

**OVERSIZED**

**EDITION!**

# Fan Activity



# Gazette

News of Fen of Interest to All Fen

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Contributions  
welcome.

## *From the Editor:*

There's a convention you want to attend in town. You start to plan the trip. Your crew has the weekend off and will join you. You decide to do a team effort cosplay. Your favorite actor happens to be a guest. It's going to rock.

You need to start putting the money aside and go to look at the prices to get into the convention.

Your jaw drops. The prices have really gone up from the last time you went. You had expected this but not this much.

What do you do? You can go the one day your favorite actor will be there. But do you find a way to save extra money to be able to get their signature or the photo op? What about all the cool merch and food? Food you can bring in a backpack but merch?

With the prices of conventions these days what is your threshold? Do you pay just to get in and enjoy the experience or if you can't have the full experience just don't go? We know that running a convention can be costly and they need to make money for the next year.

So, what are you willing to pay?

~ *Mindy*

## *And...*

You'll notice this is an extra-large edition. We had a lot of material come over the transom all at once, which is a good problem to have! We're especially looking for field reports from the many conventions that happen around the world. Send us yours!

~ *Jason*

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## *The Skylark of Space* Changes the Course of STF History

### Robert Jennings



The August 1928 issue of *Amazing Stories* featured a startling cover by Frank R. Paul illustrating part one of a new science fiction adventure written by Edward Everett Smith and Lee Hawkins Garby titled “The Skylark of Space”. Serialized over three issues in *Amazing Stories*, this novel exploded on the science fiction world and immediately changed the course of the entire science fiction genre. It was one of the very first intergalactic space adventures, while the handling the story, featuring heroic protagonists and thoroughly despicable villains, with alien races, super scientific discovers and fantastic futuristic machines made “The Skylark of Space” the world’s first space opera epic. In the decades that followed hundreds of stf writers mined the mother lode of space going high adventure that Skylark had developed.

The editors at *Amazing Stories* knew they had a good thing. Hugo Gernsback gushed in a side-bar on the first page of the story---

*Perhaps it is a bit unethical and unusual for editors to voice their opinion of their own wares, but when such a story as "The Skylark of Space" comes along, we just feel as if we must shout from the housetops that this is the greatest interplanetarian and space flying story that has appeared this year. Indeed, it probably will rank as one of the great space flying stories for many years to come. The story is chock full, not only of excellent science, but woven through it there is also that very rare element, love and romance. This element in an interplanetarian story is often apt to be foolish, but it does not seem so in this particular story.*

Reader reaction was even more enthusiastic. The novel was hailed as a masterpiece of science fiction adventure, and even before the final chapters appeared in the October issue, readers were writing in demanding a sequel.

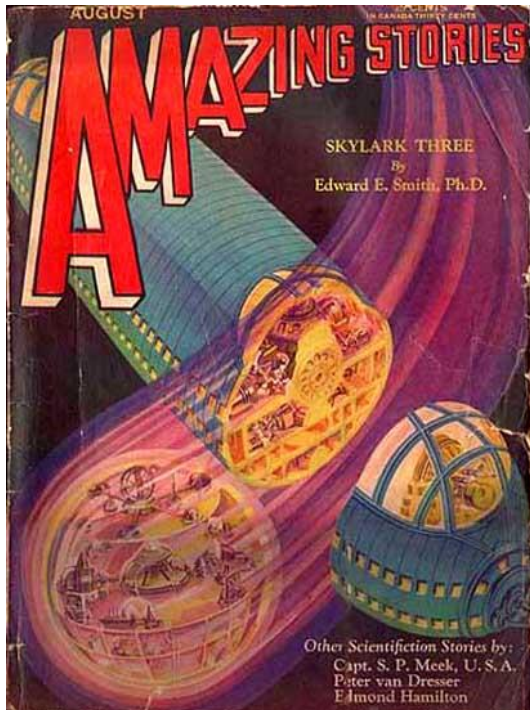
It is easy for modern readers to become blasé about pivotal early works in the science fiction field, but when science fiction was new to the world during the early part of the 20<sup>th</sup> century, innovations, particularly unexpected innovations of epic proportions hit the genre like a thunderbolt, and “The Skylark of Space” left an indelible and eternally influential impact. It was not only one of the first full-fledged interplanetary space adventure stories ever published, it was the very first space opera tale ever published.

The story started with a bang, literally. Our hero, Richard Seaton, a dedicated government research chemist, has just electrolyzed his solution for element X, a totally unknown metal, in a copper steam-bath, when there is a sudden violent jolt as the beaker with the solution is ripped out of his hands, and the whole thing, beaker, element X and all, smash thru the flasks, bottles and material on his work bench, flash out the open window, and vanish into the heavens at fantastic speed, also apparently unaffected by the forces of Earth’s gravity.

Seaton figures that the unique X metal has somehow reacted to free the vast amount of atomic energy in the copper in the solution. He tries to explain it to colleagues, but no one believes him, and an effort to recreate the experiment the following day in front of witnesses flops. Seaton’s claims are dismissed as crackpot nonsense, with his friends suggesting that he might be becoming delusional from nervous over work.



But one person does not ridicule Seaton's discovery. Marc "Blackie" DuQuesne is certain Seaton has found a way to unleash, and control full atomic power. A scoundrel and a criminal, DuQuesne tries to interest a shady pal who heads a ruthless corporation of the potential profit to be made from the discovery, but it takes an explosion and the death of one of their own scientists before they will believe, and are willing to accept DuQuesne's extravagant financial demands.



Seaton and his financial backer Martin Crane decide to build a spaceship. Skulduggery ensues. DuQuesne steals Seaton's spaceship plans, builds his own and kidnaps Seaton's sweetheart in an effort to secure the secret of X and the way to unleash atomic power. Seaton's spaceship is named *The Skylark*. The chase after DuQuesne takes them to the far reaches of the galaxy, encounters with alien beings of bizarre types, with incredible dangers and treachery of every sort in a wild mile-a-second adventure in the far reaches of deep space.

Edward E. Smith wrote the story between 1915 and 1920, after discussing the concept of interplanetary travel one evening with his wife and close friends Dr. Carl Garby and Lee Hawkins Garby. It was suggested that Smith turn his ideas into a novel, but Smith felt a full-length treatment would need some kind of romantic interest, and he didn't believe he could write romance style fiction. Lee Hawkins Garby agreed to handle the romance part of the story, and Smith started writing. He was working on his Master's degree in chemistry, which took up more and more of his time. The writing was mostly abandoned by the end of 1916 but when Smith got his master's degree in 1917, and finished his PhD in 1918 with a focus on food engineering, he decided to finish up the story.

Employed by a large flour mill as a chief chemist working on donut mixes, he was able to finish the book in early 1920. He then sent the story to every book publisher and magazine he could think of, all of which rejected the novel out of hand. He got an encouraging letter from Robert Davis, editor of the pulp magazine *Argosy*, who said he liked the story personally, but considered it too "far out" for his magazine's readers.

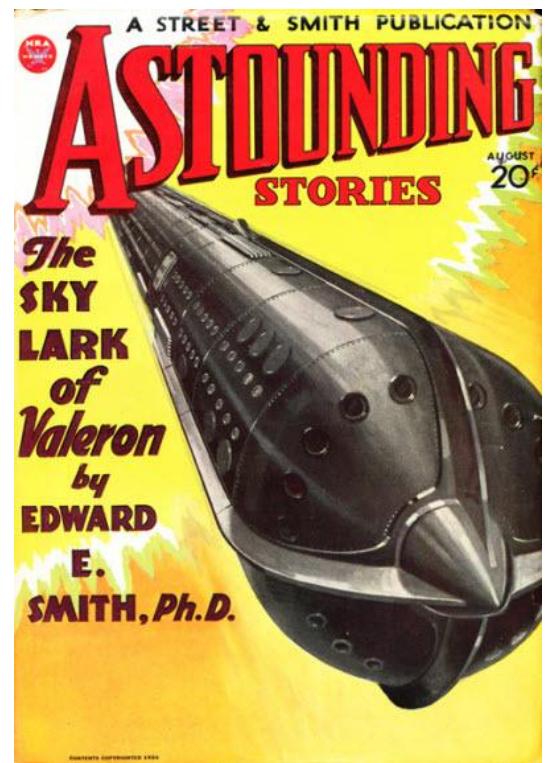
It wasn't until 1927 when Smith encountered a copy of *Amazing Stories* on the newsstands that he decided to submit it one last time to this new market. *Amazing's* editor T. O'Connor Sloane accepted the story immediately. The initial payment was to be \$75, then raised to \$125. Ironically, the \$125 did not even cover the postage costs Smith had incurred during the time he had been trying to sell the story after it was completed in 1920.

Reader response was immediate and wildly enthusiastic. Sloane contacted Smith just after the second installment of the serial hit the newsstands asking for a sequel. Smith was happy to comply.

Ms. Garby's husband had died in 1928 and she was not interested in working on the new story, so Smith wrote it alone, and he wrote it fast. The sequel, titled "Skylark Three" was serialized beginning with the August 1930 issue of *Amazing*. For this story Smith was paid ¾ a cent per word, a fifty percent increase over *Amazing's* usual half cent a word rate.

This was followed by "The Spacehounds of IPC" in the fall of 1930. "Spacehounds" was set in a completely different universe, and was an effort by Smith to shed most of the wildly implausible pseudo-scientific inventions and suppositions he had injected into the Skylark series.

Harry Bates, the editor of *Astounding Stories*, contacted him to write stories for *Astounding*. *Astounding* paid two cents per word, on acceptance. Smith sent him "Triplanetary", but Clayton Magazines,



publishers of *Astounding*, went bankrupt. Smith sent it to *Wonder Stories*, where it was rejected by young editor Charles D. Horing (who later bragged about rejecting a Smith space epic).

*Astounding* was bought by Street & Smith, and the new editor F. Orlin Tremaine immediately contacted Smith about “Triplanetary” only to learn that Smith had sold it to *Amazing Stories* at half a cent per word. “Triplanetary” was serialized beginning in the January 1934 issue of *Amazing*.

Smith felt he had gone as far as he could with the Skylarkers, but Tremaine pressured Smith to do a third Skylark novel, something to wrap up the series. “Skylark Of Valeron” was serialized in *Astounding* in seven short parts beginning with the August 1934 issue.

The readers loved the new adventure and kept demanding yet another Skylark novel, but it would be thirty–five years before Smith complied. *Skylark DuQuesne* was written in 1964 and published in 1965 as a Pyramid paperback book a few months after his death in 1965 at age 75. In this story DuQusne has reformed and becomes a partner with Seaton to thwart an attempted intergalactic genocide.



Despite its impact on the world of science fiction, and the wildly enthusiastic reader response that “The Skylark of Space” and its sequels received, the novel was not released in hardback form until 1946, by Buffalo Books, a small, fan supported company. William F. Crawford, a fan who published semi-pro stf magazines and reprinted stf books in various formats had proposed putting out a Skylark hardback in 1935, but like a good many of Crawford’s ideas, nothing came of that.

The Buffalo Book Company was a convoluted enterprise original founded by Donald Grant, Kenneth Krueger, and (probably) Thomas G. Hadley. The goal was to publish *The Time Stream* by John Taine, and *The Skylark of Space*. Both volumes were released in 1946. The books were indifferently put together, the typeface was clunky, and the art was definitely amateurish. The dust jacket was only a two-color overprint. Despite this, sales of *Skylark* were sufficient for a nearly complete sell-thru, mostly orders from individual fans contacted by direct mail solicitation.

Hadley, with the help and advise of Lloyd Arthur Eshbach, formed The Hadley Publishing company, which issued four science fiction novels, including *Skylark*, which was reset from the Buffalo Books edition. *Skylark* sold thru, the others did not.

After this, Eshbach formed Fantasy Press, and for about ten years Fantasy Press was one of the most successful of the specialty science fiction/fantasy publishing houses. The very first writer Eshbach contacted was “Doc” Smith, with an offer to put all his novels into

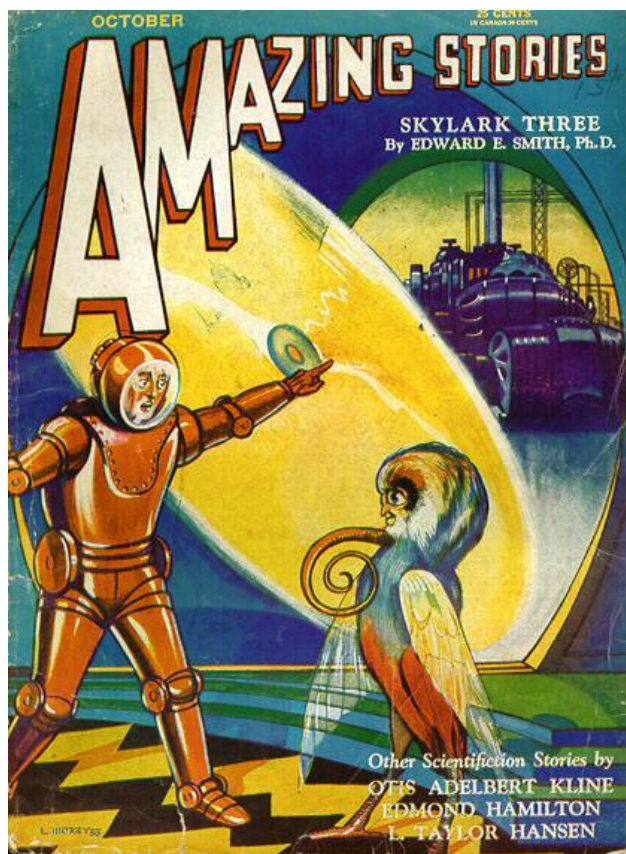
hardback. Smith was very agreeable to this, and over the course of its existence almost all the science fiction novels Smith wrote and one non-fiction book were published by Fantasy Press. In his memoirs Eshbach related that all of the E.E. Smith books sold very well, but sales of the other titles the company produced were erratic.

