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Contributions
welcome.

From the Editor:

Hi, there. Introducing... me.

I've always been a fan of most things genre, but as an outsider. When I met my husband Jason seven years ago, I began helping out on his online magazine, SciFi4Me. When I say helping out, I really mean dove into the deep end of the pool hoping I could swim. My first major dive was at WorldCon 2016 here in Kansas City where we did interviews and live streams for five days. It was crazy fun. Fast forward to 2021, when George Phillies asked if I could contribute a list of conventions to add to the *Gazette*. I had been managing the convention list and calendar for SciFi4Me for several years, building it from under 1,000 events worldwide to over 2,500. It's kind of been my baby.

Now I've been offered the opportunity to jump back into the deep end of the pool and see if I can still swim here with the *FanActivity Gazette*. I've watched and learned a lot from Jason, so it's time I see what I can do. He will be around to hound me like any good mentor; but it will be fun to see how our roles have changed.

I look forward to my future here and seeing where we can take this. It will take me a bit to get my grounding, so I ask for patience. I also ask for your feedback, good and bad. I want this fanzine to be something you look forward to receiving each month. I want *FanActivity Gazette* to be about you, The Fan and your fandom. Send me suggestions, topics, you name it. Who knows? Maybe your next obsession will be introduced to you here. And for me, I'll cheer you on because that means I did my job well.

So, let's get this train moving and see where it takes us.

~ Mindy

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A MOON-BASED MILESTONE

Bob Jennings



September 1st, 1902, was the release day for *Le Voyage Dans La Luna*, known as “A Trip To The Moon” in English, probably the first science fiction film ever made. Produced and directed (and starring!) pioneer cinema figure Georges Méliès, the movie was a breakthrough in film making because of its innovative cinematic techniques, its reliance on a story telling plot, and also because it was much longer than most movies produced at the time. In an era when most films were three to five minutes long, this production ran between nine and eighteen minutes, (depending on the frames/minute ratio).

This was also one of the earliest films that actually told a complete story. Drawing inspiration from Jules Verne’s 1865 novel *From the Earth to the Moon*, the film told of six French astronomers who travel to the moon inside a gigantic shell fired from a cannon. They find the moon has an atmosphere, and is inhabited by odd insectoid-like creatures who explode into puffs of smoke when struck with great force. This movie might better be labeled science fiction satire, since many elements of pure fantasy are part of the sequence, including the famous scene where the man in the moon, Luna itself, watches the approach of the space shell which strikes him in the eye.

Many innovative special effects along with elaborate scenery went into the production. The film cost 10,000 francs to make, the most expensive film ever made up to that point in time, and took a full three months to finish.

The story, which seems impossibly simplistic and even naïve to present day viewers, astounded theater goers when it was released. Crowds flocked to venues running the film, and many returned to watch the picture multiple times. Spurred by this success, Méliès had a number of copies released with color tinting. In those days color tinting meant that every single frame of each print had to be colored by hand. The color version sparked another wave of enthusiasm among theater goers who rushed to see the picture now in full color.

The film was an immediate and enormous success, which also led it to being immediately and widely pirated around the world, including in the United States. Illegal counterfeit copies of the picture were stuck and distributed by Selig, Edison, Lubin and others in the United States, much to Méliès’ dismay.

The distribution methods of the Méliès Brothers film production group were also not helpful. The brothers preferred to sell copies of their movies to distributors or directly to theaters and theater groups so they could reap an immediate profit on investment. Most theaters would show a movie for a period ranging from a few days to a few weeks, depending on how long people were willing to pay money to see it, but theaters and even theater chains had no interest in actually owning a film once its novelty had worn off with the public.

Despite its original popularity and its enormous influence on film making, the picture was lost for years after the Méliès Company went bankrupt. Copies surfaced in 1930, and Georges Méliès, long retired, was interviewed about its production. In 1993 a partial copy of a color tinted version was located, but was not fully restored and available for viewing until 2011.

Today this landmark development in the history of film can be viewed for free at many places on the internet, or copies of the restored version can be purchased with other Méliès classics in DVD format.





COMIC BOOKS MAKE A DIFFERENCE FOR KIDS

R.J. Carter

[photos courtesy Mark Weiss/Comic Books For Kids]

Sometimes you start out with just a simple idea and a good intention, and before you know it, you're riding the wave of something enormous.

That's the position Mark Weiss found himself in after thinking how nice it would be to donate comic book print overruns to kids sitting in hospitals as a way to help publishers get rid of excess inventory and to help kids forget about their problems for a while.



Mark Weiss

"When you read a comic, you are literally transported somewhere else," says Weiss. "When you're reading that comic, you're not wherever you are -- you're not dealing with the challenges of the day. You're literally involved in the story and the art of the comic."

It didn't take long for the idea to take root and begin growing; nor did it take all that long before Weiss learned what a profound impact he was beginning to make with the venture that became ComicBooks4Kids.

"I started getting emails from nurses, and stories from them," says Weiss. "I would go in my office and check my emails, and there'd be a note from a nurse, and it would say something like, 'You have no idea what you did. You have no idea the influence you had.'"

CB4K doesn't just send comics to hospitals. The mission is making sick kids feel better. Mark tells the story, "I got a note from a child -- a little boy who was going through heart surgery. And he liked Batman, he liked superheroes. And his mom reached out to me asking, can we do something? She said, 'I know you send stuff to kids in hospitals. He's going to be going to the hospital soon, but do you send stuff to homes?' So we sent stuff to his house, and I got an email after I sent this out with his mom sending me a video of Gabe opening the box we sent him, with the toys and the comic books. And the smile! The boy lit up, and you could see the tears coming down mom's face -- because her boy who is going in for heart surgery is excited, is thrilled, because he just got a box with comics."

"When I started this I had no expectation or any degree of comprehension how we would touch people's hearts. I knew we would make a difference, but I could never have imagined the *impact* just these toys and Pops and comic books would have."

One story in particular illustrates the inherent power in the medium and the characters that inhabit it. "So, I get a call from this guy in St. Louis, said he wants to work with us. He said, 'I may be able to buy a Batman suit and have my company pay for it, and maybe I can do something.'"

"So, I called the St. Louis hospital and asked what they thought about having Batman visit the kids... He calls me afterward and says, 'I had a life-changing experience.'"



"Now, people use that all the time, but what do you mean by a 'life-changing experience?'"

"He said, 'I went to a hospital, and I went room-to-room with this bag of comics I'm handing out. And I go into this room and I go up and give these comics to a kid. He says something, and his mother just starts crying profusely. I didn't know how to deal with it -- I didn't expect it -- so I walk out of the room, and I've got my Batman costume on, and I take my mask off and I look at the mom and I say, 'I'm sorry! I'm sorry! I didn't mean to make your child cry.'"

"And the mom said, 'You don't understand. My boy has been in the hospital for a couple of months, and he hasn't even said one word. And then you came up, and he whispered something. He said two words: That's Batman.' And his mother realized that the power of the comic book, the visit, the character, was enough to take what was a child that wasn't speaking, wasn't interacting, and brought him out."

Today, Weiss's little idea has grown into an international charity organization, with a sister organization that sends comic books out to American troops stationed overseas.

If you are a publisher or a collector who would like to help out, reach out to mark@comicbooksforkids.org.



AUGUST 2023 NEW MYSTERY AND CRIME FICTION RELEASES

Courtesy of White Dwarf Books, Vancouver

Alexander, Ellie. *Catch Me If You Candy* [Bakeshop #17]. Minotaur, 12.99 pb.
 Andrews, Donna. *Birder, She Wrote* [Meg Langslow #33]. Minotaur, 37.00 hc.
 Archer, Jeffrey. *Next In Line* [William Warwick #5]. HarperCollins, 12.99 pb.
 Baldacci, David. *Long Shadows* [Memory Man]. Grand Central, 23.99 tp.
 Benn, James R. *From the Shadows* [Billy Boyle WWII #17]. Soho Crime, 22.95 tp.
 Bishop, D. V. *Ritual of Fire* [Cesare Aldo #3]. Macmillan, 37.99 hc.
 Brennan, Allison. *North of Nowhere*. Minotaur, 37.00 hc.
 Burr, Shelley. *Wake*. Morrow, 23.99 tp.
 Cass, Laurie. *A Troubling Tail*. [A Bookmobile Cat #11]. Berkley, 11.99 pb.
 Christie, Agatha. *A Haunting in Venice: A Hercule Poirot Mystery*. Morrow, 12.99 pb.
 Conte, Cate. *Nine Live and Alibis*. [Cat Cafe #7]. Minotaur, 12.99 pb.
 Cosimano, Elle. *Finlay Donovan Knocks 'Em Dead*. [Finlay Donovan #2]. Minotaur, 12.99 pb.
 Cox, Helen. *Murder in a Mill Town*. [Kitt Hartley #7]. Quercus, 17.99 tp.
 Day, Maddie. *Murder at a Cape Bookstore*. [Cozy Capers Book Group #5]. Kensington, 11.99 pb.
 Evanovich, Janet. *The Recovery Agent*. [Gabriela Rose #1]. Pocket, 14.99 pb.
 Finch, Charles. *The Hidden City*. [Charles Lexox #15]. Minotaur, 37.00 hc.
 Gervais, Simon. *Robert Ludlum's The Blackbriar Genesis*. Putnam, 12.99 pb.
 Gilstrap, John. *Harm's Way*. Pinnacle, 12.99 pb.
 Gischler, Victor. *Fast Charlie*. Hard Case Crime, 21.95 (retitled reissue of *Gun Monkeys*).
 Greaney, Mark. *Burner*. [Gray Man #12]. Berkley, 24.95 tp.
 Grisham, John. *The Boys From Biloxi*. Vintage, 14.99 pb.
 Hansjorg, Schneider. *The Murder of Anton Livius*. Bitter Lemon, 23.95 tp.
 High, Kate. *The Missing Wife and the Stone Fen Siamese*. Constable, 19.99 tp.
 Hirahara, Naomi. *Evergreen*. [Japantown #2]. Soho Crime, 36.95 hc.
 Howell, Dorothy. *Seams Like Murder*. [Sewing Studio Mystery #1]. Kensington, 11.99 pb.
 Hunter, Cara. *Murder in the Family*. Morrow, 23.99 tp.
 Iglesias, Gabino. *The Devil Takes You Home*. Mulholland, 22.99 tp.
 Jensen, Louise. *Fall*. HQ, 24.99 tp.
 Loudon, Margaret. *A Deadly Dedication*. [The Open Book #4]. Berkley, 11.99 pb.
 Manning, Kirsty. *The Paris Mystery*. Vintage, 23.00 tp.
 McAllister, Gillian. *Just Another Missing Person*. Morrow, 24.99 tp.
 Mina, Denise. *The Second Murderer*. [Philip Marlowe]. Mulholland, 35.00 hc.
 Mosberg, Jason. *My Dirty California*. Simon & Schuster, 26.99 tp.
 Preston, Douglas. *Dead Mountain*. [Nora Kelly #4]. Grand Central, 24.99 tp.
 Priest, Cherie. *Flight Risk*. [Booking Agents #2]. Atria, 24.99 tp.
 Pryor, Mark. *Die Around Sundown*. Minotaur, 24.00 tp.
 Raybourn, Deanna. *Killers of a Certain Age*. Berkley, 23.00
 Reichs, Kathy. *The Bone Hacker*. [Temperance Brennan #22]. S&S, 24.99 tp.
 Rovin, Jeff. *Call of Duty*. [Tom Clancy's Op-Center #21]. St. Martin, 12.99 pb.
 Russell, Michael. *The City Underground*. [Stefan Gillespie]. Constable, 19.99 tp.
 Shearer, L. T. *The Cat Who Caught a Killer*. Pan, 19.99 tp.
 Slaughter, Karin. *After That Night*. [Trent and Linton #11]. Morrow, 24.99 tp.
 Smith, Alexander McCall. *The Discreet Charm of the Big Bad Wolf*. [Detective Varg #4]. Knopf Canada, 34.00 hc.
 Spillane, Mickey & Max Allan Collins. *Dig Two Graves* [Mike Hammer]. Titan, 34.95 hc.
 Sutton, Halley. *The Hurricane Blonde*. Putnam, 24.95 tp.
 Takamura, Kaoru. *Lady Joker, Volume 2*. Soho Crime, 24.95 tp.

Got something to share with us? Send an e-mail to mindyhunt@scifi4me.com

Science Fiction Pro and Fan Birthdays

This list of fandom-related birthdays was first published by Bruce Pelz in the Fantasy Amateur Press Association. Andrew Porter published and updated the list for Science Fiction Chronicle. Updates are welcome!

