only makes them more desperate. For if she is this powerful now what could she do if she was properly trained? They know what they want to do with her power and shudder at the thought of letting anyone else wield it over them.

This is a fast paced action adventure set in the forgotten realms universe. While this is book three of the Shandril's Saga it is also an excellent stand alone novel that I enjoyed greatly. With its fast paced action, excellent combat scenes and totally unexpected ending this book is a must read for all sword and sorcery fans. - **William B. Whitmore**

ConRunners 4*

Feb 8, 2003

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Join us for a day long seminar on fan-run science fiction conventions. Are there things you would like to see at local conventions? Have you ever wondered what goes on behind the scenes in planning a convention? Then this is the place for you! Come, let your ideas be heard and pick up some tips from others.

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For more info

Topics: TBA

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Club Listings

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

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

ARIZONA LANBASHERS LEAGUE

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

THE AWAY TEAM: The Away Team, is a general sci-fi appreciation group that

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

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

CENTRAL ARIZONA SPECULATIVE FICTION SOCIETY, INC.

(CASFS) The non-profit corporation that puts on CopperCon conventions, SmurfCons, HexaCons, occasional

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

C.R.O.F.T. Celtic Reenactment of Fellowship and Trades is Phoenix based Reenactment group specializing in the western European renaissance. As an organization, it is our goal to promote fellowship while researching lifestyles and trades concurrent with the Celtic Peoples from 400 BC until 1746 AD. Although most members claim Scots, Irish or Welsh ancestry and do Celtic reenactment, it is our intent to open participation to anyone with an interest in period crafting and entertainment, no matter what his/her ethnicity. The sense of being a real village surrounding Croft is vital to promote a feeling of family and fellowship which was a reality in earlier times. Croft is a family-oriented and kid-friendly organization. C.R.O.F.T. members can be found demonstrating in events such as the Highland Games, Scarborough Fair, and the Arizona Renaissance Festival. Web page <http://>

www.crofters.org

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

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

THE EMPIRE OF CHIVALRY AND STEEL, INC. The Empire of Chivalry and Steel specializes in the general recreation of the culture of the Middle Ages including all of the Art Forms,

(cont'd on page 19)

LEPRECON INC AD

Club Listings (Cont'd from page 18)

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 Web: www.galandor.org

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 con-ventions. Best described as SF/F gene-ralists with a main thrust into SF/F art. Guests are welcome. The meetings are quarterly on the second Saturday of February, May, August & November unless otherwise notified. August is the annual meeting where board positions are deter-mined. For more information, write PO Box 26665, Tempe, AZ 85285 ; call Mike Will-moth at (480) 945-6890 www.lepercon.org Email: mwillmoth@comupserve.com

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

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

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

THE PHOENIX FANTASY FILM SOCIETY A Phoenix based club interest-ed in the entire realm of SF, Fantasy and Horror film. PFFS has been in existence for 25 years, meeting every 6 weeks in mem-ber's homes. Dues are \$10 per year. Mem-bership includes newslet-

ters, an annual film awards and various outings. For information, contact PFFS, P.O. Box 34023, Phoenix, AZ 85067 or call David Storck at (602) 274_7404, e_mail: Menzeez@aol.com.

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

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

REBEL LEGION - JUNDLAND OUTPOST The Jundland Outpost is a small band of Rebels which form a part of the rapidly growing Rebel Legion. While it's main focus is Star Wars costuming, much like it's 501st counterpart the Dune Sea Garrison, the Jundland Outpost's mission is to brighten up the lives of children and Star Wars fans of all ages across the Phoenix Metro area and eventually other parts of Arizona as well. Members also make appearances with other Star Wars organizations as part of a joint effort to help with Charities and events around Arizona. If you have an event you would like us to appear at, please contact us at azrebellion@cox.net.