Another complicating factor in the Skylark odyssey, and in the publication of Smith’s other novels, was his interest in reviving and adjusting the stories so they would be more internally consistent with the total universe and the overlapping story plot each series involved. This effort continued even when paperback editions were published in the 1950s and 60s. Smith was not the most polished author, and even his later work on into the 1960s showed a simplistic and sometimes crude writing style.

This constant tinkering with the stories means that many editions of the Skylark stories have differences, sometimes substantial differences, from the works as they were originally published as magazine serials.

Despite this, and despite many of the totally unrealistic pseudo-scientific concepts and inventions injected in the plot, “The Skylark of Space” itself still has the power to entertain and hold reader interest. E.E. Smith was a natural story teller. His characters were always larger than life, the adventures were always beyond fantastic, they were the ultimate in fast moving super science.





Legions of science fiction writers who came afterwards admired his stories and admitted that they had been directly influenced by his tales. Every time any of “Doc” Smith’s stories are rereleased in any format, they always sell, and sell well, Today you can read the original serialized magazine versions on Project Gutenberg or other free internet sites, or you can buy digital copies, or hardbacks, or paperbacks, even audio book editions of all his stories from on-line book sellers such as Amazon and Barnes & Noble, demonstrating yet again the near universal appeal his stories have even with today’s more sophisticated audience. And it started with “The Skylark of Space”, the very first super-science space opera.

*Bob Jennings has been involved in fandom since the late 1950s, and is one of the original founding members of comics fandom, founding the SFPA and publishing hundreds of fanzines. From 1979 to 2000, Bob ran a science fiction/comics/game store, which is now all mail order. He’s currently at work to develop a device that will zap robo-callers and internet spammers.*



## New Movies in August

[H = horror, F = fantasy, SF = sci-fi, T = thriller, A = animated, D = documentary] \*limited release \*\*re-release

### August 2

*Trap* (H) ~ *Harold and the Purple Crayon* (F) ~ *Experiment 77* (T)

### August 9

*Borderlands* (SF) ~ *Cuckoo* (H)

### August 16

*Alien: Romulus* (H/SF) ~ *Ryan’s World The Movie: Titan Universe Adventure* (A)

### August 21

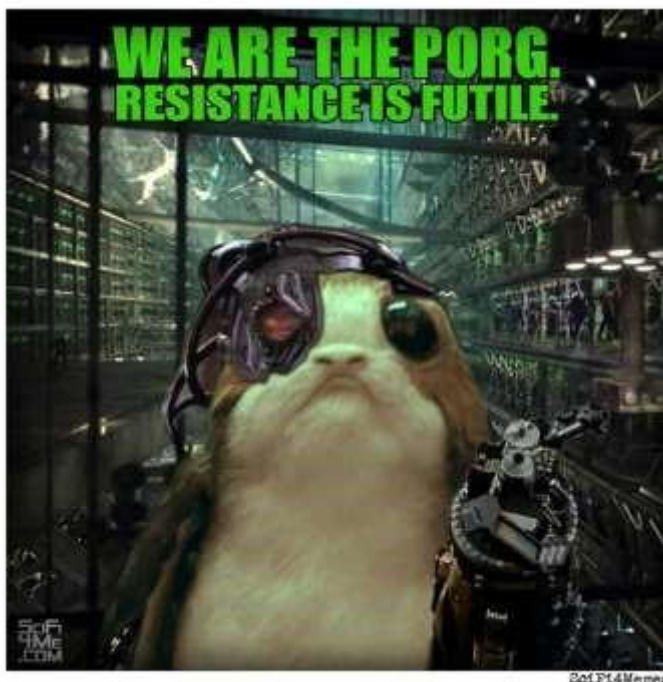
*Stream* (H)

### August 23

*The Crow* (F) ~ *Blink Twice* (T) ~ *Strange Darling* (H) ~ *Slingshot* (SF)

### August 30

*AfrAid* (H) ~ *Dollhouse* (H) ~ *The Wasp\** (T)



## LETTERS

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Dear Mindy:

There's a thunderstorm outside right now, so I am typing this up on my tablet, and will send it to my Bell account. This is on Vol. 4, No. 1 of *FanActivity Gazette*, but I think No. 2 will be along shortly. Let's see what happens...

The idea of a Convention Corner feature...I think this would be useful for finding conventions in your area, especially with them (in some areas) a decimated because of the pandemic. For something the size of the whole of the US, such a list might require a publication of its own.

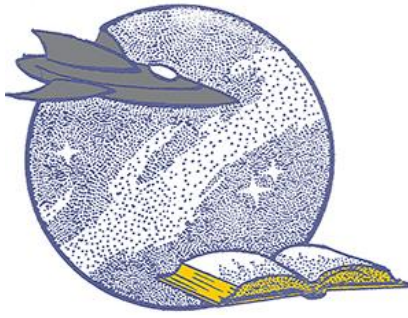
A great essay on Stanley Weinbaum...I did not know that he'd only been in the SF field for only a year and a half before he died. Not much time, but so much impact on SF&F.

My loc...we are getting ready to drive down to the NASFiC in Buffalo, about a month away as I write. I never saw *The Rings of Power*...was that an LotR-based series on a streaming service? We don't subscribe to any of them, so I wouldn't have seen it. I am not convinced about this LotR movie, so I will wait for some reviews. Yes, I am quite picky, and have serious doubts about any unauthorized additions to the Tolkien canon.

Down from soapbox, and do the winding up thing. Thanks for this issue, and I must check to see if more have arrived. See you soon.

Yours, Lloyd Penney.





# FANAC Fan History Project Newsletter 23

## June 20, 2024

**News! News! News! Half a Million Fan Pages!**

FANAC.org now has reached over **half a million pages** of fan publications! (And that’s one reason why this newsletter is later than we had planned.) You can see the gory details in the “By the Numbers” section of the newsletter, with all the facts and figures.

**Unexpected donations (too many dead friends):** If you’ve been following the “What’s New” section of the website, you may have noticed that there are a number of zines scanned from the collections of fans that have passed away. It’s an awful way to get these scans, but keeping the zines alive (meaning accessible) in some sense honors the lives of those dead friends.

In the past you’ve seen scans from the collections of Bruce Pelz, Ed Meskys, the Moffatts and others. Most recently, we’ve had fanzines from the collections of Steve Miller, Denny Lien and Merv Binns. Many thanks to those that thought of FANAC as a fitting destination for those pubs – Sharon Miller, Matt Strait and Perry Middlemiss, among them.

**Zoom series:** First, **thank you** to all of you who nominated the FANAC FanHistory Zoom series for a Fancast Hugo. We didn’t make the final ballot, but it is wonderful to know that many people think highly of our Zooms. We are getting ready for the next Zoom “season”, with three sessions already confirmed. Details can be found later in the newsletter.

**FANAC International:** The FANAC archive is the product of many hands, not all of them in the United States. Read on for Mark Plummer’s piece on how he came to be documenting early UK fandom in Fancyclopedia and for Perry Middlemiss’s article on preserving Fan History in Australia.

### Mark Plummer on Fancyclopedia

As a long-time user of Fancyclopedia I was aware of its strengths but also its weaknesses. I would find information that was missing or that I knew was wrong -- I first learned of my own marriage in its pages -- but didn't take the next step of thinking, 'But I could fix that.'

People kept telling me that I needed a retirement plan and so on retiring part of that plan became contributing to Fancyclopedia. The actual mechanisms of that are reasonably straightforward and Mark Olson has always been very responsive to my queries when I can't work it out, as well as being tolerant of my frequent requests to delete pages because I've misspelled the titles.

My specialist subject is UK fandom and my current objective is to make sure there's a page for every known attendee of every UK convention before the Whitcon of 1948, the first of our Eastercons. That's about 92 people across eight conventions. The big learning point has been that I thought I knew this stuff and it turns out that I don't, so it's a voyage of discovery. There's a lot of information out there about some of these people and virtually nothing about others, and some of the lesser known names often turn out to be among the more interesting. And there's always new details to find. It certainly helps having access to so many old fanzines at FANAC.org and Rob Hansen's detailed research into so many facets of UK fandom.





I've no idea how much of the stuff that I'm adding will ever be of interest or use to anybody else but the research is enjoyable work in itself. And who knows, maybe somebody else will chip in more information about the enigmatic Mr. Rookes of Axminster.

To see some of Mark's work, read the Fancyclopedia entry on "Conventions in the UK before 1948" or "Maurice Hanson". To add your knowledge to Fancyclopedia, see [https://fancyclopedia.org/How\\_to\\_Join](https://fancyclopedia.org/How_to_Join)

## FANAC at Corflu 41



The FANAC scanning activity at Corflu was, as is usual, very productive. Folks kindly brought in a wide variety of material, including some from the 1950s Hydra Club, a batch of *Canadian Fandom* issues and a large collection of Las Vegas area fanzines.

*Canadian Fandom* is a core fanzine for us to scan, and Murray Moore brought a full 15 issues that we were missing to Corflu 41. That was much appreciated, Murray. Thank you!

Thanks to the scanning station at Corflu, we now have a lot more Arnie Katz zines, and several years of APA-V. The material is slowly making its way to the website. APA-V was a themed APA, with a different subject selected every month. In a sense, the mailings are a collection of essays. Many of these zines are online now, with more to come.

Thanks to Nic Farey and the Corflu 41 committee for their hospitality at the con. We also want to thank Corflu 41 for awarding us (Joe Siclari and Edie Stern) the 2024 Lifetime Achievement FAAn award.

## Joe: More on APAs>

Since the last newsletter, we have added quite a few publications which were distributed through FAPA, SFPA, ANZAPA, and other APAs. We now have over 900 mailings from 18 APAs represented, each with at least one zine. Some mailings have much more than that available on the site. FAPA 100 is currently represented by 33 zines, totaling to 750 pages, with a stellar list of contributors including Ted White, Karen Anderson, Dick Eney, Dean Grennell, F.M. Busby and Lee Hoffman. The APA Mailings list is updated at least every month, so you can watch the APAs grow online, and see what's new.

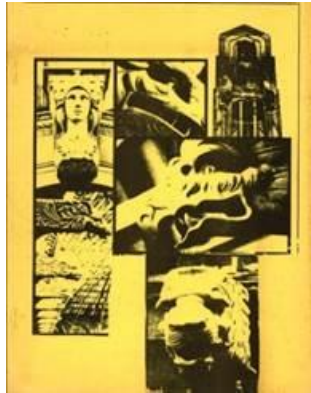
Of all the APAs, APA-F might have the highest percentage of pros writing natter. Many mailings in the 1960s had material by the NY Fanoclasts who were rapidly infiltrating the New York publishing scene - Ted White, Dave Van Arnam, Dick Lupoff, Steve Stiles, Andy Porter, and others contributed. It's often just natter but there was talent there, and the natter is often entertaining.

Apa45 required that contributors had to be born after 1945. It also required that every few issues, contributors had to submit a major zine. It rapidly became one of the more prolific apas. Luttrell's *Starling*, the Couchs' *Quark*, Montgomery's *Warlock*, Vardeman's *Sandworm* and more make it an APA worth delving into.





One of the APAs you may not be familiar with is “The Esoteric Order of Dagon” (EOD). EOD was generally a sercon APA focused primarily on Lovecraft and weird fiction. We only have a few zines identified with this APA on the site, but they are worth checking out: Ben Indick’s *Ibid* and J. Vernon Shea’s *Outre*.



Thanks to Sasha Dumontier, we have two issues of *Outre*. These are massive fanzines, with poetry, reviews, reprinted newspaper articles and the odd bits of lyrics for an unproduced musical. For the most part, these are quick reads, with a couple of meaty pieces. Worth sampling.

*Ibid* issues are more typically amateur material, fiction, columns and such. Ben Indick liked to publish his own fiction with Lovecraft featured, and pieces by others as well. He has interesting observations in issue 15 about A. Merritt. Jerry Collins art is featured as well. Issue 12 has a previously unpublished self-criticism piece by Lovecraft himself, written in 1929.

As we get approvals to put more material on line, expect a lot of good items to show up in these and the other APAs.

### Want More Frequent Updates?

If you want more frequent, and detailed updates, send a note to [FANAC-Updates+subscribe@groups.io](mailto:FANAC-Updates+subscribe@groups.io). We send twice a week updates with “What’s New” on the site.

### Joe Siclari: Outstanding Additions since the last newsletter

*Mental Marshmallow* is the first of the *Goojie Publications*. Edited by Miriam Dyches, later issues went out under the names of Miriam Carr and Miriam Knight. The *Mental Marshmallow* states it is “a one-shot type deal”, but another 5 were published over the next 5 years, including *Moor Park* (1958) and *Syzygy* (1959).

Miriam managed to keep an entertaining series of fanzines going, with all of them being different. The *Mental Marshmallow* bubbles with her joy in friends and fandom (and provides a good description of the party scene in southern California). There’s remarkably good narrative, and a distinct personality. One of the reasons I put Goojie Pubs on the “core scan list” is that so many fans said it was among their favorite fanzines.

Now almost forgotten, *Goojie Pubs* are worth digging into. Unfortunately, some of the issues are hard to read due to their reproduction, but at least we managed to save them, and now we have a complete set online. We welcome better copies for the ones that are fading. [https://www.fanac.org/fanzines/Goojie\\_Pubs/](https://www.fanac.org/fanzines/Goojie_Pubs/)

*Chanticleer*, published by Walt Leibscher from 1943-1946, was a unique zine. Walt was definitely a character, and you could tell just by looking at an issue that this zine was going to be different. Walt probably put more effort into a simple layout than any other fan. He used his typewriter to create art on almost every page, long before people did it with their computers. The layout is attractive and detailed, and distinctive enough so that no one else seriously tried to challenge it.