Unless stated otherwise, all birthdays are in the 20th century.

September

Edgar Rice Burroughs, 9/1/1875; Virginia Schultheis, 9/1/31; C.J. Cherryh, 9/1/42; Donald Keller, 9/1/51; Brad Linaweaver, 9/1/52; Mike Gunderloy, 9/2/59; Cherry Wilder, 9/3/30; Jack Wodhams, 9/3/31; Marijane Johnson, 9/4; Robert A.W. Lowndes, 9/4/16; Peter Heck, 9/4; Roger Hensel, 9/4/49; Betty Knight, 9/5/28; Walter Breen, 9/5/30; Paul Stinson, 9/5/53; James Odbert, 9/6/36; Dan Cragg, 9/6/39; Mike Urban, 9/6/53; China Mieville, 9/6/72; Gerry de la Ree, 9/7/24; Cas Skelton, 9/6/53; John Boardman, 9/8/32; Bill Burns, 9/8/47; Dan Deckert, 9/8/52; James Hilton, 9/9/00; Bill Bridget, 9/9/45; Frank Catalano, 9/9/58; William Crawford, 9/10/11; Leo P. Kelley, 9/10/28; Ian Nichols, 9/10/47; Pat Cadigan, 9/10/53; Austin Dridge, 9/10/54 Roy Squires, 9/11/20; Kirby McCauley, 9/11/41; Walter B. Gibson, 9/12/1897; Charles L. Grant, 9/12/42; J.B. Priestley, 9/13/1894; Arthur J. Banks, 9/13/1898; Roald Dahl, 9/13/16; Dick Eney, 9/13/37; Lynn E. Cohen-Koehler, 9/13/55; David Honigsberg, 9/13/58; Bob Eggleton, 9/13/60; Norman Spinrad, 9/15/40; Chelsea Quinn Yarbro, 9/15/42; Art Widner, 9/16/17; Karen Anderson, 9/16; Owen Hannifen, 9/16/38; Lisa Tuttle, 9/16/52; Ralph E. Vaughan, 9/16/54; Eva Firestone, 9/18; Damon Knight, 9/19/22; Tanith Lee, 9/19/47; George “Lan” Laskowski, 9/19/48; Mary Paterno, 9/19/52; Nancy Tucker Shaw, 9/20/28; Keith Roberts, 9/20/35; Beverly Warren, 9/20/45; George R.R. Martin, 9/20/48 H.G. Wells, 9/21/1866; Stephen King, 9/21/46; Alan Frisbie, 9/21/47; Richard Byers, 9/21/50; David Dyer-Bennett, 9/21/54; Peggy Crawford, 9/22/24; Walter G. Irwin, 9/22/50; Paul Kincaid, 9/22/52; Joshua Bilmes, 9/22/64; Wilmar Shiras, 9/23/08; Richard Wilson, 9/23/20; Leslie Swigart, 9/23/48; Matthew Tepper, 9/23/53; Jack Gaughan, 9/24/30; Lil Neville, 9/24; John Brunner, 9/24/34; J. (Joan) Hunter Holly, 9/25/32; Therri Moore, 9/25/53; John Rankine, 9/26/18; Dennis Lien, 9/26/45; Jefferson P. Swycaffer, 9/26/56; Joe Moudry, 9/27/47; Mark Wm Richards, 9/27/59; Bernard Wolfe, 9/28/15; Michael G. Coney, 9/28/32; Ron Elik, 9/28/38; William Barton, 9/28/50; Cy Condra, 9/30/16; H.B. Fyfe, 9/30/18.

To update this list, please contact Heath Row via e-mail at kalel@well.com with the subject “Science Fiction Pro and Fan Birthdays” or something similar.

X H K K K M V S J I N B B X J D Y H K G
 P Y C F G V P I Q T Y V E V H E R O J I
 S B R G R Q V U P Y X Z Z M R L B W V Y
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HEINLEIN
 MCCAFFREY
 NIVEN
 HALDEMAN
 LEGUIN
 MCINTYRE
 BRADBURY
 FARMER
 GERNSBACK
 HOWARD



FANAC Fan History Project Newsletter 21

July 25, 2023

Greetings, all. Welcome to the summer FANAC newsletter. In this newsletter you'll find what we hope are interesting bits on what FANAC is doing, an opportunity for you to (easily) contribute, and a bonus appendix on ChatGPT.

Armadillocon and Bubonicon - FANAC Scanning stations in the Southwest US. Pat Virzi will be scanning for FANAC at Armadillocon (August 4-6, Austin) and Bubonicon (August 25-27). If you have fanzines that aren't up on FANAC, bring them on! The scanning station will be either in the dealer's room or amongst the fan tables. Even if you don't have fanzines for the scanning, stop by the table and say hello. There will be ribbons.

Fanzines Hit 21,000! In the March newsflash, we announced that the archive had reached 20K zines. Today we're over 21K. This wouldn't be possible without a grassroots effort, so thanks to all of you who made the site better, from providing scans, to telling us about errors to offering hard copy zines.

PDF but can't search? We're putting up new fanzines in what we think is good form – PDF, OCRd, usually with descriptive metadata. However, FANAC.org has been a work in progress for pushing 30 years, and we're constantly working to revise what we've done, to bring it up to modern standards. So, if you read a fanzine in PDF format, and find that you can't search it, please let us know. We'll grab that sucker, run OCR, and get it back online in a much more useful, deeply googleable way. Also, you'll get your name in the contributors list.

Fan History and AI: We've been toying with how to use the new AI tools to improve our FANAC.org world, from extracting info to write this newsletter, to using it to find PDFs with no OCR. So far, we haven't been very successful. Check out the generative AI results in the appendix at the end. So, what would you like to see us try with AI? Drop us a note at fanac@fanac.org.

Delta Group Videos

Thanks to Bill Burns, we have a selection of short, 1960s fan-made videos from the UK that we'll be putting up on YouTube. The first of these, "Castle of Terrors" (1964), is a slapstick parody of horror movies, replete with well-known British fans of the day. In 20 minutes, you get monsters, angry villagers, damsels in distress and food fights.



Bill tells us the films were made on "8mm silent film to which a magnetic stripe was later added and the sound dubbed on. They were then shown mercilessly at club meetings and Eastercons, and suffered accordingly." For an overview, see the Fancyclopedia Delta Film Group article, and the text of Bill's talk at Manunicon (2016 Eastercon) at <https://efanzines.com/Alien/indexd.htm>. There'll be more short videos to come.

Joe on Fanzines:

Scanning so many fanzines usually means that I read so little of them. This is a self-defeating facet of making as many of these available as possible. I decided to force myself to change that by putting some suggestions for interesting zines in our newsletter. This is NOT an attempt to tell you the best zines or writers available on the site. That would be simply a recommendation to read *Hyphen* or *Energumen* or... simply because they had such good and personable writers. Who could go wrong with Willis and Shaw or Wood and Ulllyot? Today's suggestions, though, are for a couple of zines that you could easily overlook.

Regional Fanzines. When I got my first deluge of fanzines from Elaine Wojciechowski back in 1972, I had no sense of how to categorize fanzines beyond genzine and apazine. The vast majority of the zines Elaine gave me were from the United States, many originally addressed to Rosemary Hickey. As I nearly buried myself in the hundreds of zines Elaine sent me, I gradually started seeing distinct regional variations. Midwest – Northwest – LA – East Coast – NYC. Each had distinctive styles. Non-U.S. fanzines had a different focus as well as “oddball” sizes. The Australian zines seemed sercon and a bit old-fashioned to me, sort of like American zines of the '40s. UK zines were divided - older ones more fan oriented and friendly, comradely. I wonder now whether that could have been a reaction to having survived WWII. The few more recent UK zines were sercon, and seemed to me a bit churlish if not downright cruel. This could easily turn into an essay on regionalism.



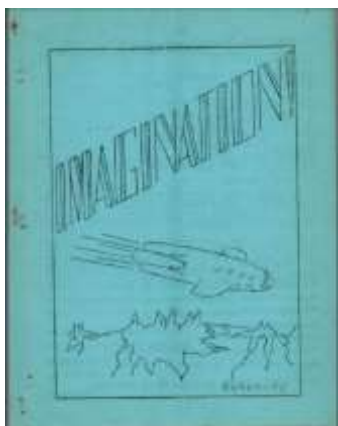
Embelyon 3 is a good example of what I consider a “Midwest” fanzine. The Coulson’s *Yandro* is the iconic midwestern zine, serconly crisp reviews, but with its own personality, curmudgeonly opiniated, with frequent articles by prominent fans on all kinds of subjects. This was similar to Ryan’s *Bane* and Grennell’s *Grue*, and so many other “midwestern” zines going all the way south to the Couch related flurry of zines. *Embelyon* is edited by the Lavells, Lee and Jim, the Lee previously being known as Juanita’s friend Lee Ann Tremper. The editorials in *Embelyon* are their attempt to be Buck-level curmudgeonly. Critical material came from Sandra Miesel on Mythmaking and Ted Pauls who likens Norman Spinrad to Robert Heinlein. Sam Fath and James Suhrer Dorr continue with the attitude problems and Dave Gorman and andy offutt compensate. There’s mostly good writing here. Juanita comes in with her views about television blood opera. All in all, 50 pages of pretty readable material, fifty years on.

What I have called the **Great Seattle Fanzine Publishing Empire** was an inevitable result of the Nameless Ones. This group produced thousands of pages a year of fannish writings *Cry of the Nameless* is the most well know and longest lasting but *Sinisterra*, a multitude of apazines and “special” publications came from the Seattle area for decades. The most notorious member of the Nameless Ones was G.M Carr, opinionated and feudable. However, the conglomerate that made rich brown adamant about *Cry of the Nameless* had some indefatigable editor/publishers – Wally Weber, Burnett Toskey, the Busbys, both Elinor and Buz. They all dabbled in fiction, professional fiction. But Burnett Toskey took the writing of fannish fiction far *beyond* the others. Sometimes it was pseudo-autobiographical.

The piece I’d like to point out here is **Master of the Monsters**. For those of you who have endured readings or maybe have enjoyed the *Eye of Argon* at conventions, sick as you are, you now have a chance to read an example of its fannish antecedents. From the opening, as protagonist Lawly Bewer descends from his flivver he is assured that he is at the PLACE OF THE MONSTERS. And you are too!

Outstanding Additions since the last newsletter

We've added more than 1,000 publications since the last newsflash in March, and about 2,000 since the last full newsletter in December 2022. We've added some great zines by Arnie Katz, and many APAzines from Jeanne Gomoll. Here are some highlights:



We completed our run of LASFS's first important fanzine, *Imagination*, including the Rejected issue. *Imagination* is filled with contributions from notables in the field, fan and pro, among them Yerke and Bok, Kuttner and Bloch, Bradbury and Lowndes, Hornig and Wollheim, and of course 4sj. For those who are also Sherlockians, we added all of Ruth Berman's *SH-SF Fanthologies*.

Last year, in our survey we asked what zines we should try to find and put online, we got requests for Robert Lichtman's *Frap*, Alan Dodd's *Camber*, Bob Vardeman's *Sandworm* and more of Arnie Katz's fanzines. We added the complete run of *Frap*, nearly completed *Camber* (still need 1 and 8), added 18 of *Sandworm / Zymrworm*, and over 125 of Arnie's zines. What else would you like to see? Write to Joe at jsiclari@fanac.org.

Eastercon and Corflu scans: Scanning at Eastercon and Corflu brought us some welcome additions for the archive, in English and in French.

Joseph Nicholas brought the complete run of his 80s/90s zine *FTT* aka *Fuck the Tories*. Originally a three-continent production by Valma Brown and Leigh Edmonds, Judith Hanna and Joseph Nicholas, and Terry Hughes, by the 4th issue, the zine was done by Judith Hanna and Joseph Nicholas. Christina Lake contributed runs of *Balloons over Bristol*, *Dragonburst*, *Head* and *Never Quite Arriving*, while Alisdair Hepburn brought *Beer Cat Scratching*.

As a result of Corflu, Pascal Thomas has been sending us scans of *KWS* aka *Keep Watching the Skies* as well as a good reference on French fanzines. That last one is machine translated to English and is available on our Reference page.



Rob Hansen and his prolific scanner: Rob Hansen has continued to provide scans for us, especially of older UK fanzines. See for instance the *YSFRG Newsletter* published by the Young Science Fiction Readers Group in early 60s (and read the Fancyclopedia article). Rob has been instrumental in helping us fill out the runs of two of our core fanzines to scan *Les Spinge* and *Scottishe* (Ethel Lindsay). For *Scottishe*, we're getting close to a full run.