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 South-western Star Trek and Sci-Fi conventions and movies. The SFCOM has three different divisions. The SFCOM itself, a free group where fun is the name of the game. The Deep Space SolarFlare (DSSF) an active member club

in the International Federation of Treker's (IFT). This group is based on DS9 (a space station). And the IKV Sto-Vo-Kor (Independent Klingon Vessel). A Klingon Bird of Prey, roaming the desert looking for battle. Are the Fed's too soft, looking for combat, feel the call to glory. This is the ship for you. Member-ship 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-mode-rated games! Our BBS is mainly RPG oriented and we offer many services to GMs and players. No fees neces-sary for users who post intelligent messages! \$5 in credits to new users. Over 20 conferences and 10 doors to choose from! Shadowkeep BBS - PCBoard 15.2/M - US Robotics 28.8 Modem. Phoenix, AZ (602)245-0919; Connect at 2400-28800

THE SOCIETY FOR CREATIVE ANACHRONISM The kingdom of Atenveldt doth lie in the state of Arizona. Within the fair kingdom can be found six Baronies: Atenveldt, Mons Tonitrus, Twin

Moons, SunDragon, Tir Ysgithr and Ered Sul. For more information on any of these or for general information on thy past tomorrows thou mayest contact Mistress Myrddina o Dolwyddelan (Terry Schwartz) PO Box 584, Sonoita AZ 85637 (520)455-5835 Email: myrddina1@aol.com www.atenveldt.org

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

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

STARBASE TUCSON Tucson Arizona based Star Trek club. For info (cont'd on back page)

FACEPAINTING

By John T. Wheeler - "The Wizard"

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Bring Out the Magic! Good \$

<http://members.aol.com/eocnepainting/moe.htm>

eocnepainting@aol.com

602-992-3414

Club Listings (Cont'd from page 18)
call Geof Wood at (520) 746-1822 or write Star-base Tucson; 3314 E. Benson Hwy; Tucson AZ 85706. Email: pegasis409@aol.com

TARDIS is a Phoenix-based General SF/Fantasy Fan Club, specializing in International media SF/Fantasy since 1983. TARDIS meets every two weeks at different locations around the valley. Activities include watching videos, discussions, parties, fund-raisers, auctions, games, camping trips and outings. We also maintain an active presence at local conventions. TARDIS publishes a monthly inform-ative news-letter, *The Index File*, with a national circulation which is included with mem-bership. Annual membership is just \$12.50. You can contact us at 2243 W Wagon Wheel Dr, Phoenix, AZ 85021, Voice Mail at (602) 864-0901, E-mail TARDIS-Info@primenet.com or visit <http://www.primenet.com/~jgeorge/tardis.html>

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

T.H.E.M. is ASU's science fiction and fantasy club. Weekly meetings are held on the Arizona State University campus, with dates and places to be announced after the semester starts. For more information, contact Erik Wennstrom, email: ew@asu.edu Phone: 480-968-5257. To subscribe to our listserve, send a message to them-request@asu.edu.

TUCSON FAN ALLIANCE E-Mail Address is Bkoehler@Juno.com or DMitchel1@Juno.com.

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

Z-PHILES are the ariZona x-PHILES. We maintain a mailing list for news and

get-togethers of fans of the X-Files living in Arizona. We get together in both the Phoenix and Tucson areas. To subscribe, send an empty message to z-philes-subscribe@egroups.com

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 25 years of continuous activity. Dues are \$15/per year prorated when you join; no restrictions. Membership includes membership roster and monthly newsletter. Come to any two meetings at no obligation. For information, write the UFP at PO Box 37224, Phoenix, AZ 85069, or call Jim Strait at (602) 242-9203. Web page: <http://www.U-F-P.org> or Email to Info@U-F-P.org

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

Convention Listings

LosCon 29 (Burbank, CA) **November 30- Dec 1, 2002** Burbank Airport Hilton, Burbank, CA Guests: Author GoH: David Weber, Artist GoH: Nene Thomas, Fan Guest: Patty Wells. Memb: \$35 until 7/31/02, \$40 until 10/31/02, \$45 at the door. Info: LosCon c/o LASFS, 11513 Burbank Blvd, North Hollywood, CA 91609 Email: loscon29@lasfs.org <http://www.loscon.org/loscon/29/>