*Chanticleer* not only had a provocative look to the pages, but excellent contributors and a sense of humor. *Chanticleer* is a zine you really have to experience. Many thanks to Murray Moore for providing a copy of *Chanticleer 1* for us to scan and thereby allowing us to complete the run available on FANAC.org . <https://www.fanac.org/fanzines/Chanticleer/>



## Perry Middlemiss: AUSTRALIAN CHAPTER – FANAC Report May 2024



The biggest news in some years regarding Australian Fannish history is the recent publication of *Proud and Lonely : A History of Science Fiction Fandom in Australia : Part One: 1936 to 1961* by Leigh Edmonds. Part Two will cover the period from 1961 up to 1975 and Aussiecon, the first World Science Fiction to be held in Australia in August that year.

Leigh's history will take us some time to digest but it does show a young Merv Binns on the front cover and his fanzine collection has been a major part of our scanning efforts over the past six months. Bruce Gillespie, Elaine Cochrane, Carey Handfield and I, with help from a few others, were able to salvage the Binns fanzine collection from the rapid clean out of his house by his relatives and in-laws. About 12-14 archive boxes of material were saved and we are gradually working our way through it all. Several fanzines from the 1950s edited by the late Lee Harding (*Wastebasket* and *Perhaps*) were discovered in the collection and these have now been scanned and made available on FANAC.org. Leigh considers these to be among the most important Australian fanzines of the period and are a great addition to the Australian titles on the database.

Alan Stewart has undertaken a lot of work over the reporting period in scanning and photographing convention material, from Australia and elsewhere. So much material has been documented that we now face the problem of working out the best way to catalog and display it all. That is an ongoing task and should all fall into place in the next few months.

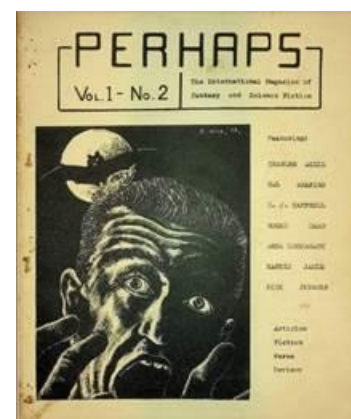
Work has also begun on uploading material from ANZAPA to FANAC.org. This will all be aligned with Marc Ortlieb's comprehensive and invaluable index to the apa that he has been maintaining for the past twenty years or so. Started in 1968, ANZAPA is the oldest APA in Australia and one of the longest-running anywhere in the world. It contains a wealth of valuable material that is impossible to find anywhere else.

Beyond the photographing and scanning, Irwin Hirsh and Leigh Edmonds are leading the way in establishing contacts with Monash University in Melbourne in order to set up a mechanism by which fans can bequeath their fannish material. Monash is currently the home of the extensive John Foyster collection and it is planned that we will add the Binns, Hirsh and Stewart material in their own collections.

And speaking of the Foyster collection, Leigh informs me that he has offered to assist Monash University in cataloging that material. He is aiming to visit the university in the next few weeks to begin that mammoth task.

Looking ahead we will continue to scan the Australian material we have to hand, as well as possibly starting to scan items from the Foyster collection when we have identified what is actually in there. This will certainly help us fill the gaps in the Foyster and Bangsund publications currently available, and with Foyster's fannish activities starting back in the early 1960s we are hopeful we will be able to find some rare gems.

I want to personally thank all of the Australian fans who have participated in this activity over past twelve months. It certainly makes the task so much easier. And we all look forward to a fruitful period ahead.



## Filling in the Gaps – Three Ways

By necessity, the archive grows opportunistically. We scan what we can when we can find issues that are not represented. There is some method to our madness though. We have a “core list” of zines that we prioritize, and some want lists that hopefully let others fill in the gaps. Please help us with these gaps if you can.

**One More Needed:** These are hard-to-find fanzines, some because they are very old, some because of short copy counts, and some because of random chance. Even the editors of these zines don’t have them. Do you? They range from 1930 to 1979. **Help?** [https://fanac.org/fanzines/begging\\_list-need-1](https://fanac.org/fanzines/begging_list-need-1).

**Core Scanning List:** Several years ago, we began prioritizing these 105 fanzines as titles we want to scan. It’s 105 because we just couldn’t get it down to 100. The ones marked with a red background in the last column are the ones that have the lowest scan completion rate on the archive. It’s very cool that Rapp’s *Spacewarp*, with 49% scanned, counts in that category. If you have ANY of these that are not online, please let us know. We’d really like to make them accessible. At the bottom, you’ll see that we are over 85% complete on this list (!!!!). You’ll be unsurprised to know that we plan to make a second core list to attack. When you find a zine you consider really important that’s not on the list, just remember we always seek permission to digitize and upload these. Some editors have said no, and we respect that. [https://www.fanac.org/fanzines/core\\_fanzine\\_list\\_to\\_scan.pdf](https://www.fanac.org/fanzines/core_fanzine_list_to_scan.pdf)

Spacewarp	Rapp	134	66	134	1950	49
Spaceways	Warner	30	30	30	1938	100
Spanish Inquisition	Kaufman, Tompkins	10	9	10	1974	90
Stellar	White	15	14	15	1956	93
Tappen	Edwards	5	5	5	1981	100
Texas SF Inquirer	Mueller (FACT??)	55	49	55	1983	89
Time Traveller	Glasser	9	1	9	1932	11
Timebinder	Evans	9	7	9	1944	78
Toward Tomorrow	Kepler	4	4	4	1944	100
Trap Door	Lichtman	34	34	34	1983	100
Triode	Bentcliffe	26	26	26	1954	100
Vampire	Kennedy	9	9	9	1945	100
Vector	various (BSFA)	286	283	286	1958	98
Vega	Nydahl	12	10	12	1951	83
Void	Benfords, White	30	30	30	1955	100
VOM	Ackerman	56	56	56	1939	100
Warhoon	Bergeron	31	29	31	1952	94
Wild Hair	Burbee, Laney, etc	5	5	5	1947	100
WSFA Journal	Miller (WSFA)	113	102	113	1965	90
Xero	Lupoff	10	8	10	1960	80
Yandro	Coulson	224	192	224	1953	86
Zenith/Speculation	Weston	33	31	33	1963	94

**One So Far** is where we share “orphan” fanzines. Currently, we have 322 of them, but with your help, 33 zines which were there now have their own index page, with additional issues listed. Thanks! As always, if you have additional issues for these orphans, that you can scan, please send them to us! If you know that these were one-shots, let us know that, and we’ll put them elsewhere. [https://www.fanac.org/fanzines/1\\_Issue-Maybe\\_More\\_to\\_Come/](https://www.fanac.org/fanzines/1_Issue-Maybe_More_to_Come/)

## Upcoming Zoom Series:

**September 22, 2024 - The Secret Origins of the Plokta Cabal**, with Steve Davies, Sue Mason, Alison Scott and Mike Scott

**October 26, 2024 (27 in Melbourne) - Robin Johnson, Australia’s Fan Envoy to the World**, an interview by Perry Middlemiss and Leigh Edwards.

**January 11, 2025 - Out of the Ghetto and Into the University: Science Fiction Fandom University Collections**, with Phoenix Alexander (University of California, Riverside), Peter Balestrieri (University of Iowa), Susan Graham (University of Maryland, Baltimore County) and Rich Lynch (m)

Zooms for Nov-Dec 2024, and Feb-Apr 2025 are in the works.



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

Most of our additions this time are related to the Zoom History sessions.

We’ve added to our channel the recordings of the four sessions we’ve held this year, with panelists from the US, UK, and Australia.



1. “APAs Everywhere” with Fred Lerner, Christina Lake, Amy Thomson and Tom Whitmore
2. “Joseph Green, an interview” with Joseph Green, science fiction writer and NASA’s editor of the Challenger report
3. “Wrong Turns on the Wallaby Track: Australian SF Fandom 1960-1975” with Leigh Edmonds and Perry Middlemiss
4. “The Women Fen Don’t See” with Claire Brialey, Kate Heffner and Leah Zeldes Smith.

Additionally, for the filkers amongst us who want to see what a 1980s filk was like, we’ve added a 41-minute recording from Tropicon 8 (1989), featuring Julia Ecklar and Orion’s Belt. Thanks to Eli Goldberg for his help in getting it ready to go online.

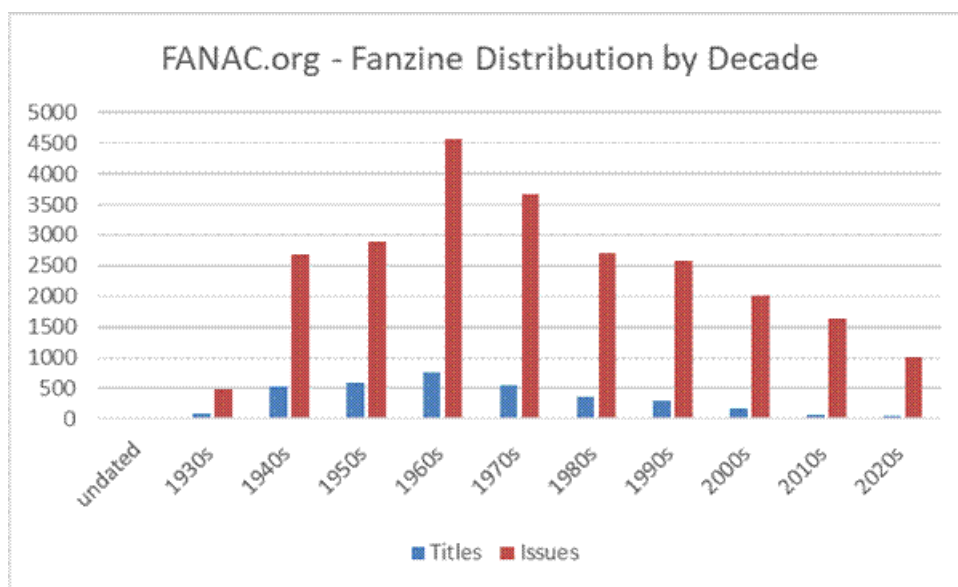
### FANAC by the Numbers

The status paragraphs on the archive’s progress have been a little too dense, so they are layed out here in what I hope is a more readable format. The first table is about publications, both fanzine and convention.

	Newsletter 23	Newsletter 22	
	June 20, 2024	December 8, 2023	Added
<b>Fanzines</b>			
Issues	24,270	22,305	1,965
Titles	2,651	2,403	248
Pages	421,221	396,070	25,151
<b>Conpubs</b>			
Pubs	5,142	4,308	834
Conventions	1,132	970	162
Pages	87,018	72,961	14,057
<b>Total pages</b>	<b>508,239</b>		

What kinds of fanzines are these, one might ask? Are they old? Are they new? Here is a breakdown by decade of the fanzines on the FANAC.org in tabular and chart form.

Decade	Titles	Issues
undated	17	18
<b>1930s</b>	98	481
<b>1940s</b>	534	2,690
<b>1950s</b>	597	2,900
<b>1960s</b>	770	4,573
<b>1970s</b>	545	3,665
<b>1980s</b>	366	2,701
<b>1990s</b>	302	2,576
<b>2000s</b>	178	2,013
<b>2010s</b>	75	1,642
<b>2020s</b>	55	1,011



There's a big rise in fanzine numbers in the 60s - Joe's insight is that the 60s are when college students discovered fanzines, as well as when many APAs blossomed in fandom.

In addition to original materials of course, Fancyclopedia and the YouTube channel supply context and audio/video.

	Newsletter 23	Newsletter 22	
	June 20, 2024	December 8, 2023	Added
<b>Fancyclopedia</b>			
Pages	30,079	29,520	559
People	6,747	6,439	308
Fans (a subset of people)	4,990	4,693	297
Fanzines	8,701	8,593	108
Clubs/APAS	1,574	1,540	34
Conventions	6,420	6,367	53
<b>YouTube</b>			
Views	181,900	170,838	11,062
Subscribers	1,470	1,363	107
Recordings	161	153	8

These are staggering numbers, and all thanks to the many fans through the last almost 30 years who have provided scans or fanzines for this archive project, audio/video recordings and the distilled knowledge that goes into Fancyclopedia.

### Coming Attractions

FANAC plans to be at Glasgow for Worldcon, with a scanning station (in the fan table area). If you are attending, stop by, pick up your FanHistory ribbon and say hello. A scanning station is kind of useless without fanzines to scan, so please bring fanzines from your collection that are not already on the site, especially those on our core list. We'll scan them and give them back to you at the convention. See you there!