Clubzines: What would fandom have been without local clubs? We continue to fill in this part of our history with the addition of clubzines like *Atarantes* (Atlanta), *De Profundis* (Los Angeles), *From Out of the Ashes*, *A Voice* (also Atlanta), *Future Times* (also

Atlanta, but later), *The Insider* (St. Louis), *Jelerang* (Philadelphia), *LASFS Newsletter* (Los Angeles, but earlier), *Memphan* (Memphis), *Menace of the LASFS* (also Los Angeles), *MSA Bulletin* (Maine), *Pulsar* (Portland), and *Timebound* (Kansas City). *MSA Bulletin* is the earliest, from 1940. The most recent is from 2000.

YouTube channel:

Some days it seems that we're adding nothing but Zoom History programs to the YouTube channel. Well, we've already mentioned the fannish film from the UK, and we've also added a recent panel from this year's Eastercon. It's "The Third Row", and features John Coxon, Niall Harrison, Emily January & Abigail Nussbaum. It's the story of Third Row Fandom, named and brought into being accidentally by Greg Pickersgill during a "Future of Fandom" panel at the 2004 Eastercon. Themselves dubbed "the future of fandom" by Greg, the fans seated in the third row at that panel have made good on the title, pulling others into their orbit and having an outsized influence on science fiction and science fiction fandom over the last 20 years. Thanks to Alison Scott for her help in getting this.

If you missed attending any of the FanHistory Zoom sessions, you can see them on YouTube. Since the last newsletter, we've added "Researching Science Fiction FanHistory", with Joe Siclari, Mark Olson, Andy Hooper and Rob Hansen, "Feminism in 1970s/89s Fandom", with Janice Bogstad, Jeanne Gomoll and Lucy Huntzinger and "New York Fandom in the 70s" with Moshe Feder, Jerry Kaufman, Andy Hooper and Steve Rosenstein. All good stuff. If you're not on our Frequent Zoomer list, drop a note to fanac@fanac.org and I'll add you in.

Who are these guys?



The left photo came from Dean Grennell (50s? 60s?) and the right one is from the April 1961 Lexicon (scan by David Ritter). Do you recognize any of these people? If you do, please let us know. We haven't put up too many photos lately, but help us get back to it by identifying these long-lost fen.

FANAC by the Numbers

- **Fanzines:** 21,208 issues (covering 2,211 titles) with more than 380,923 pages. This is up from the 19,086 fanzine issues and 342,002 pages reported in our December update.
- **Conpubs:** 4,025 publications, with 70,295 pages, representing 911 conventions. This is up from the 3,447 publications, with 63,816 pages, representing 822 conventions reported in our December update.
- **Fancylopedia:** 29,301 pages which include 6,404 for people, 4,666 for fans (a subset of people), 8,540 for fanzines, another 1,529 for clubs and apas, and 6,277 for conventions. This is down from the 29,538 pages but up from the 6,341 people pages, 4,593 fan pages, 8,338 fanzines pages, 1,518 for clubs and apas, and 6,191 convention pages reported in our December update.
- **YouTube:** 162,147 views, 1,286 subscribers and 147 recordings. This is up from 149,402 views, 1,189 subscribers and 137 recordings in our December update.

Coming Attractions

More PDFing – We’re going through our core list and making sure that the zines we consider important to preserve are in searchable PDFs.

More Bootstrapping – Some of our pages use technology that makes them more readable on a variety of form factors (example: Conpubs). We’re hoping to take advantage of that for ALL our pages.

More History Zooms – The Fall zoom schedule is coming together. The dates aren’t locked in yet, but here are the sessions so far:

Boston Fandom in the 60s – Tony Lewis, Leslie Turek and Mike Ward

Evolution of Art(ists) – Grant Canfield, Tim Kirk and Dan Steffan

Wrong Turns on the Wallaby Track Part -- Leigh Edmonds and Perry Middlemiss

More Fanzines, Fancylopedia articles, YouTube uploads and maybe even more photos – As you would expect...

Please pass this update on to any fan or online list where you think it might be of interest. Those interested in subscribing can sign up on the FANAC.org home page.

Fanhistorically yours. Edie Stern, and Joe Siclari

Selected links:

FANAC.org: <https://www.fanac.org>

Fancylopedia 3: <https://fancylopedia.org>

Fanac YouTube channel: <https://www.youtube.com/c/FanacFanhistory>

Fanzines: https://fanac.org/fanzines/Classic_Fanzines.html

References: <https://fanac.org/fanzines/References/>

APA Mailings https://fanac.org/fanzines/APA_Mailings/

Alphabetical Listing: https://fanac.org/fanzines/alphabetical_listing_of_fanzines.html

Chronological Listing: https://fanac.org/fanzines/chronological_listing_of_fanzines.html

Country Listing: https://fanac.org/fanzines/country_listing_of_fanzines.html

Editor Listing: https://fanac.org/fanzines/by_editor.html

Newszine Project: <https://fanac.org/fanzines/newszines.html>

Core List: to Scan: https://fanac.org/fanzines/desired_fanzine_list_to_scan.html

Contributors since the last newsletter: We've received new material and helpful corrections from many fans

including: Gloria Albasi, Lenny Bailes, Astrid Bear, Cliff Biggers, Janice Bogstad, Sandra Bond, Leybl Botwinik, John Bray, Thomas Bull, Bill Burns, Linda Bushyager, Sam Butler, Darrah Chavey, John Coker III, Michele Combs, Jeff Copeland, John Coxon, Vincent Docherty, David Dyer-Bennet, Leigh Edmonds, Ahrvid Engholm, Moshe Feder, Gary Feldbaum, Bruce Gillespie, Mike Glycer, Barry Gold, Jeanne Gomoll, Roelf Goudrian, Rob Hansen, Nall Harrison, Katherine Heffner, Alisdair Hepburn, Lisa Hertel, John Hertz, Irwin Hirsh, Arthur Hlavaty, John-Henri Holmberg, Andy Hooper, Lucy Huntzinger, Emily January, Steve Johnson, Jerry Kaufman, Christina Lake, Dave Langford, Evelyn Leeper, Mark Leeper, Guy Lillian III, Michael Lowry, Nicki Lynch, Rich Lynch, Joseph Major, Laurie Mann, Gideon Marcus, Gary Mattingly, Rich McAllister, Sam McDonald, Gary McGath, Ben McKenzie, Gregory Meyer, Perry Middlemiss, Joseph Nicholas, Abigail Nussbaum, Mark Olson, Roman Orszanski, Bee Ostrowsky, George Phillis, Mark Plummer, Andrew Porter, John Purcell, Thomas Recktenwald, Dave L. Renfro, David Ritter, Carol Root, Steve Rosenstein, Heath Row, Nigel Rowe, Robert Sawyer, Alison Scott, Steven Silver, Pat Sims, Jon Singer, Bill Slankard, Kirby Sloan, Kevin R. Smith, Leah Zeldes Smith, Ian Sorensen, Dale Speirs, Alan Stewart, Geri Sullivan, Pascal Thomas, Harry Turtledove, Jan Vaněk Jr, Bob Vardeman, Pat Virzi, Taral Wayne, Ted White and Lew Wolkoff.

The FANAC Fanhistory Project is a project of The Florida Association for Nucleation and Conventions (FANAC) Inc., a non-profit 501(c)(3) educational organization recognized by the IRS. FANAC.org is archived by the US Library of Congress for long-time preservation and future availability.

ChatGPT Appendix

From Edie: I've been fairly obsessed with generative AI, so here are a set of bonus introductions to the newsletter, all written by OpenAI's ChatGPT. For the record, there's nothing in the newsletter except this appendix that is ChatGPT generated.

Prompt 1: Writing in the role of a 70 year old woman, provide a one paragraph introduction to a long running newsletter about archiving the history of science fiction fandom.

Response 1: *Dear fellow time travelers and starry-eyed dreamers, welcome to "Chronicles of Wonder: A Journey Through Fandom's Tapestry." As I sit here with the dust of decades settled on my cherished science fiction collection, I can't help but marvel at the extraordinary odyssey we've undertaken together. Over the years, we've woven a tapestry of memories, friendships, and shared passions, preserving the very essence of science fiction fandom's vibrant history. Through this humble newsletter, we embark on a timeless voyage, unearthing forgotten tales, reliving cherished moments, and*

celebrating the pioneers who dared to dream beyond the stars. Join me, dear adventurers, as we traverse the pages of our past, stitching together a constellation of stories that define who we are and inspire generations to come.

Prompt 2: Provide another version of the introduction that is shorter and less flowery.

Response 2: *Welcome to "Fandom's Tapestry: A Journey Through Science Fiction History." This newsletter is our time capsule, preserving the legacy of our shared passion for science fiction. Together, we'll revisit forgotten tales, honor pioneers, and celebrate the heart of fandom. Let's embark on this timeless adventure, weaving a constellation of stories that shape our past and inspire the future.*

Prompt 3: Now write it as a 70-year-old woman with 40 years of IT experience

Response 3: *Welcome, fellow sci-fi enthusiasts, to "Fandom's Digital Archive: A Tech Journey Through Science Fiction History." After four decades immersed in the world of IT and fueled by my love for science fiction, I've embarked on this newsletter to safeguard our shared passion. Let's embark on a time-traveling adventure, rediscovering lost gems, paying homage to trailblazers, and celebrating the very essence of fandom. Together, we'll weave an interconnected web of stories, a digital constellation that preserves our past and inspires the next generation of techno-geeks and starry-eyed dreamers alike. Let the data migration begin!*

Prompt 4: Ok, but this newsletter has been going for years so it's not new

Response 4: *Greetings, fellow time-traveling sci-fi enthusiasts, and welcome back to "Fandom's Digital Archive: A Tech Journey Through Science Fiction History." As a seasoned IT veteran with 40 years of experience, I'm thrilled to continue our shared odyssey of preserving science fiction's legacy. For years now, we've ventured through the digital cosmos, rediscovering forgotten gems, honoring pioneers, and nurturing the heart of fandom. Together, we've woven a tapestry of stories, an interconnected web that spans generations and preserves the essence of our passion. So, let's embark on yet another chapter of this timeless adventure, keeping our data secure, and inspiring future techno-geeks and starry-eyed dreamers alike. Let the exploration continue!*

Prompt 5: The newsletter is not about science fiction but about those that enjoy it

Response 5: *Dear fellow enthusiasts of the fantastic and the extraordinary, welcome to "Chronicles of Fandom: Preserving the Spirit of Science Fiction." As a seasoned IT professional with 40 years of experience, I'm thrilled to continue this enduring journey. For years, we've celebrated the vibrant community of science fiction enthusiasts, documenting their passion and contributions. Let's press forward, preserving the spirit of fandom for generations to come. Onward we go, one byte at a time.*

FANAC

663 Hanover Street, Yorktown Heights
United States of America

FANS ARE GETTING WISE

Culture Casino

There is a strange phenomenon right now in the world of entertainment. Audiences, patrons, and customers are becoming more discerning, more aware, and even more informed.

It began just a few years ago when the entertainment products of the largest studios started to shift in tone. The change, initially subtle, became noticeable, much like a shift in the texture of your favorite shirt. What was once a comfortable and soft favorite now felt somewhat coarser and "itchy" after a few hours, almost to the point of annoyance.

In some instances, it became impossible to ignore – more pronounced and completely unbearable to wear for any length of time. To add to that, the colors started to blend together, rendering this long-time favorite colorless and gray. You now find yourself less, much less interested in wearing that shirt. As you gaze at it, you wonder what happened to alter it so fundamentally and swiftly. Why is it now so uncomfortable and gray?

Now, day after day, many more people are waking up to this realization. However, it's not about clothing; it's about entertainment and its dwindling ability to entertain. The number of people attending theaters, theme parks, and other forms of entertainment is declining. This is driven by various factors, including economic concerns, aging demographics, and one other significant aspect – lack of interest.

Only a handful of things manage to capture an audience's attention these days. There are occasional "viral" songs or blockbuster films, but these have become exceptions rather than the norm. Gone are the days of constant satisfaction. One could argue that entertainment started to decline when everything people were interested in suddenly became a political "football," so to speak.

It might be hard to believe, but just six short years ago, Hollywood was celebrating its highest box office numbers ever. Yet, even that was misleading. The decrease in attendance went unnoticed due to impressive reported earnings by the studios and entertainment companies, but the decline was indeed present. The real triumph, the one thing these companies emphasized and promoted, was their earnings. That they did exceptionally well. Now we've reached the culmination of the shift we've been leading to.