SMOFDIEGO (San Diego, CA) **Dec 6-8 2002** Hacienda Hotel, Old Town, San Diego CA. SF conrunners con. Memb: \$50 / £37 to 10/1/02, then \$60 / £40. Info: Smof Diego, 3118 Via Valesco, Escondido CA 92029; email: smofdiego@fopaws.com; website: www.fopaws.com/smfcon

ConRunners 4 (Phoenix AZ) **Feb 8, 2003** Embassy Suites North, 2577 West Greenway, Room 3005 A day long seminar on fan-run science fiction

conventions. Are there things you would like to see at local conventions? Have you ever wondered what goes on behind the scenes in planning a convention? Then this is the place for you! Come, let your ideas be heard and pick up some tips from others. Registration opens at 8:30AM. Our Morning Session will be from 9AM to 1PM and the topic is Registration. Lunch Break 1PM-2PM Afternoon Session 2PM to 6PM Topics: TBA We will provide soda, coffee, tea and light munchies Membership: \$15 For more info: ConRunners, PO Box 67457, Phoenix AZ 85082 or call 602-973-2341 ConRunners@westernsfa.org www.westernsfa.org

Gallifrey One Episode XIV: The Faction Paradox - (Los Angeles, CA) Feb 14-17, 2003 The Airtel Plaza Hotel, Los Angeles, CA Guests: Colin Baker, Sylvester McCoy + many more Memb: \$30 thru 5/31/02, \$35 thru 8/31/02, \$40 thru 11/30/02, \$45 thru 1/31/03 and \$50 at the door. Info: Gallifrey Conventions, Post Office Box 3021, North Hollywood, CA 91609 Email: info@gallifreyone.com

ConDor X - February 28-March 1, 2003 DoubleTree Hotel Del Mar, San Diego, CA Guests: TBA DoubleTree Hotel Del Mar, 11915 El Camino Real, San Diego, CA 92130; 1-800-222-TREE, 858-481-5900; rms: \$99 sngl/dbl. Memb: \$25 until 8/31/02; \$30 until 11/30/02; \$35 until 1/31/03. Info: Con-Dor, PO Box 15771, San Diego, CA 92175; Info@ConDorCon.org.

LepreCon 29 (Phoenix, AZ) **May 16-18, 2003** Embassy Suites Phoenix North, Phoenix, AZ Artist GoH: Larry Elmore; Local Artist/Author GoH: Madame M; Media Technical Guest: Richard Coyle; Author Guest: TBA; Music Guest: TBA Memb: \$25 until 8/31/02, \$30 until 12/31/02 Hotel: info: Embassy Suites Phoenix North, 2577 W. Greenway Road, Phoenix, AZ 85023-4222, (602)375-1777 Room Rates: \$89 S/D, \$99 T/Q (plus tax) Info: LepreCon 29, P.O. Box 26665, Tempe, AZ 85285 Phone: (480)945-6890 Email: lep29@leprecon.org Web: www.leprecon.org

CopperCon 23 (Phoenix, AZ) **Sept 5-7, 2003** Embassy Suites North, Phoenix, Arizona Guests: TBA Embassy Suites Phoenix North, 2577 E. Greenway Rd,

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Phoenix, AZ (602) 375-1777. Rooms: \$79 + tax S/D, \$89 + tax T, \$99 + tax Q Info: CopperCon 23, PO Box 62613, Phoenix, AZ 85082, Phone (480) 423-0649, Email: cucon@casfs.org; www.coppercon.org

ConKopelli, Westercon 57 (Litchfield Park, AZ) **July 2-5, 2004** Wigwam Resort, Litchfield Park, AZ Guests: Author GoH: C.J. Cherryh; Artist GoH: David Cherry; Music GoH: Heather Alexander ; Fan GoH: John Hertz Info: Arizona in 2004 PO Box 67457 Phoenix, AZ 85082 Email: info@conkopelli.org Web: <http://www.conkopelli.org>

Generic Convention Registration Form

Name: _____

Badge Name: _____

Address: _____

City/State/ZIP: _____

Phone: _____ Email: _____

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

(See calendar for mailing address)

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