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



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**Selected links:**

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

**Fancyclopedia 3:** <https://fancyclopedia.org>

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

**Fanzines:** [https://fanac.org/fanzines/Classic\\_Fanzines.html](https://fanac.org/fanzines/Classic_Fanzines.html)

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

**APA Mailings** [https://fanac.org/fanzines/APA\\_Mailings/](https://fanac.org/fanzines/APA_Mailings/)

**Alphabetical Listing:** [https://fanac.org/fanzines/alphabetical\\_listing\\_of\\_fanzines.html](https://fanac.org/fanzines/alphabetical_listing_of_fanzines.html)

**Chronological Listing:** [https://fanac.org/fanzines/chronological\\_listing\\_of\\_fanzines.html](https://fanac.org/fanzines/chronological_listing_of_fanzines.html)

**Country Listing:** [https://fanac.org/fanzines/country\\_listing\\_of\\_fanzines.html](https://fanac.org/fanzines/country_listing_of_fanzines.html)

**Editor Listing:** [https://fanac.org/fanzines/by\\_editor.html](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](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, Jim Benford, Mike Benveniste, Sandra Bond, Leybl Botwinik, John Bray, Claire Brialey, Thomas Bull, Bill Burns, Jack Butterworth, Ross Chamberlain, John Coker, III, Crystalandmoon, John Davey, Vincent Docherty, Sasha Dumontier, Leigh Edmonds, Ahrvid Engholm, David Ennis, Gordon Eklund, Nic Farey, Edward Fineran, Michael Finn, Steve Francis, Sue Francis, Bruce Gillespie, Don Glover, Barry Gold, Eli Goldberg, Jeanne Gomoll, Joseph Green, David Grigg, Rob Hansen, John Wesley Hardin, Kate Heffner, Bill Higgins, Colin Hinz, Andy Hooper, Mindy Hunt, Robert Jennings, Steve Johnson, Jerry Kaufman, Rick Kovalchik, A.C. Kyle, Christina Lake, Dave Langford, Sharon Lee, Evelyn Leeper, Mark Leeper, Matt Leger, Fred Lerner, Guy Lillian III, Rich Lynch, Joseph Major, Stan Meskys, Laurie Mann, Sam McDonald, Perry Middlemiss, Pat Molloy, Michael Moorcock, Mary Ellen Moore, Murray Moore, Mark Olson, Bee Ostrowsky, George Phillies, Mark Plummer, Andrew Porter, Dave Renfro, Mark Richards, David Ritter, Heath Row, Nigel Rowe, Nate at/of the Chrononauts Podcast, Alison Scott, Flash Sheridan, James Shields, Steven Silver, Leah Zeldes Smith, Dale Speirs, Garth Spencer, Alan Stewart, Matt Strait, Geri Sullivan, John Swartz, Alan Thiesen, Amy Thomson, Jan Vaněk Jr, Pat Virzi, Taral Wayne, Tom Whitmore and Ben Yalow.

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Origin  
Tightbeam

National Fantasy Fan Federation - [nfff.org](http://nfff.org)

## July 2024 New Fantasy and Science Fiction Releases

### Walter Bruce Sinclair, White Dwarf Books, Vancouver

- Aryan, Stephen. *The Blood Dimmed Tide* [*The Nightengale and the Falcon* #2]. Angry Robot, 24.99 tp.

Working with three of the six Kozan in the world, Temujin learns about his powers, while also furthering their goal. The natural flow of events has been altered. In order to restore the natural order, Temujin and the other Kozan must accelerate the rise to power of a warlord named Timur, so that he will have a force large enough to destroy Hulagu's army when the time is right.

- Asaro, Catherine. *The Down Deep* [*Skolian Dust Knights* #1]. Baen, 37.00 hc.

Major Bhaajan and her gang of Dust Knights act as guides and bodyguards to a member of the Imperial family on a mission of good will in the Undercity. But what awaits them in the Down Deep may ruin the chance at peace forever.

- Bacigalupi, Paolo. *Navola*. Knopf, 39.99 hc.

In Navola, a bustling city-state dominated by a handful of influential families, business is power, and power is everything. Soon Davico di Regulai is expected to take over the family business from his father. But in Navola, strange and ancient undercurrents lurk behind the gilt and grandeur - like the fossilized dragon eye in the family's possession, a potent symbol of their raw power and a talisman that seems to be summoning Davico to act.

- Bannen, Megan. *The Undermining of Twyla and Frank*. Orbit, 25.99 tp.

The entire town of Eternity was shocked when widowed, middle-aged Twyla Banneker partnered up with her neighbour and best friend, Frank Ellis, to join the Tanrian Marshals. But eight years later, a recent decrease in on-the-job peril has made Twyla and Frank's job a lot safer ... and a lot less exciting. So when they discover the body of one of their fellow marshals near an enormous footprint - and Frank finds himself the inadvertent foster dad to a baby dragon - they are grateful to be back in action.

- Barclay, Linwood. *Look Both Ways*. Morrow, 12.99 pb.

The media have descended on Garrett Island, the setting of a visionary experiment. All the residents' cars were sent to the mainland and for the past month the islanders have been "driving" the Arrival, a revolutionary autonomous vehicle. But as the celebratory day gets underway, the Arrivals run amok, no longer taking orders from their passengers. They're starting to organize. They're beginning to hunt. And they seem hell-bent on killing any human they encounter.

- Briggs, Patricia. *Winter Lost* [*Mercy Thompson* #14]. Ace, 39.99 hc.

When Mercy needed to travel to Montana to help her brother, she intended to go by herself. But she's not alone anymore, which is why, with her mate Adam, she finds herself trapped with strangers in a lodge in the heart of the wilderness. There, in the teeth of a storm of legendary power she discovers her brother's issues are a tiny part of the problem. Arcane and ancient magics are at work that could bring about the end of the world.

- Buba, Gabriella. *Saints of Storm and Sorrow* [The Stormbringer Saga]. Titan, 23.99 tp.

Maria Lunurin has been living a double life for as long as she can remember. To the world, she is Sister Maria, dutiful nun and devoted servant of Aynila's Codician colonizers. But behind closed doors, she is a stormcaller, chosen daughter of the Aynilan goddess Anitun Tabu. In hiding not only from the Codicians and their witch hunts, but also from the vengeful eye of her slighted goddess, Lunurin does what she can to protect her fellow Aynilans and the small family she has created in the convent: her lover Catalina, and Cat's younger sister Inez.

- Buckell, Tobias & Dave Klecha. *The Runes of Engagement*. Tachyon, 22.95 tp.

No one could have been prepared for the day when orcs, trolls, and dragons fell from portals in the sky. But the world fought back against the invaders as best it could, with soldiers, tactical weapons, and even some rudimentary magic. Now a tough but not-quite-prepared platoon of Marines is trapped on the wrong side of the portals. The enchanting landscape looks like Middle Earth but - to the dismay of the nerdiest soldiers - is nothing like it.

- Buehlman, Christopher. *The Daughters' War* [Blacktongue]. Tor, 38.99 hc.

Galva - Galvicha to her three brothers, two of whom the goblins will kill - has defied her family's wishes and joined the army's untested new unit, the Raven Knights. They march toward a once-beautiful city overrun by the goblin horde, accompanied by scores of giant war corvids. Made with the darkest magics, these fearsome black birds may hold the key to stopping the goblins in their war to make cattle of mankind.

- Cameron, Miles. *Breaking Hell* [The Age of Bronze #3]. Mobius, 35.00 hc.

A scribe, a warlord, a dancer, a mute insect and a child should have no chance against the might of the bickering gods and their cruel games. But the gods themselves are old, addicted to their own games of power, and now their fates may lie in the hands of mere mortals...

- Carey, Jacqueline. *Cassiel's Servant* [Kushiel's Legacy #4]. Tor, 24.99 tp.

In *Kushiel's Dart*, a daring young courtesan uncovered a plot to destroy her beloved homeland. But hers is only half the tale. Now see the other half of the heart that lived it. This is the story from the point of view of Joscelin, Cassiline warrior-priest and protector of Phedre no Delaunay. He's sworn to celibacy and the blade as surely as she's pledged to pleasure, but the gods they serve have bound them together. When both are betrayed, they must rely on each other to survive.

- Carey, M. R. *Echo of Worlds* [The Pandominion #2]. Orbit, 25.99 tp.

Two mighty empires are at war - and both will lose, with thousands of planets falling to the extinction event called the Scour. At least that's what the artificial intelligence known as Rupshe believes. But somewhere in the multiverse there exists a force - the Mother Mass - that could end the war in an instant, and Rupshe has assembled a team to find it.

- Carpenter, Shawn. *The Price of Redemption*. Saga, 25.99 tp.

Despite her powerful magic, Marquese Enid d'Tancreville must flee her homeland to escape death at the hands of the Theocratic Revolution. When a Theocratic warship overtakes the ship bringing her to safety,



Enid is spared capture by the timely intervention of the Albion frigate Alarum, under the command of Lt. Rue Nath. The strange circumstances make for an odd alliance, and Enid finds herself replacing Alarum's recently slain sea mage. Now an officer under Nath's command, Enid is thrust into a strange maritime world full of confusing customs, duties, and language.

- Casey, Brendan. *She That Lay Silent-Like Upon Our Shore*. John Murray, 26.99 tp.

On a remote island in the northern seas an unnamed boy is exiled from his community and cast into the Wastelands. The Leviathan, a colossal beast that strands itself upon the shore, is the embodiment of everything the boy has yearned for and he vows to protect it with his life. The community's religious leader, the Prelate, proclaims the creature to be the devil incarnate, triggering a physical and philosophical battle that will propel life on the island towards a bloody and inevitable end.

- Caves, S. B. *Honeycomb*. Datura, 24.99 tp.

Every day six strangers, alone in a mansion but under constant observation, will each take a pill. Five will be placebos, but one person will be taking an experimental drug. As each day goes by, cracks begin to show in the group. Paranoia leads to violence. Who is taking the real pill, and what does it do?

- Chu, Wesley. *The Art of Destiny*. [*The War Arts Saga #2*]. Del Rey, 25.99 tp.

Jian, once the chosen one of prophecy, he who will slay the Eternal Khan, is now just an ordinary young man trying to find his own way. But he may yet have an extraordinary destiny, because he joins forces with Taishi, his grumpy grandmaster, who instructs him in the ways of her family's powerful war art.

- Clare, Cassandra. *Sword Catcher*. Del Rey, 27.99 tp.

In the vibrant city-state of Castellane, Kel is an orphan, stolen from the life he knew to become the Sword Catcher - the body double of a royal heir, Prince Conor Aurelian. A failed assassination attempt brings Kel together with physician Lin Caster, one of the Ashkar, a small community whose members still possess magical abilities. Together they are drawn into the web of the mysterious Ragpicker King, the criminal ruler of Castellane's underworld.

- Cox, Greg. *Lost to Eternity*. [*Star Trek*]. Pocket, 25.99 tp.

2024: Almost forty years ago, marine biologist Gillian Taylor stormed away from her dream job at Sausalito's Cetacean Institute - and was never seen or heard from again. Now a new true crime podcast has reopened that cold case, but investigator Melinda Silver has no idea that her search for the truth will ultimately stretch across time and space - and a relationship among the ancient Osori and their much younger neighbours: the Federation, the Klingons, and the Romulans.

- Dawson, Juno. *Queen B: The Story of Anne Boleyn, Witch Queen*. Penguin, 24.95 tp.

It's 1536 and the Queen has been beheaded. Lady Grace Fairfax, witch, knows that something foul is at play - that someone had betrayed Anne Boleyn and her coven. Wild with the loss of their leader - and her lover, a secret that if spilled could spell Grace's own end - she will do anything in her power to track down the traitor. But King Henry VIII has sent witchfinders after them, and they're organized like they've never been before under his new advisor, the impassioned Sir Ambrose Fulke.

- Dimova, Genoveva. *Foul Days [Witch's Compendium of Monsters #1]*. Tor, 23.99 tp.

As a witch in the walled city of Chernograd, Kosara has plenty of practice treating lycanthrope bites, bargaining with kikimoras, and slaying bloodsucking upirs. There's only one monster she can't defeat: her ex, the Zmey, known as the Tsar of Monsters. She's defied him one too many times and now he's hunting her. Betrayed by someone close to her, Kosara's only choice is to trade her shadow - the source of her powers - for a quick escape.

- Dixon, Ruby. *Bound to the Shadow Prince*. W by Wattpad, 23.99 tp.

Exclusive print edition of a Yonder novel. In order to protect her kingdom from the wrath of a vengeful goddess, Princess Candra must remain locked inside a tower for seven years. Seven long years without a friend - or a lover - by her side. And shut inside the tower with her? A Fellian, the enemy of her people, a fearsome warrior race complete with wings and claws and fangs. Nemeth is terrifying, cruel, and disturbingly magnetic.

- Djuna. *Counterweight*. Vintage, 23.00 tp.

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 Sins [Curse of Saints #2]*. Sourcebooks Casablanca, 26.99 tp.

After discovering she's prophesied to save the realm, Aya's duty should be clear. Return home with once-sworn enemy Will to serve their queen in the coming war against a rival kingdom...one whose pursuit of dark magic could bring the realm to its knees. But with part of the prophecy still undiscovered, and their queen's intentions increasingly suspect, Aya's very purpose is quickly brought into question.

- Durst, Sarah Beth. *The Spellshop: Special Edition*. Bramble, 39.99 hc.

Kiela has always had trouble dealing with people. Thankfully, as librarian at the Great Library of Alyssium, she and her assistant Caz - a magically sentient spider plant - have spent the last decade sequestered among the empire's most precious spellbooks, preserving their magic for the city's elite. Then a revolution begins and the library goes up in flames. She and Caz flee with all the spellbooks they can carry and head to a remote island Kiela never thought she'd see again: her childhood home.

- Eve, Laure. *Blackheart Ghosts*. Quercus, 19.99 tp.

A half-drowned stranger turns up at the door of Garad Gaheris, retired King's Champion, with a hell of a story to tell. The ex-knight may have uncovered a conspiracy involving the very highest echelons of London's elite. Current King's Champion Si Wyll, a master illusionist, still reeling from the betrayal of his lover and the death of his mentor, is poised to become the most dangerous man in London. Then a figure from his past surfaces, determined to blackmail him into a plot to change the balance of power for good.

- Flynn, Michael. *In the Belly of the Whale*. CAEZIK SF & Fantasy, 25.99 tp.

On an enormous generation ship Earth's finest minds are transformed into a stifling regime, their rigid rules sparking an uprising among the hard-pressed crew. Meanwhile Earth itself is undergoing a significant period of change, offering a layered, thought-provoking backdrop to the story.

- Frost, Gregory. *Hoode [Rhymer #2]*. Baen, 37.00 hc.

It's been nearly a century since Thomas Rimor last battled Yvag knights. In that time his wife and daughter have grown old and died, and he has discovered that he ages not at all. The elven world believes him long dead. In his grief, he has retreated to the depths of Sherwood and Barnsdale Forests and become a hermit, lost in his memories, his grief. Then a dying outlaw arrives on his doorstep with items stolen from an Yvag skinwalker. As Thomas takes on two sheriffs of Nottingham and a horde of Yvag raiders, he enlists the aid of outlaws Little John and Will Scathelocke, and the Keeper of Sherwood Forest herself, Isabella Birkin, who sets him on a path back to humanity.