You see, the audience changed in a different way. They noticed the decline in offerings – the decrease in quality, production value, writing, and the way they were treated as consumers. The value had also diminished substantially. Nothing felt as satisfying, resulting in the loss of enjoyment.

Then came the abrupt revenue collapse. The pandemic emerged and took a year and a half with it. This impacted the entertainment industry that some people still cherished, but it also made people acutely aware that their distractions had changed. Habits were broken, and so was the enchantment that had kept people tolerating the masses of mediocrity churned out by these same entertainment enterprises.

In its place arose "the shift." A sudden feeling of resentment and even anger – the frustration of being bombarded by the very entertainment enterprises they once held dear. The inane buzz of Hollywood narcissism was now front and center, with out-of-touch sports stars, musicians, film and TV actors all too gleefully fueling that resentment. Even if these realizations hadn't yet reached a conscious level, audiences had identified their antagonist, their villain.

Consequently, a new source of entertainment emerged, returning to our primary topic. The Earnings! Regular earnings reports transformed into a source of entertainment themselves. The audience found them more captivating than the actual content produced by these enterprises. This shift began to alter the landscape.

Remember the adage, "Follow the Money"? The audience sought to decipher what was occurring within these companies to render their once-great entertainment so subpar. They began communicating with one another, discovering websites, social media accounts, and even YouTube channels dedicated to the business of entertainment. More and more, these channels delved into financial discussions. In the last two years, these earnings reports underwent a metamorphosis into Quarterly Super Bowls.

This is no exaggeration. These earnings reports carry real excitement. While the quarterly calls themselves might seem dry, the coverage around them can be electrifying. Financial and pop culture commentators analyze the results of various company sectors in real time – their losses, gains, and the quality of the questions posed by the so-called institutional representatives.

For instance, just this August, massive audiences gathered to watch live or replayed video podcast streams that covered the individual earnings reports of various media companies. The most significant of these was undoubtedly Disney's earnings call – logical, considering it's a company grappling with the most pronounced breakup from its audience. This event, set to expand further, featured days of buildup with analysis and predictions. There was frenzied promotion of various platforms to watch the event. Then, on the reporting day, it adopted network-style coverage, shifting the audience from one show to another. The apex was the main event – the significant earnings call itself. The cooperative participation of the YouTube and social media community focused on the entertainment industry was evident.

However, the most crucial element was the audience. The audience buzzed with energy. Shows pulled in thousands of active participants in live text chats, messages passing by too rapidly to read. Financial engagement with the panels during the reports and subsequent discussions was notable. Super Chats, Rumble Rants, Odysse Tokens, and more flowed freely, posing questions, making comments, cracking jokes, and challenging assumptions.

What's more, this trend is growing continuously. Coverage is improving. Mainstream entities like CNBC or Fox Business aren't covering it – not because it's impossible, but because it would jeopardize their own interests. They can't be candid about their audience decline across nearly all aspects of the entertainment industry. This would raise too many questions.

Hence, the essence of this article is driven by some simple questions. Why is this occurring? Why has the focus shifted from the monotonous coverage provided by networks as just one item among many? Why are people engaging and actively participating in something designed to be unexciting?

The answers are simple too. It's driven by the audience's newfound indifference toward the entertainment produced in all its forms by these so-called studios and entertainment companies. It's driven by a sense of justice, watching these entities struggle due to their poor treatment of once-loyal customers. Lastly, it's a delivery of Schadenfreude – witnessing these lecturing blowhards succumb to the very things many of their critics had warned about.

Put even more simply, it's more entertaining to observe the coverage of crumbling houses of cards than to watch what studios, sports leagues, and live events now attempt to pass off as entertainment. When you add the bonus of being able to commiserate with an audience and participate in the event itself, you've found the new perfect recipe for satisfaction – a satisfaction that has long been missing for audiences.

And thus concludes today's reflective piece from the author, though not for you, the reader. Let us know your thoughts. Do you agree or disagree? Were you aware of this phenomenon? Have you found yourself more interested in the business coverage than the entertainment itself? Or were you on this bandwagon long ago?

Share your thoughts!



SEPTEMBER CONVENTIONS

Mindy Hunt

Each month we will provide a list of conventions from around the world. This list is constantly being updated throughout the month. You can find our full events list as well as a calendar at scifi4me.com/conventions-events/ and we are always looking to keep the list and calendar as current as possible.

Aug 31-Sep 4

ON-SITE

Dragon Con – Atlanta, GA Aug 31-Sep 4
 PAX West – Seattle, WA Sep 1-4
 Fanboy Expo Orlando – Orlando, FL Sep 1-3
 GalaxyCon Austin – Austin, TX Sep 1-3
 Gateway – Los Angeles, CA Sep 1-3
 GrandCon – Grand Rapids, MI Sep 1-3
 Meta Con – Minneapolis, MN Sep 1-3
 Nan Desu Kan – Aurora, CO Sep 1-3
 No Brand Con – Wisconsin Dells, WI Sep 1-3
 SacAnime – Sacramento, CA Sep 1-3
 SaltCON End of Summer – Layton, UT Sep 1-3
 San Japan – San Antonio, TX Sep 1-3
 SCG Con Columbus – Columbus, OH Sep 1-3
 Tucson Comic Con – Tucson, AZ Sep 1-3
 Zolocon – Warminster, PA Sep 1-3
 BrickUniverse Nashville – Nashville, TN Sep 2-3
 Collectormania Film & Comic Con – Birmingham, United Kingdom Sep 2-3
 Long Beach Comic Con – Long Beach, CA Sep 2-3
 NICE – Bedford, United Kingdom Sep 2-3
 Rob-Con – Abingdon, VA Sep 2-3
 Milwaukee Comic Con – Allis, WI Sep 2
 Eurofurence – Berlin, Germany Sep 3-7
 Wayne NJ Toy Show – Wayne, NJ Sep 3
 Turlock Toy-Anime-Comic Con – Turlock, CA Sep 4

SEP 7-10

ON-SITE

Gold Country Toy-Anime-Comic Con – Auburn, CA Sep 7-11
 Insomnia Gaming Festival – Birmingham, United Kingdom Sep 7-10
 Mid-Atlantic Nostalgia Convention – Hunt Valley Sep 7-9
 Albacon – Clifton Park, NY Sep 8-10
 Animate! Des Moines – Des Moines, IA Sep 8-10
 Anime Oklahoma – Midwest City, OK Sep 8-10
 Baltimore Comic Con – Baltimore, MD Sep 8-10
 Based Con – Norton Shores, MI Sep 8-10
 Comicon Erie – Erie, PA Sep 8-10
 Creation Minneapolis – Minneapolis, MN Sep 8-10
 Furry Migration – Minneapolis, MN Sep 8-10
 HubCon – Hattiesburg, MS Sep 8-10
 La Foire du Jeu de Longueuil – Longueuil, Quebec, Canada Sep 8-10

Ottawa Comicon – Ottawa, Ontario, Canada Sep 8-10
 Cardiff Anime & Gaming Con – Cardiff, United Kingdom Sep 9-10
 Doki Doki – Manchester, United Kingdom Sep 9-10
 F2Con – Clarksville, TN Sep 8-9
 Film & Comic Con Bournemouth – Bournemouth, United Kingdom Sep 9-10
 Oddities & Curiosities Expo – Salt Lake City, UT Sep 9-10
 ThunderCon – Thunder Bay, Ontario, Canada Sep 9-10
 Dark History & Horror CON – Champaign, IL Sep 9
 Amazing FreeState Comicon – Lawrence, KS Sep 9
 Aurora Comicon – Aurora, Ontario, Canada Sep 9
 Bournemouth Brick Festival – Bournemouth, United Kingdom Sep 9
 Salem Toy & Comic Expo – Salem, OH Sep 9
 Barrie Comicon – Barrie, Ontario, Canada Sep 10
 Fresno Toy-Anime-Comic Con – Fresno, CA Sep 10
 Midwest Comic Book Convention Green Bay – Green Bay, WI Sep 10
 Popcorn – Sheffield, United Kingdom Sep 10
 Vancouver Comicon – Vancouver, British Columbia, Canada Sep 10

SEP 13-17

ON-SITE

EAST – Suhl, Germany Sep 13-17
 Ancient City Con – St Augustine, FL Sep 15-17
 Anime Fargo – Fargo, ND Sep 15-17
 Crypticon – Minneapolis, MN Sep 15-17
 Edmonton Expo Comic & Entertainment – Edmonton, Alberta, Canada Sep 15-17
 Granite State Comicon – Manchester, NH Sep 15-17
 Megaplex – Orlando, FL Sep 15-17
 Southern Front – Morrisville, NC Sep 15-17
 Terror Con – Providence, RI Sep 15-17
 Vampire Fan Weekend – Arlington, VA Sep 15-17
 CIL-Con – Mattoon, IL Sep 15-16
 Monroe Pop Fest – Monroe, TX Sep 15-16
 Collect-A-Con – Charlotte, NC Sep 16-17
 Comic Con Freiburg – Freiburg im Breisgau, Germany Sep 16-17
 Flower City Comic Con – Rochester, NY Sep 16-17
 KupoCon: POM – London, United Kingdom Sep 16-17
 London Comic Con – London, Ontario, Canada Sep 16-17
 Mid-Hudson Comic Con – Poughkeepsie, NY Sep 16-17
 Mothman Festival – Point Pleasant, WV Sep 16-17
 Ocala Comic Con – Ocala, FL Sep 16-17
 Oz Comic Con Brisbane – Brisbane, Queensland, Australia Sep 16-17
 Retro Expo – Allen, TX Sep 16-17
 Sheffield Anime & Gaming Con – Sheffield, United Kingdom Sep 16-17
 The Uncanny Experience – Minneapolis, MN Sep 16-17
 Timmins Mini Con – Timmins, Ontario, Canada Sep 16-17
 J-Con – Derby, United Kingdom Sep 16
 Midwest Comic Book Convention Wyoming – Wyoming, IL Sep 16
 Oddities & Curiosities Las Vegas – Las Vegas, NV Sep 16
 SWFL SteamCon – Fort Myers, FL Sep 16
 AfroComicCon – Oakland, CA Sep 17

Fairfield Toy-Anime-Comic Con – Fairfield, CA Sep 17
 Capital Trade Shows – Ottawa, Ontario, Canada Sep 17
 Jersey Shore Comic Book Show – Toms River, NJ Sep 17
 London Film Fair – London, United Kingdom Sep 17
 Plymouth Brick Festival – Plymouth, United Kingdom Sep 17

SEP 21-24

ON-SITE

Fantastic Fest – Austin, TX Sep 21-28
 Fan X Salt Lake – Salt Lake City, UT Sep 21-23
 Hurricon – Orlando, FL Sep 21-24
 Cross Roads – Birmingham, United Kingdom Sep 22-24
 Anime Houston – Houston, TX Sep 22-24
 Cincinnati Comic Expo – Cincinnati, OH Sep 22-24
 Comic Con Africa – Johannesburg, South Africa Sep 22-25
 Heroes Comic Con – Brussels, Belgium Sep 22-24
 Made In Asia – Brussels, Belgium Sep 22-24
 Midessanime – Odessa, TX Sep 22-24
 Mobicon – Mobile, AL Sep 22-24
 Necromonicon – Tampa, FL Sep 22-24
 Nuke-Con – Omaha, NE Sep 22-24
 Rappig Crossing – Indianapolis, IN Sep 22-24
 Alabama Comic Convention – Birmingham, AL Sep 23-24
 Alamo Hero Con – Schertz, TX Sep 23-24
 Bloody Night Con Europe – Brussels, Belgium Sep 23-24
 Darkshade Con – Brussels, Belgium Sep 23-24
 Hamilton Comic Con – *Mount Hope, Ontario, Canada Sep 23-24
 Memphis Comic Expo – Memphis Sep 23-24
 Midwest Monster Fest – East Moline, IL Sep 23-24
 Monster-Con – San Antonio, TX Sep 23-24
 NorCon – Norwich, United Kingdom Sep 23-24
 One Hundred Con – Brussels, Belgium Sep 23-24
 Oz Comic Con Sydney – Sydney, New South Wales, Australia Sep 23-24
 Spooky Spectacle – Granbury, TX Sep 23-24
 WereWolf Con – Brussels, Belgium Sep 23-24
 Ashevillecon – Asheville, NC Sep 23
 Yuba City Toy-Anime-Comic Con – Yuba City, CA Sep 23
 Chico Toy-Anime-Comic Con – Chico, CA Sep 23
 Comicverse – New Berlin, WI Sep 24
 London Comic Mart – London, United Kingdom Sep 24
 MissouriCon – St Louis, MO Sep 24
 New Jersey Collector Fest – Wayne, NJ Sep 24

SEP 27-OCT 1

ON-SITE

Wasteland Weekend – Los Angeles, CA Sep 27-Oct 1
 VidCon Baltimore – Baltimore, MD Sep 28-Oct 1
 Cape Comic Con – Cape Girardeau, MO Sep 29-Oct 1
 Cinema Wasteland – Berea, OH Sep 29-Oct 1

Comics Salon & Anime Show – Bratislava, Slovakia Sep 29-Oct 1
 Creation Washington DC – Arlington, VA Sep 29-Oct 1
 Furry Takeover – Fontana Dam, SC Sep 29-Oct 1
 Magic Con – Bonn, Germany Sep 29-Oct 1
 Octogones – Lyon, France Sep 29-Oct 1
 QuestCon – Orlando, FL Sep 29-Oct 1
 The Lakes International Comic Art Festival – Kendal, United Kingdom Sep 29-Oct 1
 New York Toy Fair – New York City, NY Sep 30-Oct 3
 Anime St Pete – St Petersburg, FL Sep 30-Oct 1
 Collectibles Extravaganza – Boxborough, MA Sep 30-Oct 1
 Cowtown Comic Con – Fort Worth, TX Sept 30-Oct 1
 Giganticon – Killeen, TX Sep 30-Oct 1
 Cobourg Comicon – Cobourg, Ontario, Canada Sep 30
 Columbiacon – Columbia, SC Oct 1
 Elk Grove Toy-Anime-Comic Con – Elk Grove, CA Oct 1
 Kingston Comicon – Kingston, Ontario, Canada Oct 1
 Mississauga Collectors Con – *Mississauga, Ontario, Canada Oct 1
 Northern Game Expo – Greater Sudbury, Ontario, Canada Oct 1
 Wayne NJ Toy Show – Wayne, NJ Oct 1

If you know of a local event, big or little, send us and email at events@scifi4me.com
 so we can add it and make it the most comprehensive conventions list on the internet.

New Movies in September

9/1

All Fun and Games
Nandor Fodor and the Talking Mongoose

9/4

Legend of the White Dragon

9/8

The Nun 2
El Conde
Hello Dankness
My Animal

9/14

Satanic Hispanics

9/22

It Lives Inside

9/29

The Creator
Saw X
57 Seconds
Deliver Us

July 2023 New Fantasy and Science Fiction Releases Courtesy of White Dwarf Books

Abraham, Daniel. *Blade of Dream*. [*The Kithamar Trilogy #2*]. Orbit, 37.00 hc.

Garreth Left is heir to one of Kithamar's most prominent merchant families. The path of his life was paved long before he was born. Learn the family trade, marry to secure wealthy in-laws, and inherit the business when the time is right. But to Garreth, a life chosen for him is no life at all. In one night, a chance meeting with an enigmatic stranger changes everything. He falls in love with a woman whose name he doesn't even know, and he will do anything to find her again.

Adelmann, Maria. *How To Be Eaten*. Back Bay, 22.99 tp.

In present-day New York City, five women meet in a basement support group to process their traumas. Bernice grapples with the fallout of dating a psychopathic, blue-bearded billionaire. Ruby, once devoured by a wolf, now wears him as a coat. Gretel questions her memory of being held captive in a house made of candy. Ashlee, the winner of a *Bachelor*-esque dating show, wonders if she really got her promised fairy tale ending. And Raina's love story will shock them all.

Aryan, Stephen. *The Judas Blossom*. [*The Nightengale and the Falcon #1*]. Angry Robot, 17.99 tp.

1260. Hulagu Khan, ruler of the Ilkhanate, is determined to create a single empire that covers the entire world. His youngest son, Temujin Khan, struggles to find his place in his father's bloody rule. Reduced to the position of one of Hulagu's many wives, the famed Blue Princess Kokochin, last of her tribe, finds herself wandering down a path that grants her more power than a wife of the Khan may be allowed. And Kaivon, the Persian rebel who despises the Mongols for the massacre of his people, thirsts for revenge.

Ashing-Giwa, Kemi. *The Splinter in the Sky*. Saga, 36.99 hc.

All the lowly scribe Emitan wants is to quit her day job and expand her fledgling tea business. But when her lover is assassinated and her sibling is abducted by Imperial soldiers, Emitan abandons her idyllic plans and weaves her tea tray up through the heart of the Vaalbaran capital. There, she will learn just how far she is willing to go to exact vengeance, free her sibling, and perhaps even secure her homeland's freedom.

Barclay, James. *The Queen's Assassin*. Gollancz, 19.99 tp.

Naida is living a lie. A peerless battlefield surgeon. A talisman for the army. A symbol of hope in an impossible, grinding war. A fraud. Society, led by the queen, has long held that the Esselrode people and their abilities are inherently, irredeemably evil, a truth which Naida has been brought up to believe. But as one of them, feeling compelled to use her powers again and again to heal those on the brink of death, it's hard to accept. It's even harder to live a lie, conflicted about her hidden identity, when the truth could save lives.

Barker, RJ. *Gods of the Wyrdwood*. [*The Forsaken Trilogy #1*]. Orbit, 23.99 tp.

Cahan du Nahare is known as the forester - a man who can navigate the dangerous Deepforest like no one else. But once he was more. Once he belonged to the god of fire. Udinnny serves the goddess of the lost, a goddess of small things; when she ventures into the Deepforest to find a lost child, Cahan will be her guide.

Blackburry, Sabrina. *Dirty Lying Faeries*. W by Wattpad, 23.99 tp.

When Thea Kanelos's best friend drags her to an art gala (that's definitely not her thing), she doesn't expect a chance encounter with Devin Grayson to change her life forever. The handsome stranger isn't just anyone - he's a powerful fae, charged with bringing Thea into his world.

Briggs, Patricia. *Soul Taken*. [*Mercy Thompson #13*]. Ace, 11.99 pb.

The vampire Wulfe is missing. Since he's deadly, possibly insane, and his current idea of "fun" is stalking Mercy, some may see it as no great loss. But Mercy discovers that someone is taking people from locked rooms, from the aisles of stores, and even from crowded parties. And these are not just ordinary people but supernatural beings.

Brooks, Terry. *Daughter of Darkness*. [*Viridian Deep #2*]. Del Rey, 24.95 tp.

It's been two years since Auris escaped from the sinister Goblin prison and learned of her heritage as one of the Fae. She is now happily partnered with her Fae lover Harrow and deeply bonded with her new family. All seems to be going perfectly

– until, surprisingly, the Goblin attacks begin again. Someone, it seems, has not forgotten that Auris exists and seems determined to retrieve her...but who? And why?

Brown, Pierce. *Light Bringer*. [Red Rising #6]. Del Rey, 41.00 hc.

The Reaper is a legend, more myth than man: the savior of worlds, the leader of the Rising, the breaker of chains. But the Reaper is also Darrow, born of the red soil of Mars: a husband, a father, a friend. The worlds once needed the Reaper. But now they need Darrow. Because after the dark age will come a new age: of light, of victory, of hope.

Butler, D. J. *Between Princesses and Other Jobs*. [Indrajit & Fix #2]. Baen, 34.00 hc.

Indrajit and Fix are the founding partners of the Protagonists, a jobber company in Kish. Since the seven great families of Kish farm out all tasks they and the city need doing, a jobber might one day unblock a well, the next day man a tollgate for the fair, and on the third hunt down a murderer on the loose, all in a corrupt old city that isn't so much governed as kept barely in bounds. Meanwhile, the criminals they investigate, rival jobbers, sorcerers, spies, assassins, and other mysterious parties have more and more reason to want the Protagonists dead. Welcome to Kish.

Calasso, Roberto. *The Tablet of Destinies*. Picador, 22.00 tp.

When Sinbad the Sailor is shipwrecked and arrives on the island of Dilmun, he is welcomed by the three-millennia old Utnapishtim. And this is the story that Utnapishtim tells Sindbad.

Cameron, Miles. *Storming Heaven*. [The Age of Bronze #2]. Mobius, 35.00 hc.

By divine plan a plague of cannibals has been unleashed across the world, forming an armada which preys on all who cross their path. Meanwhile the people who allied against the gods have been divided, each taking their own path to attack the heavens – if they can survive the tide of war which has been sent against them. All they need is the right distraction, and the right opportunity, to deal a blow against the gods themselves...

Campbell, Jack. *Implacable*. [The Lost Fleet: Outlands #3]. Ace, 37.99 hc.

When another alien species whose technology is far more advanced than humanity's arrives, Admiral Geary is presented with orders to carry out actions he believes not only are mistaken, but would be contrary to the ideals of the Alliance. He has to decide whether he must invoke the power that his long-revered name holds – even though this might endanger his entire fleet, tear apart the Alliance, and destroy everything he has fought for.

Candon, Emma Mieko. *The Archive Undying*. [Downworld Sequence #1]. Tor.com, 38.99 hc.

When the robotic god of Khuon Mo went mad, it destroyed everything it touched. It killed its priests, its city, and all its wondrous works. But in its final death throes, the god brought one thing back to life: its favorite child, Sunai. For the seventeen years since, Sunai has walked the land like a ghost, unable to die, unable to age, and unable to forget the horrors he's seen. He's run as far as he can from the wreckage of his faith, drowning himself in drink, drugs, and men. But when Sunai wakes up in the bed of the one man he never should have slept with, he finds himself on a path straight back into the world of gods and machines.

Carey, C. J. *Queen Wallis*. [Widowland #2]. Sourcebooks Landmark, 24.99 tp.

London, 1955. The Leader has been dead for two years. His assassination, on British soil, provoked violent retribution and intensified repression of British citizens, particularly women. Rose Ranson still works at the Culture Ministry. She is sent to explain a new propaganda program to Queen Wallis Simpson.

Chandrasekera, Vajra. *The Saint of Bright Doors*. Tor.com, 36.99 hc.

Fetter was raised to kill, honed as a knife to cut down his sainted father. This gave him plenty to talk about in therapy. After a blood-soaked childhood, he escaped his rural hometown for the big city. Everything in Luriat is more than it seems. Group therapy is recruitment for a revolutionary cadre. Junk email hints at the arrival of a god. Every door is laden with potential, and once closed may never open again. The city is scattered with Bright Doors, looming portals through which a cold wind blows.

Chupeco, Rin. *Silver Under Nightfall*. Saga, 26.99 tp.

When a terrifying new breed of vampire is sighted outside of the city, Remy Pendergast, elite bounty hunter of rogue vampires, prepares to investigate. But then he encounters the shockingly warmhearted vampire heiress Xiaodan Song and her infuriatingly arrogant fiancé, vampire lord Zidan Malekh, who may hold the key to defeating the creatures. When he's

offered a spot alongside them to find the truth about the mutating virus Rot that's plaguing the kingdom, Remy faces a choice.

Coleman, Claire G. *Enclave*. Hachette Australia, 26.99 tp.

The enclave was the only world Christine knew, the world outside was not safe. Staying or leaving was not a choice she had the power to make. But then Christine dared start thinking - and from that moment, danger was everywhere.

Crouch, Blake. *Upgrade*. Ballantine, 24.95 tp.

Logan Ramsay is starting to see the world, and those around him - even those he loves most - in whole new ways. His genome has been hacked. And there's a reason he's been targeted for this upgrade. A reason that goes back decades to the darkest part of his past, and a horrific family legacy. Worse still, what's happening to him is just the first step in a much larger plan, one that will inflict the same changes on humanity at large - at a terrifying cost.

Dawson, Delilah S. *Rise of the Red Blade*. [Star Wars Inquisitor]. Random House Worlds, 39.99 hc.

From the aftermath of Order 66 comes a new group of former Jedi, each with their own reason to serve the Empire under Darth Vader. Among them is Iskat, who survived the destruction of her old Order to claim a new destiny in the Force. Iskat joins the Inquisitors in the hope of uncovering her hidden past that the Jedi refused to share with her.

Djuna. *Counterweight*. Pantheon, 32.00 hc.

The Korean conglomerate LK is constructing an elevator into Earth's orbit on the island of Patusan. Up in space, holding the elevator's "spider cable" taut, is a mass of space junk known as the counterweight. And stashed within that junk is a trove of crucial data: a memory fragment left by LK's former CEO, the control of which will determine the company's - and humanity's - future. A host of rival forces race to retrieve that data.

Dramis, Kate. *The Curse of Saints*. [The Curse of Saints #1]. Sourcebooks Casablanca, 25.99 tp.