- Gallagher, Elaine. *Unexploded Remnants*. Tor.com, 22.99 tp.

Alice is the last human. Street-smart and bad-ass. After discovering what appears to be an A.I. personality in an antique data core, Alice decides to locate its home somewhere in the stargate network. She has stumbled upon the sentient control unit of a deadly ancient weapon system - but convincing the ghost of a raging warrior that the war is over is about as hard as it sounds, which is to say, it's near-impossible.

- Gong, Chloe. *Immortal Longings [Flesh & False Gods #1]*. Saga, 25.99 tp.

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.

- Gordon, Marianne. *The Gilded Crown [The Raven's Trade #1]*. Voyager, 23.99 tp.

Since she was a little girl, Hellevir has been able to raise the dead, though each resurrection has a price. When Princess Sullivain, sole heir to the kingdom's throne, is assassinated, the Queen summons Hellevir to demand she bring her granddaughter back to life and to stay by her side in case the killers strike again. But Sullivain is no easy woman to be bound to, even as Hellevir begins to fall in love with her.

- Gornichec, Genevieve. *The Weaver and the Witch Queen*. Ace, 25.99 tp.

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.

- Green, Simon R. *For Love of Magic*. Baen, 12.99 pb.

Jack Daimon is called to the Tate Museum, where dozens of people have disappeared beneath the surface of a painting. While investigating, he finds himself smitten with a mysterious art expert Amanda Fielding. But Amanda has plans of her own, and soon the two are traveling through time - back to the Roman



Empire and then forward through history, from King Arthur's court to Sherwood Forest. As they explore histories past as written and overwritten, the balance of magic and science shifts...

- Grossman, Lev. *The Bright Sword*. Viking, 48.00 hc.

A gifted young knight named Collum arrives at Camelot to compete for a spot on the Round Table, only to find that he's too late. The king died two weeks ago at the Battle of Camlann, leaving no heir, and only a handful of the knights of the Round Table survive as the kingdom falls into chaos. In order to reclaim Excalibur, solve the mysteries of this ruined world and make it whole again, Collum and his comrades must learn the truth of why the lonely, brilliant King Arthur fell.

- Harkness, Deborah. *Black Bird Oracle*. Ballantine, 42.00 hc.

Diana and Matthew receive a formal demand from the Congregation. They must test the magic of their seven-year-old twins, Pip and Rebecca. Concerned with their safety and desperate to avoid the same fate that led her parents to spellbind her, Diana decides to forge a different path for her family's future and answers a message from a great-aunt she never knew existed, Gwyneth Proctor, whose invitation simply reads, "It's time you came home, Diana".

- Harris, Charlaine. *All the Dead Shall Weep* [Gunnie Rose #5]. Saga, 24.99 tp.

After Felicia's burgeoning wizardly power in death magic became the reason for kidnapping and assassination attempts from her mother's family of high-powered wizards in Mexico, she and her husband's younger brother Eli attempt to join Lizbeth Rose in Texoma. Yet bad news has traveled ahead of them, as Eli is called back to San Diego, taking Peter along with him, splitting them apart in more ways than one as their enemies' plans for revenge come to fruition.

- Hearne, Kevin. *A Curse of Krakens* [The Seven Kennings #3]. Del Rey, 12.99 pb.

Seeker and Sower Pen Yas ben Min has grown up in the shadow of her legendary cousin, but when she's given a quest to plant the seed of the magical Fourth Tree, she has a chance to step into the light. Fighter and Friend Abhi must complete one last mission to speak to the colossal creatures who wait beneath the waves - the krakens. Sailor and Explorer Koesha, having secured an unusual cloak that has turned out to be the key to unlocking the mystery of the Seventh Kenning, must risk everything on another life-threatening journey.

- Holborn, Stark. *Ninth Life*. Titan, 22.99 tp.

After fifty years of wreaking havoc across the galaxy, the outlaw Nine Lives - aka Former General Gabi Ortiz - has finally met her match. Outgunned at the system's edge, she surrenders to the implacable Inter-Planetary Marshal Dao Prynne, on one condition. She will go quietly if, during the long journey to back to Prosper, she is allowed to tell her story once and in full to the known worlds, to ensure she is never forgotten.

- Hur, Anton. *Toward Eternity: A Novel*. HarperVia, 24.99 tp.

In a near-future world, a new technological therapy is quickly eradicating cancer. The body's cells are entirely replaced with nanites - robot or android cells which not only cure those afflicted but leaves them virtually immortal. Literary researcher Yonghun teaches an AI how to understand poetry and creates a living, thinking machine he names Panit, meaning Beloved, in honor of his husband. When Yonghun -

himself a recipient of nanotherapy - mysteriously vanishes into thin air and then just as suddenly reappears, the event raises disturbing questions.

- Islington, James. *The Will of the Many* [*Hierarchy* #1]. Saga, 29.99 tp.

The Catenan Republic - the Hierarchy - may rule the world now, but they do not know everything. He tells them his name is Vis Telimus and that he was orphaned after a tragic accident three years ago, and that good fortune alone has led to his acceptance into their most prestigious school. But the truth is that he has been sent to the Academy to solve a murder, to search for an ancient weapon, and to uncover secrets that may tear the Republic apart.

- Johnson, Les (ed). *The Ross 248 Project*. Baen, 12.99 pb.

The settlers at the nearby red dwarf star, Ross 248, will encounter mysteries and unexpected challenges, but the human spirit will endure. Contributors include Patrick Chiles, D.J. Butler and many more.

- Keetch, Sophie. *Le Fay* [*The Morgan Le Fay Series* #2]. Random House Canada, 24.95 tp.

Having escaped an unhappy marriage, Morgan finds herself in Camelot - the city of dreams and peace. Her brother, King Arthur, treats her as a valued advisor and Morgan finally has recognition befitting her intelligence within his trusted circle, despite a longstanding conflict with Queen Guinevere. But Morgan's life is not without complications. Between a vengeful husband determined to snatch their son away, the strict ideals of court life and a jealous rival for Arthur's attentions in the sorcerer Merlin, gaining true power and freedom is a greater challenge than Morgan envisioned.

- Kim, Sophie. *The God and the Gumiho*. Del Rey, 24.95 tp.

Kim Hani, once known as the Scarlet Fox, has retired from a life of devouring souls. Now, disguised, she works in a coffee shop and amuses herself annoying the trickster god Seokga the Fallen as often as she can. But when a powerful demon threatens to end all of humanity, Okhwang's emperor offers to reinstate Seokga as a god -- if he kills the demon, as well as the legendary and elusive Scarlet Fox.

- King, Stephen. *Fairy Tale*. Pocket, 14.99 pb.

When Charlie Reade is 17, he meets a dog named Radar and her aging master, Howard Bowditch, a recluse in a big house at the top of a big hill, with a locked shed in the backyard. Sometimes strange sounds emerge from it. When Bowditch dies, he leaves Charlie a cassette tape telling a story no one would believe. What Bowditch knows, and has kept secret all his long life, is that inside the shed is a portal to another world.

- Klune, TJ. *Ravensong* [*Green Creek* #2]. Tor, 26.99 tp.

Gordo Livingstone never forgot the lessons carved into his skin. A year ago the wolves came back, and with them, Mark Bennett. Now Gordo has found himself once again the witch of the Bennett pack. Green Creek has settled after the death of Richard Collins, and Gordo constantly struggles to ignore Mark and the song that howls between them. But time is running out. Something is coming. And this time, it's crawling from within.

- Leede, C. J. *Maeve Fly*. Nightfire, 24.50 tp.

By day, Maeve Fly works at the happiest place in the world as every child's favorite ice princess. By the neon night glow of the Sunset Strip, Maeve haunts the dive bars with a drink in one hand and a book in the other, imitating her misanthropic literary heroes. But when Gideon Green - her best friend's brother - moves to town, he awakens something dangerous within her. Maeve ditches her discontented act and tries on a new persona. A bolder, bloodier one, inspired by the pages of *American Psycho*.

- Liar, Benjamin. *The Failures* [Wanderlands]. DAW, 37.99 hc.

From a debut voice comes a genre-breaking blend of apocalyptic science fiction and epic fantasy about a scattered group of unlikely heroes traveling across their broken mechanical planet to stave off eternal darkness.

- Long, H. M. *Black Tide Son* [*The Winter Sea* #2]. Titan, 23.99 tp.

[Canadian author]. Sam and Mary are thriving as privateers on the Winter Seas. As they navigate the complexities of their growing bond, in a world that would see Mary as a chattel to be traded, the pair are forging a new, better way to live, under the sails of Hart. But when their latest prize brings tales of Benedict's capture by Mereish forces, they must make an impossible choice - to serve their nations, or save Sam's brother.

- Low, P. H. *These Deathless Shores*. Orbit, 25.99 tp.

Jordan was once a Lost Boy, convinced she would never grow up. Now, she's twenty-two and exiled to the real world, still suffering withdrawal from the addictive magic Dust of her childhood. With nothing left to lose, Jordan returns to the Island and its stories - of pirates and war and the heartlessness of youth - intent on facing Peter one last time, on her own terms. If that makes her the villain...so be it.

- Lyons, Jenn. *The Sky on Fire*. Tor, 39.99 hc.

Anahrod lives only for survival, forging her own way through the harsh jungles of the Deep with her titan drake by her side. When an adventuring party saves her from capture by a local warlord, it turns out to be her past catching up with her. These cunning misfits - and their frustratingly appealing dragonrider ringleader - intend to take her back to the dragon-ruled sky cities, where they need her help to steal from a dragon's hoard.

- Macdonald, Helen & Sin Blanche. *Prophet*. Penguin Canada, 23.00 tp.

Adam Rubinstein, an American intelligence officer, and Sunil Rao, an ex-MI6 addict, have been nemeses and reluctant partners since their Uzbekistan days. They have gone their separate ways until they are called back together when a full-sized, 1950s American diner shows up in an English farmer's field and a mysterious death ensues.

- Martin, George R. R.. *A Song of Ice and Fire 2025 Calendar: Illustrations by Eddie Mendoza*. Bantam, 24.95 cal.

Artist Eddie Mendoza brings us the landscapes and castles of Westeros as never seen before, from Skagos to Qarth, the Water Gardens to the Nightfort.



- McKinney, Chris. *Sunset, Water City* [*Water City Trilogy #3*]. Soho Crime, 23.95 tp.

Year 2160: our nameless antihero, a synesthete and former detective, and his daughter, Ascalon, navigate through a post-apocalyptic landscape populated by barbaric Zeroes - the permanent residents of the continent's biggest landfill, The Great Leachate - who cling to the ways of the old world. Now 19, Ascalon, a synesthete herself, takes over this story while her father succumbs to grief and decades of Akira's manipulation. Tasked with the impossible, Ascalon must find a way to free what's left of the human race.

- McMyne, Mary. *A Rose by Any Other Name*. Redhook, 25.99 tp.

England, 1591. Rose Rushe loves mead and music, meddles with astrology, and laughs at her mother's warnings to guard her reputation. But when a noble accuses her and her dear friend Cecely of witchcraft, they flee to the household of respected alchemists in London. There they turn to the occult, secretly casting charms and selling astrological advice in the hopes of building a life together, a business that leads Rose to fair young noble Henry and playwright Will Shakespeare.

- Milas, John. *The Militia House*. Holt, 23.99 tp.

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. Jr. *Contrarian* [*Grand Illusion #3*]. Tor, 19.99 pb.

Recently elected to the Council of Sixty-Six, Steffan Dekkard is the first Councilor who is an Isolate. His patron, the Premier of the Council, has been assassinated, leaving Dekkard with little first-hand political experience and few political allies. Moreover, it appears that someone high up in the government and corporations has supplied arms and explosives to insurrectionists. Insurrectionists who have succeeded in taking over a naval cruiser that no one can seem to find.

- Napper, T. R. *Ghost of the Neon God*. Titan, 23.99 hc.

128 pages. Jackson Nguyen is a petty crook living slim on the mean streets of Melbourne. When he crosses paths with a desperate, but wealthy, Chinese dissident, begging for his help, Jack responds in the only natural way: he steals her shoes. And yet, despite every effort to mind his own damn business, a wild spiral into the worst kind of trouble begins. Murder, mayhem, fast cars, fast-talking, bent cops, and long straight highways into the terrible beauty of the vast Australian outback.

- Nix, Garth. *Sir Hereward and Mister Fitz: Stories of the Witch Knight and the Puppet Sorcerer*. Voyager, 23.99 tp.

All eight stories - plus a never-before-published story - featuring Sir Hereward and his sorcerous puppet companion Mister Fitz, gathered in one volume for the first time ever!

- Ogundiran, Tobi. *In the Shadow of the Fall* [*Guardians of the Gods* #1]. Tor.com, 27.99 hc.

Novella. Ashake is an acolyte in the temple of Ifa. But of all the acolytes, she is the only one the orisha refuse to speak to. Desperate, Ashake attempts to summon and trap an orisha - any orisha. Instead, she experiences a vision so terrible it draws the attention of a powerful enemy sect and thrusts Ashake into the center of a centuries-old war that will shatter the very foundations of her world.

- Okosun, Ehigbor. *Forged by Blood* [*The Tainted Blood Duology* #1]. Voyager, 24.99 tp.

In the midst of a tyrannical regime and political invasion, Demi just wants to survive: to avoid the suspicion of the nonmagical Ajes who occupy her ancestral homeland of Ife; to escape the King's brutal genocide of her people - the darker skinned, magic wielding Oluso; and to live peacefully with her secretive mother while learning to control the terrifying blood magic that is her birthright. But when Demi's misplaced trust costs her mother's life, survival gives way to vengeance.

- Pechacek, Jared. *The West Passage*. Tor.com, 38.99 hc.