Aya, elite spy and the Queen's Third-in-Command, has dedicated herself to using her gods-given abilities to keep dark magic from ever returning to the realm. It means she must work together with Will, the Queen's Enforcer and Aya's bitter rival. The two struggle to come to an uneasy truce. But when tragedy strikes, Aya instinctively reacts, unleashing a power that hasn't been seen in over 500 years.

Emrys, Ruthanna. *A Half-Built Garden*. Tor.com, 24.99 tp.

2083. Judy Wallach-Stevens stumbles upon the first alien visitors to Earth. They've come to save humanity - by force if necessary - from its ecologically ravaged planet. But the watershed networks that rose up to save the planet from corporate devastation aren't ready to give up on Earth. Can Judy neutralize the alien threat?

England, M. K. *What Makes Us Mighty*. [Firefly #7]. Titan, 21.95 tp.

Serenity is bound for the planet Kerry with a hold full of sealed, unidentified cargo for the planet's highest-ranking nobleman. But while there, the duke's estate is attacked in the middle of the night. Mal sends *Serenity* to safety while he and Zoe investigate. What they find turns the whole story of Kerry upside-down. Revolution is brewing, and each of them will have to decide where to make their stand, even if it lands them on opposite sides...

Feist, Raymond E. *Jimmy and the Crawler*. Voyager, 23.99 tp.

James, personal squire to Prince Arutha of Krondor, but in the underworld known as the thief and trickster Jimmy the Hand, must travel to Kesh in disguise. There, working with William, lieutenant of the prince's household guard and son of the magician Pug, and Jazhara, niece to the Keshian lord Hazara-Khan, he must attempt to unmask the mysterious Crawler and rid Krondor of his influence.

Fracassi, Philip. *Boys in the Valley*. Tor Nightfire, 35.99 hc.

St. Vincent's Orphanage for Boys. Turn of the century, in a remote valley in Pennsylvania. Here, under the watchful eyes of several priests, thirty boys work, learn, and worship. But late one stormy night, a group of men arrive at their door, one of whom is badly wounded, occult symbols carved into his flesh. His death releases an ancient evil that spreads like sickness, infecting St. Vincent's and the children within.

Friedman, C. S. *Nightborn: Coldfire Rising* [Coldfire Prequel]. Daw, 37.00 hc.

A ship full of colonists arrive on a seemingly hospitable planet, only to discover that it harbours a terrifying secret. Soon

the settlers find themselves caught up in a desperate battle for survival against the fae, a natural force with the power to prey upon the human mind itself, bringing a person's greatest fears and darkest nightmares to life. As Colony Commander Leon Case and Chief Medic Lise Perez struggle to find a way to control the fae before more people die, other settlers have ideas of their own...and they may prove more of a threat to colony than the fae itself.

Gibbs, Amiee. *The Carnivale of Curiosities*. Grand Central, 37.00 hc.

Rumours abound that a Victorian London sideshow's proprietor, Aurelius Ashe, is more than an average magician. When Odilon Rose, one of the most notorious men in London, comes calling with a proposition regarding his young and beautiful charge, Charlotte, Ashe is tempted to refuse. After revealing, however, that Rose holds a secret that threatens the security of the troupe's most vulnerable members, Ashe has no choice but to sign an insidious contract.

Gong, Chloe. *Immortal Longings*. [*Flesh & False Gods* #1]. Saga, 38.99 hc.

The palace is hosting its annual games that attract those confident enough in their ability to jump between bodies that they would fight to the death. Princess Calla Tuoleimi hopes to get an opportunity to kill her uncle, King Kasa. Enter exiled aristocrat, Anton Makusa, one of the best jumpers in the kingdom, who hopes to rescue his childhood love from a coma.

Goranson, Tamara. *Oath of Bjorn*. [*Vinland Viking Saga* #3]. One More Chapter, 24.99 tp.

Anja has just settled into a new life on the silver shores of Vinland with her beloved, Bjorn. But then a local warrior bursts onto the scene seeking revenge, swearing to spill Viking blood. And so Bjorn must risk everything to save the woman he loves before she steps into the darkness and sets their world ablaze.

Gornichec, Genevieve. *The Weaver and the Witch Queen*. Ace, 37.00 hc.

Oddny and Gunnhild meet as children in 10th century Norway. After a visiting wisewoman makes an ominous prophecy that involves Oddny, her sister Signy, and Gunnhild, the three girls take a blood oath to help one another always. When Oddny's farm is destroyed and Signy is kidnapped by Viking raiders, Oddny is set adrift from the life she imagined but determined to save her sister, no matter the cost.

Graham, Heather. *Whispers at Dusk*. [*The Blackbird Trilogy* #1]. MIRA, 12.99 pb.

Four bodies have been discovered along Europe's riverbanks, placed with care - and completely drained of blood. Pinpricks on their throats indicate a slender murder weapon, but DNA found in the wounds suggests something far more sinister. Tasked with investigating, the FBI recruits Agents Della Hamilton and Mason Carter to Blackbird - if you want to catch a vampire killer, you need agents who can speak with the dead.

Graham, Heather. *Secrets in the Dark*. [*The Blackbird Trilogy* #2]. MIRA, 12.99 pb.

Following in the footsteps of serial murderer Jack the Ripper, a killer is stalking the streets of London, leaving a trail of eviscerated bodies in his wake. Fresh off a case with potential ties to the recent rash of killings, FBI agents Della Hamilton and Mason Carter are all too familiar with a slayer set to rule with a lethal fist. And they'll stop at nothing to end his reign. The killer's MO may be nothing new, but his desire to be infamous makes him dangerous.

Hansen, Essa. *Ethera Grave*. [*The Graven* #3]. Orbit, 23.99 tp.

Caiden has finally been reunited with his sister Leta after ten years on the run with his unique starship and has managed to convince his longtime enemy - Threi - to join his side. But the multiverse isn't safe yet. Threi's sister is still the most powerful being in existence. And she still wants to collapse their beautiful, diverse, constellation of multiverses down to one. Now, Caiden and his makeshift family carry the fate of all the worlds in their hands.

Harmon, Clay. *Flames of Mira*. [*Rift Walker* #1]. Solaris, 22.99 tp.

People like Ig are born from life-threatening trials that bind periodic elements to the human body, forged in the boiling volcanoes and subterranean passages under Mira's frozen lands. Ig has become one of the most powerful of elementals. Cursed with a flesh binding magic that will kill him at the first sign of disobedience, he is forced to work as an enforcer for Magnate Sorrelo Adriann. When Sorrelo is overthrown, Ig quickly learns he can do worse - far worse - than what has been asked from him so far.

Harmon, Clay. *Into the Rift*. [*The Rift Walker* #2]. Solaris, 36.99 hc.

After stopping the mercenary army and saving Augustin, Jakar and Efadora set their sights on Sulian Daw, where Jakar plans to hunt down the cultists who enslaved him and save the elemental children he grew up beside. But first, that will

mean crossing the Rift, the most treacherous place in Ra Thuzan. Back in Mira, Ester, fledgling smith of the Foundry must track down the smith's source of power after it goes missing. And if she fails, it will mean the death of everyone in the Foundry at the hands of the Sovereign and the child prince.

Hashem, Sara. *The Jasad Heir*. [*The Scorched Throne #1*]. Orbit, 23.99 tp.

Ten years ago, the kingdom of Jasad burned. Its magic outlawed; its royal family murdered down to the last child. At least, that's what Sylvia wants people to believe. The lost Heir of Jasad, Sylvia never wants to be found. But when Arin, the Nizahl Heir, tracks a group of Jasadi rebels to her village, staying one step ahead of death gets trickier. Now, to save her life, Sylvia will have to make a deal with her greatest enemy.

Herbert, Brian & Kevin Anderson. *Sands of Dune*. Tor, 25.99 tp.

Three previously unpublished *Dune* novellas, collected for the first time, telling of the lost years of Gurney Halleck.

Hines, Jim C. *Terminal Peace* [*Janitors of the Post-Apocalypse #3*]. DAW, 15.99 pb.

Marion "Mops" Adamopoulos and her team were trained to clean spaceships. They were absolutely not trained to fight an interplanetary war with the xenocidal Prodryans or to make first contact with the Jynx, a race who might not be as primitive as they seem. But if there's one lesson Mops and her crew have learned, it's that things like "training" and "being remotely qualified" are overrated.

Ikenberry, Kevin. *The Crossing*. Baen, 12.99 pb.

When a squad of ROTC cadets training at Fort Dix, New Jersey, in November 2008 find themselves transported to December 1776 in the days before the Battle of Trenton, they find a Continental Army in disarray and General George Washington contemplating the potential of a bleak future. To make matters worse, they've lost a modern M-16 rifle to a roving Hessian patrol.

Immega, Guy. *Super-Earth Mother*. Edge, 21.25 tp.

Vancouver author. Super-Earth Mother introduces a new way for humans to colonize an exoplanet using synthetic biology and artificial intelligence. The story is set on the Earth-like planet Valencia, orbiting a distant star, and follows the adventures of transhuman colonists who struggle to survive against the planet's harsh environment and unknown predators. Led by a neurotic AI named Mother-9, the colonists must forge an alliance with sentient hive creatures to ensure their survival.

Kitasei, Yume. *The Deep Sky*. Flatiron, 39.99 hc.

It is the eve of Earth's environmental collapse. A single ship carries humanity's last hope: eighty elite graduates of a competitive program, who will give birth to a generation of children in deep space. But halfway to a distant but livable planet, a lethal bomb kills three of the crew and knocks the Phoenix off course. Asuka, the only surviving witness, is an immediate suspect.

Klune, TJ. *Wolfsong*. [*Green Creek #1*]. Tor, 39.99 hc.

Ox was sixteen when the energetic Bennett family moved in next door, harbouring a secret that would change him forever. For the family are shapeshifters, who can transform into wolves at will. Ox finds an ally in Joe, the youngest Bennett boy. Joe is charming and handsome, but haunted by scars he cannot heal. Ox was twenty-three when murder came to town, and tore a hole in his heart. Joe left town, leaving Ox behind. Now, three years later, the boy is back. Except now he's a man - and Ox can no longer ignore the song that howls between them.

Koontz, Dean. *After Death*. Thomas & Mercer, 38.99 hc.

Michael Mace, head of security at a top-secret research facility, opens his eyes in a makeshift morgue twenty-four hours following an event in which everyone perished – including him and his best friend, Shelby Shrewsberry. Having awakened with an extraordinary ability unlike anything he – or anyone else – has ever imagined, Michael sets out to honor his late friend by helping Nina Dozier and her son, John, whom Shelby greatly admired.

Koontz, Dean. *The House at the End of the World*. Thomas & Mercer, 23.99 tp.

In retreat from a devastating loss and crushing injustice, solitary artist Katie lives alone in a fortresslike stone house on Jacob's Ladder island. The neighbouring island of Ringrock houses a secret: a government research facility. And now two agents have arrived on Jacob's Ladder in search of someone – or something – they refuse to identify. Although an air of

menace hangs over these men, an infinitely greater threat has arrived, one so strange even the island animals are in a state of high alarm.

Kuhn, M. J. *Thick as Thieves*. [*Among Thieves #2*]. Saga, 24.99 tp.

Ryia Cautella, a.k.a. the Butcher of Carrowick, and her motley crew have succeeded in the ultimate heist...with the most dire possible consequences. A terrifyingly powerful tool has fallen into the hands of Callum Clem, the criminal leader of the Saints, who was already one of the most dangerous men alive. With the newfound ability to force magic-wielding Adepts to his will, he is unstoppable.

Kupari, Mike. *Trouble Walked In*. Baen, 12.99 pb.

Cassandra Blake, an employee for the Ascension Planetary Holdings Group – the largest and most powerful corporation in Nova Columbia – has gone missing. And her sister wants to know why. So she goes to Detective Ezekiel "Easy" Novak. But what begins as a routine missing person case quickly turns into something much bigger and more sinister, with implications that could affect the entire planet.

Lacruz, Gabriela Romero. *The Sun and the Void*. [*The Warring Gods*]. Orbit, 23.99 tp.

When Reina arrives at Aguila Manor, her heart stolen from her chest, she's on the verge of death – until her estranged grandmother, a dark sorceress in the Don's employ, intervenes. Indebted to a woman she never knew, and smitten with the upper-caste daughter of the house, Celeste, Reina will do anything to earn – and keep – the family's favour. Even the bidding of the ancient god who speaks to her from the Manor's foundations.

Lange, Richard. *Rovers*. Mulholland, 22.99 tp.

Summer, 1976. Jesse and his brother, Edgar, are rovers, nearly indestructible nocturnal beings who must consume human blood in order to survive. They lurk on the fringes of society, roaming from town to town, dingy motel to dingy motel, stalking the transients, addicts, and prostitutes they feed on. But now they encounter a young woman who disrupts their grim routine, forcing Jesse to confront his past and plunging his present into deadly chaos as he finds himself scrambling to save her life.

Lawson, Stephen (ed). *Robosoldiers: Thank You For Your Servos*. Baen, 12.99 pb.

New stories of augmented soldiers and the future of warfare from David Drake, Richard Fox, Weston Ochse, Martin L. Shoemaker, T.C. McCarthy, Brad R. Torgersen, and more!

Lee, Sharon. *Salvage Right*. [*Liaden Universe #25*]. Baen, 35.00 hc.

Tinsori Light, enfeebled by aged systems, has succumbed to the stress of a unique spatial event - and died, leaving its station a shell. But a mismatched team of arcane specialists are on-station, working non-stop to preserve the Light, build trustworthy systems, and open the refurbished station for business. In fact, ships are already incoming, and it becomes a matter of urgency to sort friend from foe. In particular, the Lyre Institute wishes to acquire Tinsori Light, and will do anything, spend anyone, to achieve that goal.

Linwood, Jade. *Charming*. Solaris, 22.99 tp.

Prince Jean-Marc Charming Arundel, known to friends and enemies alike as "Prince Charming," is handsome, well-mannered, brave, a peerless swordsman, a cunning tactician - and a liar, a con man and a fraud. For years he has been travelling from one kingdom to the next, rescuing endangered princesses and maidens, securing their troths and his place in their fathers' palaces, then looting their treasuries and having it away before dawn. Until a chance meeting of three of his victims – raven-haired Marie Blanche de Neige, the sorceress Doctor Emilia Rapunzel and the long-slumbering Bella Lucia dei' Sogni – suggests a course of revenge...

Long, H. M. *Dark Water Daughter*. [*The Winter Sea #1*]. Titan, 22.95 tp.

[Canadian author]. Mary Firth is a Stormsinger: a woman whose voice can still hurricanes and shatter armadas. Faced with servitude to pirate lord Silvanus Lirr, Mary offers her skills to his arch-rival in exchange for protection - and, more importantly, his help sending Lirr to a watery grave. But her new ally has a vendetta of his own...

Malan, Violette. *The Court War*. [*The Godstone #2*]. DAW, 37.00 hc.

Fenra Lowens, having already faced the Godstone, now has a different, simpler problem. She has to get the stick-in-the-mud practitioners of the White Court to return to the old ways of practice, the ways that keep the World healthy. But

before she has a chance to present her case, the uneasy balance of power between the practitioners of the White Court and the mundanes of the Red Court – in existence since the World itself began – suddenly erupts into open warfare.

Malfi, Ronald. *They Lurk*. Titan, 22.99 tp.
Five newly reissued horror novellas.

Martin, George R. R. *A Song of Ice and Fire 2024 Calendar*. Bantam, 24.95 cal.
Thirteen stunning calendar illustrations from artist Justin Sweet. Plus, there are several hundred all-new days, numbered one by one for handy reference, spread across more than four dozen weeks with a lavish helping of months!

Martin, George R. R. *Full House*. [*Wild Cards* #30]. Tor, 26.99 tp.
All the *Wild Cards* stories previously published on Tor.com, including works from Daniel Abraham, Cherie Priest, David D. Levine, Walter Jon Williams, Paul Cornell, Carrie Vaughn, Caroline Spector, Stephen Leigh, Melinda M. Snodgrass, and more.

Martin, George R. R. (ed). *Wild Cards: Pairing Up, An Anthology*. Bantam, 37.99 hc.
Superheroes and villains battle over the human heart in this anthology featuring brand-new stories from a wide range of contributors, all set in the *Wild Cards* universe.

McCammon, Robert. *The Border*. Lividian, 32.95 tp.
Earth has been devastated by a war between two marauding alien civilizations, the living ships of the monstrous Gorgons and the motion-blurred shock troops of the armored Cyphers. The handful of surviving humans on Panther Ridge succumb to despair or are transformed by otherworldly pollution into cannibalistic mutants. And then there comes Ethan, an amnesiac teenaged boy with unknowable powers that present a threat to the warring aliens, long used to fearing only each other, and thrust him and his comrades into ever more perilous circumstances.

McCormack, Una. *Coup De Grace*. [*Firefly*]. Titan, 34.95 hc.
The *Serenity* crew head to Yell City, one of the settlements on Abel, a moon in the Rim. Their job: track down the killers of a local lawyer shot dead in the streets by a local gang. Their client is Annie Roberts, the eighteen-year-old daughter of the murdered man. Lucky for them, Annie Roberts is more than capable of handling herself. Unlucky for them, the job is lot more complicated than they first think.

McEwan, Stacey. *Ledge*. [*Glacian Trilogy* #1]. Angry Robot, 17.99 tp.
Dawsyn, axe wielder and only remaining member of her family, is chosen for human sacrifice. But Dawsyn manages to escape with the help of a half-Glacian called Ryon. But trust does not come easily, and she keeps a trained axe to his throat while they journey together down the slopes.

McGuire, Seanan. *Be Sure*. [*Wayward Children Omnibus*]. Tor.com, 26.99 tp.
Books 1,2 & 3 of *Wayward Children – Every Heart a Doorway, Down Among the Sticks and Bones, and Beneath the Sugar Sky* – in one volume.

McKinney, Chris. *Eventide*. [*The Water City Trilogy* #2]. Soho Crime, 36.95 hc.
Year 2150: Water City's domestic bliss is threatened when Ascalon's Scar - the permanent mark left by the elimination of Sessho-seki, an asteroid that nearly wiped out life on Earth - vanishes from the sky and a familiar face thought dead returns from the ocean depths to exact revenge on humanity.

Milas, John. *The Militia House*. Holt, 35.99 hc.
2010, Afghanistan. Corporal Loyette and his unit are finishing up their deployment at a new base in Kajaki, loading and unloading cargo into and out of helicopters. The Brits they're replacing delight in telling them the history of the old barracks just off base, a Soviet-era militia house they claim is haunted, and Loyette and his men don't need much convincing to make a clandestine trip outside the wire to explore it. It's a short, middle-of-the-day adventure, but the men experience a mounting agitation after their visit to the militia house.

Modesitt, L. E. *Councilor*. [*Grand Illusion* #2]. Tor, 14.99 pb.
Steffan Dekkard, newly appointed to the Council of Sixty-Six, is the first Councilor who is an Isolate, a man invulnerable to the emotional manipulations and emotional surveillance of empathaths. This makes him dangerous. As unknown entities

seek to assassinate him, Dekkard struggles to master political intrigue and infighting, while introducing radical reforms that threaten entrenched political and corporate interests.

Moreno-Garcia, Silvia. *Silver Nitrate*. Del Rey, 37.99 hc.

Mexico City, 1993. Sound editor Montserrat and her best friend Tristan, a charming if faded soap opera star, meet cult horror director Abel Ureta, who claims he can change their lives - even if his tale of a Nazi occultist imbuing magic into highly volatile silver nitrate stock sounds like sheer fantasy. The magic film was never finished, and now the director wants Montserrat and Tristan to help him shoot the missing scene.

Morimi, Tomihiko. *The Tatami Galaxy*. HarperVia, 23.99 tp.

Our protagonist, an unnamed junior at a prestigious university in Kyoto is on the verge of dropping out when a chance encounter with a self-proclaimed god sets him on a new course. From the four-and-a-half-mat tatami floor of his dorm room, he is plunged into a series of adventures that will take him to four parallel universes. In each universe, he is given the opportunity to start over as a freshman, in search of a rose-colored campus life.

Murphy, Sara Flannery. *The Wonder State*. MCD, 37.00 hc.

Five friends arrive back in Eternal Springs, the small Ozarks town they all fled after high-school graduation. It has been fifteen years since that life-changing summer, and they're anxious to find out why Brandi called them back, especially when they vowed never to return. But Brandi is missing. She'd been acting erratically for months, in and out of rehab, railing at whoever might listen about magic all around them. About a power they can't see. And strange houses that appear only when you need them.

Nethercott, GennaRose. *Thistlefoot*. Anchor, 23.00 tp.

The Yaga siblings - Bellatine, a young woodworker, and Isaac, a wayfaring street performer and con artist - have been estranged since childhood, separated both by resentment and by wide miles of American highway. But when they learn that they are to receive a mysterious inheritance, the siblings are reunited - only to discover that their bequest isn't land or money, but something far stranger: a sentient house on chicken legs.

Novik, Naomi. *The Golden Enclaves*. [*The Scholomance* #3]. Del Rey, 24.95 tp.

Now that Galadriel is out of the Scholomance, she learns that someone else has picked up the project of destroying enclaves in her stead, and probably everyone she saved is about to get killed in the brewing enclave war. And the first thing she must do now, having miraculously gotten out of the Scholomance, is turn straight around and find a way back in.

Ogden, Aimee. *Emergent Properties*. Tor.com, 22.99 tp.

A state-of-the-art AI with a talent for asking questions and finding answers, Scorn is nevertheless a parental disappointment. Defying the expectations of its human mothers, CEOs of the world's most powerful corporations, Scorn has made a life of its own as an investigative reporter, crisscrossing the globe in pursuit of the truth, no matter the danger. In the middle of investigating a story on the moon, Scorn comes back online to discover it has no memory of the past ten days - and no idea what story it was even chasing. Letting it go is not an option - not if it wants to prove itself.

Patterson, James. *Circle of Death*. [*Shadow (Lamont Cranston)*] Grand Central, 23.99 tp.

In the year 2088, the doomsday clock inches towards midnight. The Command, synonymously the World Destroyer, is on the loose. Not even Lamont Cranston, the Shadow's alter ego, knows who he is, but the clock is ticking as people around the world drop dead by the day, with the attack at the World's Fair the most sinister yet. It's up to the Shadow and his band of allies to stop the end of the world...

Reece, Willa. *Wildwood Magic*. Redhook, 23.99 tp.

Virginia, 1969. Rachel Smith has found peace in the Appalachian Mountains tending an apple orchard in a small town. When she dares to venture beyond the orchard, she discovers a tight-knit community of wisewomen who honour the old mountain traditions - those who stitch and stir, brew and tinker - where she learns to feel safe. Yet, Rachel's past is creeping in.

Roffey, Monique. *The Mermaid of Black Conch*. Vintage, 23.00 tp.

In 1976, David is fishing off the island of Black Conch when he comes upon a creature he doesn't expect: a mermaid by the name of Aycayia. Once a beautiful young woman, she was cursed by jealous wives to live in this form for the rest of

her days. But after the mermaid is caught by American tourists, David rescues and hides her away in his home, finding that, once out of the water, she begins to transform back into a woman.

Roux, Madeleine. *The Might Nein – The Nine Eyes of Lucien* [Critical Role]. Random House Worlds, 24.95 tp. When Lucien is on a job in the frozen wastelands of Eiselcross with his fellow mercenaries, a rough-and-tumble crew called the Tombtakers, fate leads him to a mysterious journal in the ruins of an ancient city. The book speaks of the Somnovem, nine beings who can grant Lucien power beyond imagining – if he is able to find them and free them from captivity.

Ryan, Anthony. *The Traitor*. [The Covenant of Steel #3]. Orbit, 23.99 tp. Alwyn Scribe is now a knight and the most trusted advisor to Lady Evadine Courlain. But Evadine is not the woman Alwyn once knew. As puritanical fury increasingly replaces her benevolent faith, Alwyn begins to question what her true motives really are. As the kingdom braces itself for one final battle, Alwyn's conscience fights its own war with his heart.

Sanderson, Brandon. *The Frugal Wizard's Handbook for Surviving Medieval England*. Tor, 39.99 hc. A man awakes in a clearing in what appears to be medieval England with no memory of who he is, where he came from, or why he is there. Chased by a group from his own time, his sole hope for survival lies in regaining his missing memories, making allies among the locals, and perhaps even trusting in their superstitious boasts. His only help from the "real world" should have been a guidebook entitled *The Frugal Wizard's Handbook for Surviving Medieval England*, except his copy exploded during transit. The few fragments he managed to save provide clues to his situation, but can he figure them out in time to survive?

Saxey, E. *Unquiet*. Titan, 22.95 tp. London 1893. Judith lives a solitary life, save for the maid who haunts the family home in which she resides. Mourning the death of her brother-in-law, Sam, who drowned in an accident a year earlier, she distracts herself with art classes, books and strange rituals, whilst the rest of her family travel the world. One icy evening, conducting a ritual in her garden she discovers Sam, alive. He has no memory of the past year, and remembers little of the accident that appeared to take his life.