When the Guardian of the West Passage died in her bed, the women of Grey Tower fed her to the crows and went back to their chores. No successor was named as Guardian and none stand ready to face the Beast, stirring beneath the poisoned soil. The too-young Mother of Grey House sets out to fix the seasons. The unnamed apprentice of the deceased Grey Guardian goes to warn Black Tower. Both their paths cross the West Passage, the ancient byway of the Beast.

- Priest, Cherie. *The Drowning House*. Poisoned Pen, 24.99 tp.

A violent storm washes a mysterious house onto a rural Pacific Northwest beach, stopping the heart of the only woman who knows what it means. Her grandson, Simon Culpepper, vanishes in the aftermath, leaving two of his childhood friends, Melissa and Leo, to comb the small, isolated island for answers - but decades have passed since they were close, if they were ever close at all.

- Reeves, Keanu & China Mieville. *The Book of Elsewhere*. Random House Canada, 38.00 hc.

There have always been whispers. Legends. The warrior who cannot be killed. Who has seen a thousand civilizations rise and fall. He has had many names: Unute, Child of Lightning, Death himself. These days, he's known simply as "B." And he wants to be able to die. In the present day, a U.S. black-ops group has promised him they can help with that. And all he needs to do is help them in return. But when an all-too-mortal soldier comes back to life, the impossible event ultimately points toward a force even more mysterious than B himself. One at least as strong. And one with a plan all its own.

- Rozakis, Caitlin. *Dreadful*. Titan, 23.99 tp.

It's bad enough waking up in a half-destroyed evil wizard's workshop with no eyebrows, no memories, and no idea how long you have before the Dread Lord Whomever shows up to murder you horribly and then turn your skull into a goblet or something. It's a lot worse when you realize that Dread Lord Whomever is... you. Gav isn't really sure how he ended up with a castle full of goblins, or why he has a princess locked in a cell.

- Sagas, L. M. *Gravity Lost [Ambit's Run #2]*. Tor, 24.99 tp.

The Ambit crew thought turning Isaiah Drestyn over to the Union would be the end of their troubles. But Drestyn is a walking encyclopedia of dirty secrets, and everyone wants a piece of him - the Trust, the Union, even the Guild. Someone wants him bad enough to kill, and with the life of one of their own on the line, the Ambit crew must jail-break the very man they helped capture and expose some of the secrets he's been keeping before it's too late.

- Saint, Jennifer. *Hera*. Flatiron, 25.99 tp.

Hera, immortal goddess and daughter of the ancient Titan Cronos, helped her brother Zeus to overthrow their tyrannical father so that they could rule the world. But, as they establish their reign on Mount Olympus, Hera suspects that Zeus might be just as ruthless and cruel as their father was, and she begins to question her role at his side.

- Sanderson, Brandon. *The Frugal Wizard's Handbook for Surviving Medieval England*. Tor, 26.99 tp.

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?

- Sangoyomi, O. O. *Masquerade*. Forge, 36.99 hc.

Ododo's hometown of Timbuktu has been conquered by the warrior king of Yorubaland. Already shunned as social pariahs, living conditions for Ododo and the other women in her blacksmith guild grow even worse under Yoruba rule. Then Ododo is abducted. She is whisked across the Sahara to the capital city of Sangote, where she is shocked to discover that her kidnapper is none other than the vagrant who had visited her guild just days prior.

- Shatner, William. *Boldly Go: Reflections on a Life of Awe and Wonder*. Atria, 25.99 tp.

Essays to demonstrate that astonishing possibilities and true wonder are all around us. By revealing stories of his life - some delightful, others tragic - Shatner reflects on what he has learned along the way to his ninth decade and how important it is to apply the joy of exploration to our own lives.

- Sibley, Brian. *The Maps of Middle-Earth: From Númenor and Beleriad to Wilderland and Middle-Earth*. HarperCollins, 45.00 hc.

Available together for the first time in a single hardback volume, J.R.R. Tolkien's maps of the Hobbit, Beleriand, Middle-earth and Númenor - re-illustrated by John Howe - are presented as full colour foldout posters and accompanied by a richly detailed text by Brian Sibley.

- Song, K. X. *The Night Ends With Fire*. Ace, 39.99 hc.

Special first edition. The Three Kingdoms are at war, but Meilin's father refuses to answer the imperial draft. Trapped by his opium addiction, he plans to sell Meilin for her dowry. The very next day, she

disguises herself as a boy and enlists in her father's place. In the army, Meilin's relentless hard work brings her recognition, friendship - and a growing closeness with Sky, a prince turned training partner. But has she simply exchanged one prison for another?

- Srivatsa, Prashanth. *The Spice Gate*. Voyager, 37.00 hc.

Relics of a mysterious god, the Spice Gates connect the eight far-flung kingdoms, each separated by a distinct spice and only accessible by those born with a special mark. This is not a caste of distinction, though, but one of subjugation. Spice Carriers suffer the lashes of their masters, the weight of the spices they bear on their backs, and the jolting pain of the Gates themselves. Amir is one such Spice Carrier, and he dreams of escaping his fate.

- Thomas, Cari. *Shadowstitch [Threadneedle # 2]*. Voyager, 24.99 tp.

Delving deeper into the magical underworld of London, Anna and her twin sister Effie must find a way to work together to protect the coven. But as the witch hunt intensifies and the hysteria spirals out of control, can Effie and Anna truly trust each other?

- Tidhar, Lavie (ed). *The Best of World SF: 3*. AdAstra, 23.99 tp.

Featuring authors from Austria, Bulgaria, China, Finland, Ghana, Greece, India, Korea, Malaysia, Mexico, the Netherlands, Nigeria, Pakistan, Palestine, the Philippines, Portugal, Russia, Singapore and South Africa, as selected by award-winning writer, editor and World SF expert Lavie Tidhar.

- Tingle, Chuck. *Bury Your Gays*. Nightfire, 35.99 hc.

After years of trying to make it in Hollywood, Misha's big moment is here: an Oscar nomination. And the executives at the studio for his long-running streaming series know just the thing to kick his career to the next level: kill off the gay characters, "for the algorithm," in the upcoming season finale. Misha refuses, but he soon realizes that he's just put a target on his back. And what's worse, monsters from his horror movie days are stalking him and his friends through the hills above Los Angeles.

- Trias, Fernanda. *Pink Slime: A Novel*. Scribner, 33.00 hc.

In a city ravaged by a mysterious plague, a woman tries to understand why her world is falling apart. An algae bloom has poisoned the previously pristine air that blows in from the sea. Inland, a secretive corporation churns out the only food anyone can afford - a revolting pink paste, made of an unknown substance.

- Vee, Julia & Ken Bebel. *Blood Jade [Phoenix Hoard #2]*. Tor, 38.99 hc.

Emiko Soong, newly minted Sentinel of San Francisco, just can't catch a break. Just after she becomes the guardian for a sentient city, a murder strikes close to home. Called by the city and one of the most powerful clans to investigate, she traces the killer whose scent signature bears a haunting similarity to her mother's talent.

- Wells, Martha. *Witch King*. Tor.com, 24.99 tp.

After being murdered, his consciousness dormant and unaware of the passing of time while confined in an elaborate water trap, Kai wakes to find a lesser mage attempting to harness Kai's magic to his own



advantage. That was never going to go well. But why was Kai imprisoned in the first place? What has changed in the world since his assassination? And why does the Rising World Coalition appear to be growing in influence?

- Wendig, Chuck. *Black River Orchard*. Del Rey, 25.99 tp.

In the town of Harrow, there is an orchard within which grow seven most unusual trees. They produce a strange, beautiful apple -- with skin so red it's nearly black. Take a bite of one of these apples, and you will desire only to devour another. And another. You will become stronger. More vital. More yourself, you will believe. But then your appetite for the apples and their peculiar gifts will keep growing - and become darker.

- Wexler, Django. *Memory's Wake [Dungeons & Dragons Spelljammer]*. Worlds, 39.99 hc.

Axia is dissatisfied with life on an asteroid so far from anything of interest that even the greediest spacers see fit to pass it by. When Axia survives a sudden assassination attempt, a pair of pirates allows her to flee with them to Wildspace. But she soon learns that she is the spitting image of Blacktongue, the long-disappeared captain of one of the deadliest pirate crews in Shatterspace.

- Zahn, Timothy. *The Icarus Changeling [Icarus Saga #4]*. Baen, 37.00 hc.

Gregory Roarke - former bounty hunter, former Trailblazer, current agent for the ultra-secret Icarus Group - has received a new assignment: locate a suspected but as-yet undiscovered teleportation portal on the backwater colony world of Alaiin. The rival Patth are also searching for the device, and have considerably more resources at their disposal. Fortunately, Roarke has Selene and her incredibly sensitive Kadolian sense of smell.

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## Convention Corner

### Call for Volunteers!

- Animangapop! Cardiff – Cardiff, United Kingdom Nov 30
- Anime Magic! – Rosemont, IL Aug 30-Sep 1
- Dragon Con – Atlanta, GA Aug 29-Sep 2
- M.A.G.E. – Minneapolis, MN Nov 22-24
- RetroWorld Expo – Hartford, CT Aug 23-25
- SaltCON Summer – Layton, UT Aug 30-Sep 1
- San Japan – San Antonio, TX Aug 30-Sep 1

### Cancellation

- Legendary Con – Waynesburg, PA Jul 13-14

### Freshman Convention

- EnchantiCon – St Louis, MO Aug 15-17 2025

### Change of Realm

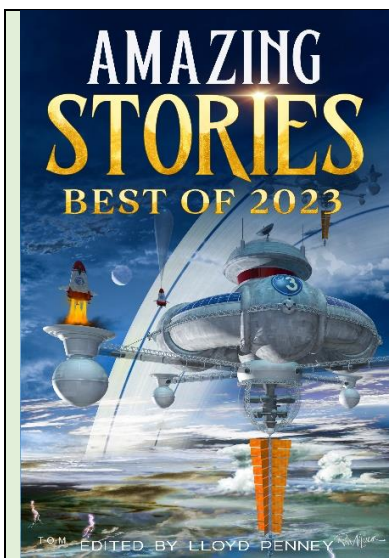
- Dice Tower West – Las Vegas, NV Mar 5-9 2025 Westgate Hotel



# August 2024

Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1 National Pinball Day	2 International Beer Day	3 National Clown Day
4 National Water Balloon Day	5 Underwear Day	6 Wiggle Your Toes Day	7 National Lighthouse Day	8 International Cat Day	9 National Cool-Aid Day	10 National Garage Sale Day
11 Presidential Joke Day	12 National Vinyl Record Day	13 Left Handers' Day	14 National Creamsicle Day	15 Tomatoes Galore Day	16 National Roller Coaster Day	17 National Thriftshop Day
18 Bad Poetry Day	19 National Potato Day	20 National Radio Day	21 National Spumoni Day	22 National Tooth Fairy Day	23 Ride the Wind Day	24 National Waffle Day
25 Bob Jennings Birthday! He's OLD!!	26 National Toilet Paper Day	27 Just Because Day	28 Race Your Mouse Day	29 International Bat Night	30 Frankenstein Day (no pitchforks allowed!)	31 National Trail Mix Day

Got something to share with us? Send an e-mail to [mindyhunt@scifi4me.com](mailto:mindyhunt@scifi4me.com)



**New From *Amazing Stories!***

We hope this is of interest to you, and a dream come true, you can guess who...

*Amazing Stories* has released its first “Best Of” volume, *Best of 2023*, edited by Lloyd Penney. It is available through Amazon, as a Kindle download, or a print-on-demand trade paperback.

## Pubnites and Other Events

### Lloyd Penney (Toronto, ON, CAN)

#### THIRD MONDAY

July 15, 2024

The Red Cardinal Tavern

555 Burnhamthorpe Rd., Unit 102, in Etobicoke. It is at the north-west corner of Burnhamthorpe and The West Mall, right beside the Tim Horton's. There's plenty of parking out back, free after 5pm, and you can drive in to the parking from either street, although the Burnhamthorpe entrance is easier. If you are taking transit, you can take the 50 Burnhamthorpe bus from Islington station and get off at The West Mall, or the 112B or 112C West Mall bus from Kipling station and get off on the north side of Burnhamthorpe.

Start time is 6:30 and we have the back table area 4, 5 & 6.

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#### TORONTO PAGAN PUB MOOT

Third Monday of each month

Gatherings Resto Bar, 49 St. Clair Ave W.

For more info call Karen or Evan at 416-635-5981 <https://www.facebook.com/groups/TorontoPaganPubMoot>

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#### OTHER EVENTS

This year, Lloyd and I will be attending the NASFiC (North American Science Fiction Interim Convention) in Buffalo, and the WFC (World Fantasy Convention) in Niagara Falls, NY. The purpose for our attendance will be to promote *Amazing Stories* Magazine and to raise funds for the magazine. In an effort to accomplish this, we would like copies of past *Amazing Stories* magazines to sell. (Other old pulp magazines would be great, too!)

We would like to ask all of you who may have copies or a collection of the older magazines if you would donate **DUPLICATES** that you may have. We ask that you do not break up any collections just to send old issues, so please keep your collections intact. If you are attending these conventions, please stop by for a chat. If you wish to submit a story, we can let you know how to do that.

#### THURSDAY NIGHT OF NONSENSE

Is the first Thursday of the month at the Fox and Fiddle at 27 Wellesley from 6PM -10ish.

We're a casual collection of sci-fi fans and friends who eat and have friendly discussion on any topic of interest. We encourage consideration of diverse opinions and intelligent debate that includes topics which are sometimes controversial. Our social media centre is currently a Facebook group (<https://www.facebook.com/profile.php?id=100057256547793>) where people will find announcements of any special activities such as a book swap or a birthday celebration.

All newcomers welcome to just show up. For more info call Yvonne at 647-226-4249 before 10PM or email us at: [Penneys@bell.net](mailto:Penneys@bell.net)

See you there!!!