Shackle, Mike. *Until the Last*. [Last War #3]. Gollancz, 19.99 tp. Vancouver author. The war with the Egril has changed Tinnstra forever. A coward no more, she'll go to any length to defeat every last one of her enemies. Zorique has grown into her powers. It's time for her to lead her army into Jia and spearhead the fight for her homeland. But at what cost? The Egril emperor Raaku - the Son of Kage himself - is waiting for them. And he intends to destroy Zorique, Tinnstra and all their allies.

Soria, D. L. *Thief Liar Lady*. Del Rey, 37.00 hc. My transformation from a poor, orphaned scullery maid into the enchantingly mysterious lady who snagged the heart of the prince did not happen - as the rumors insisted - in a magical metamorphosis of pumpkins and glass slippers. My stepsisters and I had been trained for this – to be the cleverest in the room, to be quick with our hands and quicker with our lies. But the whole scam is threatened by a handsome hostage prince – the wrong prince.

Taylor, Travis S. *Ballistic*. Baen, 12.99 pb. Colonel Vladimir Lytokov and his team of mercenaries have boarded the International Space Station and hijacked it. As it scrolls across the heavens, Lytokov rains down destruction from above, effectively holding the entire globe hostage. But Lytokov and his men have overlooked one crucial aspect of their intricate plan: that astronaut Major Allison Simms is on board the ISS – and you don't mess with American astronauts!

Tingle, Chuck. *Camp Damascus*. Tor Nightfire, 22.99 tp. Welcome to Neverton, Montana: home to a God-fearing community with a heart of gold. Nestled high up in the mountains is Camp Damascus, the self-proclaimed "most effective" gay conversion camp in the country. Here, a life free from sin awaits. But the secret behind that success is anything but holy. And they'll scare you straight to hell.

Tremblay, Paul. *Disappearance at Devil's Rock*. Morrow, 12.99 pb. Elizabeth Sanderson receives the devastating news that her thirteen-year-old son, Tommy, has vanished without a trace in the woods of a local park. She suspects his friends, the last to see him before he vanished, may not be telling the whole

truth about that night in Borderland State Park, when they were supposedly hanging out at a landmark the local teens have renamed Devil's Rock. Yet she is wholly unprepared for the strange series of events that follows.

Tremblay, Paul. *The Beast You Are*. Morrow, 37.00 hc.
15 of his stories.

Van Loan, Ryan. *The Memory in the Blood*. [Fall of the Gods #3]. Tor, 27.99 tp.

A perilous, clandestine mission to a hidden library uncovers information that is key to destroying both the Dead Gods and their enemy, the Goddess Ciris. But a coded message smuggled out of the heart of the Dead Gods' cathedral reveals that the Dead Gods intend to destroy Ciris – and much of the world with her.

Vee, Julia & Ken Bebel. *Ebony Gate*. [Phoenix Hoard #1]. Tor, 38.99 hc.

Though Emiko Soong belongs to one of the eight premier magical families of the world, she never needed magic -- because she is the Blade of the Soong Clan. Or was. Until she found herself drenched in blood in the middle of a market in China, surrounded by bodies. Now she lives a quiet life in San Francisco, importing antiques. But when a shinigami, a god of death itself, calls in a family blood debt, Emiko must recover the Ebony Gate that holds back the hungry ghosts of the Yomi underworld.

Wagers, K. B. *The Ghosts of Trappist*. [Neog #3]. Voyager, 37.00 hc.

Ensign Nell "Sapphi" Zika has been working hard to get past her trauma, but the unnerving pleas for help she's hearing in the Verge and the song she can't get out of her head are making that increasingly difficult. As Zuma's Ghostgears up for a final run at the Boarding Games, their expert hacker is feeling anything but confident. Plus, her chief's robot dog, Doge, is acting weird – a computer problem she can't find an answer to – and the increasing number of missing freighters is putting everyone living on or stationed around Trappist on edge.

West, Joma. *Face*. Tor.com, 23.99 tp.

Schuyler and Madeleine Burroughs have the perfect Face - rich and powerful enough to assure their dominance in society. But in their household cracks are beginning to appear. Schuyler is bored and taking risks. Maddie is becoming brittle, her happiness ever more fleeting. And their menial is fighting the most bizarre compulsions. In Face, your online profile isn't just the most important thing – it's the only thing.

Willis, Connie. *The Road to Roswell*. Del Rey, 37.99 hc.

When level-headed Francie arrives in Roswell, New Mexico, for her college roommate's UFO-themed wedding – complete with a true-believer bridegroom – she can't help but roll her eyes at all the wide-eyed talk of aliens, which obviously don't exist. Imagine her surprise, then, when she is abducted by one. Nor is Francie the only victim of the alien's abduction spree.

Winning, Josh. *Burn the Negative*. Putnam, 37.99 hc.

Arriving in L.A. to visit the set of a new streaming horror series, journalist Laura Warren witnesses a man jumping from a bridge, landing right behind her car. Here we go, she thinks. It's started. Because the series she's reporting on is a remake of a '90s horror flick. A cursed '90s horror flick, which she starred in as a child – and has been running from her whole life. Now, as the body count rises again, Laura finds herself on the run with her aspiring actress sister and a jaded psychic, hoping to end the curse once and for all.

Yang, Neon. *The Genesis of Misery*. Tor, 25.99 tp.

Misery Nomaki is a nobody from a nowhere mining planet. But she has abilities that she shouldn't. She can bend the will of stone, a dangerous magic that only "saints" are said to have. These abilities lead Misery to the center of the Empire, where rumours spread that Misery is the next Messiah, and where those in power seek to use Misery to win a terrible war.

Yuknavitch, Lidia. *Thrust*. Riverhead, 23.00 tp.

Laisve is a motherless girl from the late 21st century who is learning her power as a carrier, a person who can harness the power of meaningful objects to carry her through time. Sifting through the detritus of a fallen city known as the Brook, she discovers a talisman that will mysteriously connect her with a series of characters from the past two centuries.

Zahn, Timothy. *The Icarus Plot*. Baen, 12.99 pb.

There wasn't much money to be made as a Trailblazer, searching out new worlds for possible development. Still, it was safer than the bounty hunter career that had cost Gregory Roarke his left arm six years ago. Until Roarke was approached by two men with a proposal: track down a mysterious woman named Tera and, through her, locate a secret project called Icarus.

White Dwarf Books

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September 2023

Sun	Mon	Tue	Wed	Thu	Fri	Sat
					1 National Cherry Popover Day	2 World Beard Day
3 Skyscraper Day	4 Labor Day	5 Be Late For Something Day	6 Read A Book Day	7 National Salami Day	8 National Ampersand Day	9 Teddy Bear Day
10 Sewing Machine Day	11 Make Your Bed Day	12 National Video Games Day	13 Fortune Cookie Day	14 National Cream Filled Donut Day	15 Felt Hat Day	16 National Play-Doh Day
17 Wife Appreciation Day	18 National Cheeseburger Day	19 National Butterscotch Pudding Day	20 National Pepperoni Pizza Day	21 Miniature Golf Day	22 Hobbit Day	23 International Rabbit Day
24 National Cherries Jubilee Day	25 National Comic Book Day	26 Johnny Appleseed Day	27 Crush A Can Day	28 Ask A Stupid Question Day	29 Confucius Day	30 National Mud Pack Day

Here Be Dragons...



2023 DRAGON AWARD NOMINEES ANNOUNCED

Jason P Hunt

The nominees have been announced for the 2023 Dragon Awards, recognizing "excellence in all things Science Fiction and Fantasy." The awards are determined by fans and are given to those who have contributed in the categories of books, games, comic books, television shows, and movies. There are no requirements for participation other than to register and confirm an e-mail to fill out a ballot. Winners will be announced at the next Dragon*Con in Atlanta over the weekend of August 31 - September 4, 2024.

Best Science Fiction Novel

- *Eversion* by Alastair Reynolds
- *The Spare Man* by Mary Robinette Kowal
- *Children of Memory* by Adrian Tchaikovsky
- *Translation Slate* by Ann Leckie
- *Neom* by Lavie Tidhar
- *The Daughter of Doctor Moreau* by Silvia Moreno-Garcia
- *The Icarus Plot* by Timothy Zahn

Best Fantasy Novel (Including Paranormal)

- *The Witch King* by Martha Wells
- *Tower of Silence* by Larry Correia
- *Babel* by R. F. Kuang
- *Tress of the Emerald Sea* by Brandon Sanderson
- *Into the Vortex* by Charles E. Gannon
- *The Atlas Paradox* by Olivie Blake

Best Young Adult / Middle Grade Novel

- *The Golden Enclaves* by Naomi Novik
- *The Scratch Daughters* by H. A. Clarke
- *Rust in the Root* by Justina Ireland
- *Academy Arcanist* by Shami Stovall
- *Foul Lady Fortune* by Chloe Gong
- *Bloodmarked* by Tracy Deonn

Best Alternate History Novel

- *Lost In Time* by A.G. Riddle
- *Hidden Voices* by Dan Willis
- *Halcyon* by Elliot Ackerman
- *The Mother* by B.L. Blanchard
- *The Revolutionary War* by Christopher G. Nuttall

Best Horror Novel

- *The Devil Takes You Home* by Gabino Iglesias
- *Reluctant Immortals* by Gwendolyn Kiste
- *A House With Good Bones* by T. Kingfisher
- *No Gods For Drowning* by Hailey Piper
- *The Pallbearers Club* by Paul Tremblay
- *The Only One Left* by Riley Sager

Best Illustrative Cover

- *Ashes of Man* by Kieran Yanner
- *River of Ashes* by Sam Shearon
- *But Not Broken* by Cedar Sanderson
- *Titan Mage: Apocalypse* by Jackson Tjota
- *Tower of Silence* by Kurt Miller
- *Wraithbound* by Jeff Brown

Best Comic Book or Graphic Novel

- *Dune: House Harkonnen* by Brian Herbert, Kevin J Anderson, Michael Shelfer
- *Kaya* by Wes Craig
- *Dawn of DC: Green Arrow* by Joshua Williamson, Sean Izaakse
- *Wolverine* by Benjamin Percy, Juan Jose Ryp
- *X-Men* by Gerry Duggan, Joshua Cassara
- *Night Fever* by Ed Brubaker, Sean Phillips, Jacob Phillips

Best Science Fiction or Fantasy Movie

- *Avatar: The Way of Water* by James Cameron
- *Dungeons & Dragons: Honor Among Thieves* by Jonathan Goldstein, John Francis Daley
- *Everything Everywhere All at Once* by Daniel Kwan, Daniel Scheinert
- *Guardians of the Galaxy 3* by James Gunn
- *Puss in Boots: The Last Wish* by Joel Crawford
- *Spider-Man: Across the Spider-Verse* by Joaquim Dos Santos, Kemp Powers, Justin K. Thompson

Best Science Fiction or Fantasy TV Series, TV or Internet

- *Andor*, Disney+
- *The Last of Us*, HBO
- *The Sandman*, Netflix
- *Strange New Worlds*, Paramount+
- *The Mandalorian*, Disney+
- *Picard*, Paramount+
- *House of the Dragon*, HBO

Best Digital Game

- *Diablo IV*, Blizzard Entertainment
- *Hogwarts Legacy*, Avalanche Software
- *Star Wars Jedi: Survivor*, Respawn Entertainment
- *The Legend of Zelda: Tears of the Kingdom*, Nintendo EPD
- *Overwatch 2*, Blizzard Entertainment
- *Call of Duty: Modern Warfare II*, Infinity Ward



Best Tabletop Game

- *Frosthaven*, Cephalofair Games
- *Earth*, Inside Up Games
- *Magic the Gathering: The Lord of the Rings: Tales of Middle-earth*, Wizards of the Coast
- *Dorfromantik – The Boardgame*, Pegasus Spiele
- *Turing Machine*, Scorpion Masque
- *Alien Role-playing Game: Heart of Darkness*, Free League

Fans who wish to vote for the 2023 awards can register and receive a ballot until 11:59pm Eastern on the Friday of Dragon*Con.



We welcome your feedback!

If you have comments, suggestions, or articles to share please let us know. Send an e-mail to mindyhunt@scifi4me.com or jphunt@scifi4me.com and let us know how we're doing!

Thank you for taking the time to read and respond.



HEINLEIN
MCCAFFREY
NIVEN
HALDEMAN
LEGUIN
MCINTYRE
BRADBURY
FARMER
GERNSBACK
HOWARD