Yvonne ;-)





## Science Fiction Pro and Fan Birthdays

Jason P Hunt

*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.*

Raymond A. Palmer, 8/1/10; Edd Cartier, 8/1/14; Robert Holdstock, 8/2/48; Joe Siclari, 8/2/49; Hope Leibowitz, 8/2/52; Clifford D. Simak, 8/3/04; Jon De Chancie, 8/3/46; Marc Laidlaw, 8/3/60; Rick Norwood, 8/4/42; Taras Wolansky, 8/4/52; Chuck Hogan, 8/4/67; Doug Crepeau, 8/5/40; Kathleen Goldin, 8/5/43; Spencer Pinney, 8/5/54; Charles Fort, 8/6/1874; Gerald Kersh, 8/6/11; Piers Anthony, 8/6/34; Eva C. Whitley, 8/6/55; Todd Mason, 8/6/64; Paolo Bacigalupi, 8/6/72; Milton Lesser, 8/7/28; Mike Hinge, 8/7/31; Jerry Pournelle, 8/7/33; Terry Garey, 8/7/48; Donald Barr, 8/8/21; John D. Berry, 8/8/50; Jim Hollander, 8/8/52; Jack Speer, 8/9/20; Daniel Keyes, 8/9/27; John Varley, 8/9/47; Victor Koman, 8/9/54; Tim Merrigan, 8/9/54; Curt Siodmak, 8/10/02; Ward Moore, 8/10/03; Alexis Gilliland, 8/10/31; Suzanne Collins, 8/10/62.

Alan Nourse, 8/11/28; Chester D. Anderson, 8/11/32; Bruce Pelz, 8/11/36; Bonnie Goodknight, 8/11/48; Nate Bucklin, 8/11/49; Gerald W. Page, 8/12/39; Ralph Green Jr., 8/12/56; Brian Evenson, 8/12/66; Lee Hoffman, 8/14/32; Alexei Panshin, 8/14/40; Robert L. Forward, 8/15/32; Bjo Trimble, 8/15/33; Clifford Pickover, 8/15/57; John R. Palmer, 8/15/58; Hugo Gernsback, 8/16/1884; Walt Lee, 8/16/31; Andrew J. Offutt, 8/16/34; Tim Dumont, 8/16/40; Bruce Newrock, 8/16/41; Edie Stern, 8/16/52; Rachel Pollack, 8/17/45; Brian Aldiss, 8/18/25; Sylvia Dees, 8/18/39; Paul Skelton, 8/18/47; D.G. Compton, 8/19/30; Drew Whyte, 8/19/40; Dwain Kaiser, 8/19/47; Mary Doria Russell, 8/19/20; Veronica Roth, 8/19/88; Austin Wright, 8/20/1883; H.P. Lovecraft, 8/20/1890; Arthur Porges, 8/20/15; Greg Bear, 8/20/51; Steve Alten, 8/20/59; James Rollins, 8/20/61.

Miriam Allen deFord, 8/21/1888; Anthony Boucher, 8/21/11; Gene Roddenberry, 8/19/21; Arthur Thomson, 8/21/27; Ron Dee, 8/21/57; Vox Day, 8/21/68; Ray Bradbury, 8/22/20; Lucius Shepard, 8/21/47; Susan Wood, 8/22/48; Chuck Rothman, 8/22/52; Gavin Claypool, 8/22/54; Stanton A. Coblentz, 8/24/1896; James Tiptree, Jr (Alice Bradley Sheldon) 8/24/15; Robert Conroy, 8/24/38; Rich Wannan, 8/24/46; Jeff Wanshel, 8/24/47; Orson Scott Card, 8/24/51; Marilyn “Fuzzy Pink” Niven, 8/25/40; Bob Jennings, 8/25/43; Jeffrey A. Carver, 8/25/49; Paula Marmor, 8/25/50; Chris Barkley, 8/25/56; Otto Binder, 8/26/11; Allan Rothstein, 8/26/41; Sheila Gilbert, Fred Haskell, 8/26/49; T.L. Sherred, 8/27/15; Kelly Freas, 8/27/22; Ira Levin, 8/27/29; Ken Rudolph, 8/27/41; Robert Lichtman, 8/27/42; Ed Bryant, 8/27/45; Jean Berman, Darrell Schweitzer, 8/27/52; Jeff Grubb, Richard Kadrey, 8/27/57; Bob Garcia, 8/27/58; Kevin Standlee, 8/27/65; Ann Aguirre, 8/27/70; Jack Vance, 8/28/16; Vonda McIntyre, 8/28/48; Barbara Hambly, 8/28/51; Don Wilcox, 8/29/05; Thomas Scortia, 8/29/26; Virginia Aalko, 8/29/39; Dian Crayne, 8/29/42; Robert Weinberg, 8/29/46; Michael Kube-McDowell, Ellen Green, 8/29/54; Kathryn Arwen Trimble, 8/29/64; Mary Shelley, 8/30/1797; Ray Cummings, 8/30/1887; D. Jeanette Holloman, 8/30/55; Phil Bronson, 8/31/24; Robert Adams, 8/31/33; Alan J. Lewis, 8/31/42; Steve Perry, 8/31/47; G. Willow Wilson, 8/31/82.

*[Note: these monthly lists are by no means complete, so please be patient while we update – it’s an ongoing process! And if you’d like to help, or if you notice someone’s missing from the rolls, please let us know! Send an e-mail to [jphunt@scifi4me.com](mailto:jphunt@scifi4me.com) and we’ll revise accordingly. Thank you!]*





## A Report on Origins 2024

Louis J. Desy, Jr.

Here is my report on attending the Origins 2024 game convention that was held in Columbus, OH Wednesday June 19, 2024 through Sunday June 23, 2024.

This year in a chance from the past practices, I decided to drive instead of taking a plane to the convention. The main reason for this change was that after my plane trip in 2023 I was somewhat ‘fragile’ and felt like a wreck after experiencing massive turbulence on all four segments of the flight and swore that after I got back home I would never fly anywhere ever again. Plus on top of the nerve wrecking turbulence there was some kid that simply would not shut up on the first segment on the way to Origins and kept talking the entire flight from Boston to Baltimore about baking cookies and making pizza, making it impossible to sleep.

Even without this little darling’s monologues there seemed to be at least one baby only a few days old on every segment screaming the entire flight (one kid was screaming so loud that I thought it was going to damage their lungs), which only added to the overall misery of flying. On top of the overall miserable experience in 2023, the return flight did not leave Columbus, OH at all on that Sunday, and it was not until the next day that I was able to get back home. A FAA facility in Virginia had a fire that affected the air traffic control systems so all east coast flights were cancelled. Things were so messed up that my friend Mark in the seminar group was not able to get a flight back home on Monday and ended up renting a car and driving from Columbus, OH to Gorton, CT to get back home.

So this year I drove. Normally, the organizer of the Origins War College lecture series also drives and he manages it with a full day of driving. Flying is not an option for him because of the amount of material he needs to bring with him; hence, he loads up his car and drives from Newton, MA to Columbus, OH each year, making the trip in a single day. This year afterward Origins he went to Connections 2024 being held in Carlisle, PA.

This was my first time making this trip by car so I was not exactly sure what to expect or how it would go, but one positive is that I got a new car in March so I had a nice new car in good working condition to make the trip. I had originally hoped to make the trip within one day but started out later than planned on Wednesday.

I did not get on the road until about 11am or so, but once I got going it was fine, plus on my trip I got to listen to some of my favorite pod casts, My Comic Shop History, which chronicled the closing of Alternate Realities comic shop in Scarsdale, NY in 2015. The original series was a ten, later expanded to 12 episode podcast detailing the starting of the shop, its owners and customers and the events leading to its closing on June 30, 2015.

After the shop was closed the creator, Anthony Desiato, continued to generate pod casts on more of the comic book histories on things like ‘the comic book shops of Westchester county area’. It was only relatively recently, Nov 1, 2023 that the final pod cast of the series was done. I, and others, still hope that maybe he will have at least an annual ‘update’ but the creator seems that after eight years a finale is a ‘good way to put a bow on it all and bring the series to an end.’

On Tuesday, I only made it as far as Syracuse, NY and stayed overnight at a motel 6. This was ok since I was about half way into my trip and since my lecture on the Petro Dollar was not scheduled until Saturday 8pm; I had plenty of time to get there and get situated prior to setting up to give my lecture.

One of the surprises on my road trip was getting to see Lake Erie in person for the first time ever. Previous times I saw it from an airplane at 30,000 feet or so. Also as I got into Ohio I was somewhat shocked to see Opioid emergency kits in the rest areas, all state supplied. Sort of shocking to see that the state of OH felt the need to have a kit, complete with naloxone, in all their rest area rest rooms.

On Wednesday I got on the road at a reasonable hour, 9am, and got into Columbus, OH around 9pm or so. After parking in the Hyatt garage and getting my room key from Merle and unloading what I needed into my room, I was all set for the convention.



Initially attendance seemed somewhat ‘light’ and I assume that was because nothing was really going on Wednesday. Officially Origins starts on Wednesday but there is not much of anything scheduled until Thursday. My seminar group ‘NSDM’ had nothing scheduled for Wednesday and we just had people arriving and getting situated into their rooms.

I checked out my seminar room A210 to ensure I had the proper cables to connect my laptop to the LCD projector. Initially I was concerned because I could not remember if I brought the correct cables but then remembered that just before I left my apartment I threw a mailing bag with an assortment of cables into the back seat of my car, one of which was a HDMI to HDMI and there was even a HDMI to SVGA so I was all set.

On Friday I had a chance to do a test with my laptop to ensure it would work. Origins now has projectors setup in all seminar rooms and this is a great help since around 2005 or so, I used to have a transport with me an Epson S3 LCD projector for my own use since there were no projectors on site back then.

The main convention days are usually Friday and Saturday; with Friday being 100% higher than Wed or Thursday since attendees local to the convention can drive in to attend, and Saturday attendance is usually 200% that of Thursday. My impression is that attendance throughout was somewhat light and not as good as in past years.

My Saturday night lecture on the fall of the Petro dollar in A210 was attended by 7 or so. I have a group of about 10 people that are interested in my economic topics and they will usually attend if they are around. It is a good group with lots of good questions as we got along with the powerpoint deck. This year even though I had my deck prepared in advance, I ended up spending large parts of Thursday and Friday revising the deck to make the presentation more succinct and eliminate some of the slides.

Once I was on site at Origins things seemed to ‘run well’ but there were a few things I was somewhat surprised about:



Display at the main hall entrance

1: Attendance seems to be way off. The exhibitor’s hall had the last 3 or 4 rows empty. ‘Back in the day’ I distinctly remember the aisles only being 4 people wide and constantly jammed up with attendees. This year, as in recent years, the aisles were wide enough to drive a car down and there never being any ‘traffic jams’, even on Saturday.

2: I distinctly recall in past years there being a line of people waiting to get into the exhibitors hall Saturday morning for the 10am opening. This year, there was nothing like that.

3: GAMA (who put on Origins) claims attendance is ‘recovering’, but is down from pre covid ” Origins 2024, which happened on June 19-23, 2024, had 17,706 attendees. This is up over 9% from 2023’s attendance total, which was 16,082 people, but still down around 14% from the last pre-pandemic show in 2019, where Origins drew 20,642 people (see “Origins Attendance Up 11%”

Maybe. But to me it seemed like attendance was WAY down from pre covid days. BUT that may be because I spent large parts of Thursday and Friday in my hotel room working on my presentation and not ‘out and about’ on the convention floor.

4: Local services were MUCH better than in past years. One example is the wireless internet access within the convention center and at the Hyatt Hotel. As part of my presentation I wanted to play Youtube.com clips. Normally to do this I would need to use

my iphone as a hot spot and use it to get an internet connection but this year the entire convention center seems to have open and reasonable internet access But in any case I used a utility program to download the clips I needed to my laptop just in case there was no internet access during my lecture time.



5: I had a strange problem with my laptop battery. Pre starting out for Origins, my laptop was reporting ‘no battery installed’ so I got a new battery and installed it BUT then the battery would not charge and stayed at zero charge. While at Origins I swapped chargers with my other laptop and lo and behold; it started charging!

6: The food court closed around midnight or so. In past years, there was at least one of the food court fast food places that would stay open all night. This year, none of them stayed open all night and everything was closed by midnight.

7: There seemed to be a general ‘blah’ factor. Nothing really too exciting was going on and no one seemed to care. In past years there usually would be one new game or item that was the ‘big hit’ of the convention and everyone would talk about it and buy one of them. I did not see any of that this year.

8: Some long time exhibitors were not there. On Saturday I finally had a chance to walk the entire convention hall and wanted to meet in person Jolly Blackburn of the Knights of the Dinner Table comic. I could not find him, so I sent a message to him on Facebook and was surprised to get a message back very fast. He told me that his company had not been at an Origins in about five years. I was somewhat shocked to find that out since ‘back in the day’ attendance at Origins was almost mandatory so a company could showcase its products to the gaming public, but now some companies are skipping Origins.

9: Carl Olsen was on site on Thursday. I had hoped to talk with him on Friday but when I sent a message to him late Friday asking ‘where are you’ I got a message back that he was already back home in the Hartford, Ct area. Carl is one of three people known as ‘Veterans of Origins’ who have attended every Origins convention since the first one in 1975. The three people are Carl Olsen, Alan Conrad, and Will Niebling. I encouraged him to write down everything he can remember from those early years since he and the other two guys are the only ones left that have been to every Origins since it started.

Originally I had been planning on staying over Sunday night into Monday in the Columbus, OH area but because Merle Robinson was going to the Connection convention the upcoming week, he was going to be on the road early Monday, so after having lunch at the York Steak House in Columbus, OH; which is the last one in existence, I got on the road for my return trip late afternoon, and managed to arrive back home with only minor traffic problems.




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N3F presents

# NEFFERCON

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## AUGUST CONVENTIONS & EVENTS

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.

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

There are currently **2,920 listings**, and we continue to add events regularly.

### July 31 – Aug 4

#### VIRTUAL

Gen Con – Indianapolis, IN Aug 1-4

#### ON-SITE

StarCon – Rye, NH Jul 31-Aug 4

Gen Con – Indianapolis, IN Aug 1-4

Pulpfest – Pittsburg, PA Aug 1-4

Star Trek Las Vegas – Las Vegas, NV Aug 1-4

Discworld Convention – Birmingham, United Kingdom Aug 2-5

Diversicon – Plymouth, MN Aug 2-5

AnimagiC – Mannheim, Germany Aug 2-4

CanFURence – Ottawa, Ontario, Canada Aug 2-4

CreepyCon Knoxville – Rye, NH Aug 2-4

Chicago Horror Convention – Rosemont, IL Aug 2-4

Georgia Pop Culture and Horror Convention – Columbus, GA Aug 2-4

Monster-Mania Con – \*Cherry Hill, NJ Aug 2-4

OTAKON – Washington D.C. Aug 2-4

OTakuthon – Montreal, Quebec, Canada Aug 2-4

2DY Toy Expo – San Antonio, TX Aug 3-4

Ama-Con – Amarillo, TX Aug 3-4

Anime Impulse Phoenix – Phoenix, AZ Aug 3-4

Armageddon Expo – \*Palmerston North, New Zealand Aug 3-4

AnimeCom Fest – Kingston, Jamaica Aug 3-4

Bell County Comic Con – Belton, TX Aug 3-4

Big Lick Comic Con – Roanoke, VA Aug 3-4

Brickfest Live Huntington – Huntington, WV Aug 3-4

Brickfest Live Long Beach – Long Beach, CA Aug 3-4

BrickUniverse Port St. Lucie – Port St. Lucie, FL Aug 3-4

Collect-A-Con Charlotte – Charlotte, SC Aug 3-4

CollectedCon – Chicago, IL Aug 3-4

FarleyCon – East Ridge, TN Aug 3-4

gameacon East – Stamford, CT Aug 3-4

Oddities & Curiosities Expo – Buffalo, NY Aug 3-4

Really Cool Comic Con – Flint, MI Aug 3-4

Savannah Comic Con – Savannah, GA Aug 3-4



Springfield Brick Convention – Springfield, MA Aug 3-4  
 St Louis Brick Convention – St Louis, MO Aug 3-4  
 Surrey Steampunk Convival – New Malden, United Kingdom Aug 3-4  
 Bartow Con – Bartow, FL Aug 3  
 BX-Anime & Comic Expo – Bronx, NY Aug 3  
 ClashCon – Wilkesboro, NC Aug 3  
 Durham Mini Comic Con – Durham, NC Aug 3  
 Erie Anime-Fest – Erie, PA Aug 3  
 Hull Brick Festival – Hull, United Kingdom Aug 3  
 North Dallas Toy Show – Plano, TX Aug 3  
 Sudbury Comicon – Greater Sudbury, Ontario, Canada Aug 3  
 AnimangaPop! London – London, United Kingdom Aug 4  
 C.H.U.D. Comic Book Show – Laurel, MD Aug 4  
 Castro Valley Toy-Anime-Comic Con – Castro Valley, CA Aug 4  
 Clandestine Comc Book Show – Laurel, MD Aug 4  
 Loughborough Brick Festival – Loughborough, United Kingdom Aug 4  
 NEO Comicon – Avon, OH Aug 4  
 New Egypt Comic Book & Toy Show – New Egypt, NJ Aug 4  
 Otakukon – Harare, Zimbabwe Aug 4  
 Wayne NJ Toy Show – Wayne, NJ Aug 4

### Aug 7 – 11

Futerkon – Machocice Kapitulne, Poland Aug 7-11  
 World Science Fiction Convention (WorldCon) – Glasgow, United Kingdom Aug 8-12  
 Anime Matsuri – Houston, TX Aug 8-11  
 QuakeCon – Grapevine, TX Aug 8-11  
 SDHist Con East – Newport, RI Aug 8-11  
 Abunai! Convention – Veldhoven, Netherlands Aug 9-11  
 Anime Revolution Summer – Vancouver, British Columbia, Canada Aug 9-11  
 Anime-Zing! – Rock Island, IL Aug 9-11  
 Animethon – Edmonton, Alberta, Canada Aug 9-11  
 D23 – Anaheim, CA Aug 9-11  
 Ecchi Expo Anime – Denver, CO Aug 9-11  
 Elko Pop Con – Elko, NV Aug 9-11  
 Hachicon – West Valley City, UT Aug 9-11  
 Houston Horror Film Fest Horror Convention – Houston, TX Aug 9-11  
 Key City Steampunk Convention – Gettysburg, PA Aug 9-11  
 Liberty Comic Con – Oaks, PA Aug 9-11  
 Long Island Retro Gaming Expo – Garden City, NY Aug 9-11  
 Monsterama – Atlanta, GA Aug 9-11  
 New Mexico Comic & Film Expo – Albuquerque, NM Aug 9-11  
 Steel City Con – Monroesville, PA Aug 9-11  
 TFNation – Birmingham, United Kingdom Aug 9-11  
 VeXpo – Birmingham, United Kingdom Aug 9-11  
 Vidcon Mexico – Mexico City, Mexico Aug 9-11  
 Witchbomb – London, United Kingdom Aug 9-11  
 Utah Retro GameXpo – Layton, UT Aug 9-10  
 AniBash – Rochester, NY Aug 10-11  
 Anime 414 – Milwaukee, WI Aug 10-11  
 Brickfest Live Charlotte – Charlotte, NC Aug 10-11

Brickfest Live Puyallup– Puyallup, WA Aug 10-11  
 BrickUniverse Knoxville – Knoxville, TN Aug 10-11  
 Central FL Collectorfest – Lakeland, FL Aug 10-11  
 Comic World Taiwan Taipei Show – Taipei City, Taiwan Aug 10-11  
 Cult Classic Con Baton Rouge – Baton Rouge, LA Aug 10-11  
 Elftopia – Ooidonk, Belgium Aug 10-11  
 Huntington Comic & Toy Convention – Huntington, WV Aug 10-11  
 Morphinominal Expo – Balcones Heights, TX Aug 10-11  
 New Orleans Comic Con – New Orleans, LA Aug 10-11  
 Oddities & Curiosities Expo – Richmond, VA Aug 10-11  
 Oklahoma Comic Con – Tulsa, OK Aug 10-11  
 Smoky Mountain Fan Fest – Kingsport, TN Aug 10-11  
 Springfield Brick Convention – Springfield, MA Aug 10-11  
 Wicked Con – Boston, MA Aug 10-11  
 Animangapop! Manchester – Manchester, United Kingdom Aug 10  
 Greenville Comic Con – Greenville, NC Aug 10  
 The Infinity Toy and Comic Convention – Kissimmee, FL Aug 10  
 Midwest Comic Book Convention South Bend – South Bend, IN Aug 10  
 Orillia Comicon – Orillia, Ontario, Canada Aug 10  
 Sarasotacon – Sarasota, FL Aug 12  
 Toronto Prop Expo – Toronto, Ontario, Canada Aug 10  
 Vaughan Con – Vaughan, Ontario, Canada Aug 10  
 Wellsboro Comic Con – Wellsboro, PA Aug 10  
 Capital Trade Shows – Ottawa, Ontario, Canada Aug 11  
 Comicverse – Sacramento, CA Aug 11  
 Fantasy Con Scotland – Aberdeen Aug 11  
 London Comic Mart – Toronto, Ontario, Canada Aug 11  
 Manchester Brick Festival – Manchester, United Kingdom Aug 11  
 Midwest Comic Book Convention Rockford – Rockford, IL Aug 11  
 Pacifica Toy-Anime-Comic Con – Pacifica, CA Aug 11  
 Orangeville Comicon – Orangeville, Ontario, Canada Aug 11  
 SWFL Anime-Fest – Fort Myers, FL Aug 11

### Aug 12 – 18

Field of Games – Northfields, United Kingdom Aug 12-19  
 EAST – Suhl, Germany Aug 14-18  
 Tokonatsu – Henlow, United Kingdom Aug 15-19  
 HistoriKC Fest – Overland Park, KC Aug 15-18  
 Nashcon – Franklin, TN Aug 15-18  
 NecronomiCon – Providence, RI Aug 15-18  
 Eurocon/Erasmucon – Rotterdam, Netherlands Aug 16-19  
 Colossalcon Texas – Round Rock, TX Aug 16-18  
 Fan Expo Chicago – Chicago, IL Aug 16-18  
 Fort Collins Comic Con – Fort Collins, CO Aug 16-18  
 GalaxyCon – San Jose, CA Aug 16-18  
 Geek'd Con – Shreveport, LA Aug 16-18  
 Maricopa Con – Phoenix, AZ Aug 16-18  
 Queen City Anime Convention – Charlotte, NC Aug 16-18  
 Station Unity – National Harbor, MD Aug 16-18

Terrificon – Uncasville, CT Aug 16-18  
 Texas Furry Siesta – Dallas, TX Aug 16-18  
 The Road So Far...The Road Ahead Creation Tour – Austin, TX Aug 16-18  
 When Worlds Collide – Calgary, Alberta, Canada Aug 16-18  
 A.G.E. Con – Lake City, SC Aug 16-17  
 GCX– Orlando, FL Aug 16-17  
 Sci-Fi Horror Fest – Vernon, NY Aug 16-17  
 Epic Nerd Camp – Darlington, MD Aug 17-21  
 Furdance Budapest – Budapest, Hungary Aug 17-19  
 AnchorCon – Clayton, NY Aug 17-18  
 Birmingham Anime & Gaming Con – Birmingham, United Kingdom Aug 17-18  
 Brickfest Live Pleasanton – Pleasanton, CA Aug 17-18  
 BrickUniverse Bloomington – Bloomington, IN Aug 17-18  
 Comic World Taiwan Taichung – Taichung City, Taiwan Aug 17-18  
 Fairfax Comic Con – Chantilly, VA Aug 17-18  
 Flame Con – New York City, NY Aug 17-18  
 For The Love of Fantasy – London, United Kingdom Aug 17-18  
 German Film & Comic Con – Essen, Germany Aug 17-18  
 Las Cruces Comic Con – Las Cruces, NM Aug 17-18  
 The Long Island Tropic Con – Hauppauge, NY Aug 17-18  
 Oddities & Curiosities Expo – Philadelphia, PA Aug 17-18  
 Piney Woods Comic Con – Lufkin, TX Aug 17-18  
 RakuCon – Manchester, United Kingdom Aug 17-18  
 RisuCon – Rockville, MD Aug 17-18  
 Shikkaricon – Philadelphia, PA Aug 17-18  
 Springfield Brick Convention – Springfield, MA Aug 17-18  
 Zolocon – Warminster, PA Aug 17-18  
 Ahoskie Fan Con – Ahoskie, NC Aug 17  
 Central Alberta Fanfest – Ponoka, Alberta, Canada Aug 17  
 Collingwood Comicon – Collingwood, Ontario, Canada Aug 17  
 Norwich Brick Festival – Norwich, United Kingdom Aug 17  
 Stars of Time Film & Comic Con – Weston-super-Mare, United Kingdom Aug 17  
 Angus Comicon – Angus, Ontario, Canada Aug 18  
 Fremont Toy-Anime-Comic Con – Fremont, CA Aug 18

### Aug 21 – 25

Cologne Gamescon – Cologne, Germany Aug 21-25  
 Camp Feral! – Toronto, Ontario, Canada Aug 22-26  
 Fan Expo Canada – Toronto, Ontario, Canada Aug 22-25  
 TactiCon – Aurora, CO Aug 22-25  
 Windblume Festival – Frisco, TX Aug 22-25  
 2D Con – Bloomington, MN Aug 23-25  
 Anime NYC– New York City, NY Aug 23-25  
 Bubonicon – Albuquerque, NM Aug 23-25  
 Colorado Springs Comic Con – Colorado Springs, CO Aug 23-25  
 CrashCityCon – Roanoke, VA Aug 23-25  
 Days of the Dead Los Angeles – Los Angeles, CA Aug 23-25  
 DenFur – Denver, CO Aug 23-25  
 Everfree Northwest – Seattle, WA Aug 23-25  
 FallCon – Calgary, Alberta, Canada Aug 23-25

IndyFurCon – Indianapolis, IN Aug 23-25  
 International Kids Film Festival – San Diego, CA Aug 23-25  
 Long Island Doctor Who Convention – Holtsville, NY Aug 23-25  
 PopCon Louisville – \*Louisville, KY Aug 23-25  
 Power Morphicon – Pasadena, CA Aug 23-25  
 Retro World Expo – Hartford, CT Aug 23-25  
 Tampa Bay Comic Convention – Tampa, FL Aug 23-25  
 The Road So Far...The Road Ahead Creation Tour – Indianapolis, IN Aug 23-25  
 Covington Comic Con – Covington, TN Aug 23-25  
 SloFluffCon – Celje, Slovenia Aug 24-27  
 Brickfest Live San Diego – San Diego, CA Aug 24-25  
 Bristol Anime & Gaming Con – Bristol, United Kingdom Aug 24-25  
 Collect-A-Con Richmond – Richmond, VA Aug 24-25  
 Comic World Taiwan Kaohsiung – Kaohsiung City, Taiwan Aug 24-25  
 Conjutsu – Fairfax, VA Aug 24-25  
 Dallas Comic Show – Dallas, TX Aug 24-26  
 Dublin Comic Con Summer – Dublin, Ireland Aug 24-25  
 Eastern Rim Funny Book & Vintage Con – Baytown, TX Aug 24-25  
 GanBatte – Saskatoon, Saskatchewan, Canada Aug 24-25  
 Gathering of the Ghouls – Mesa, AZ Aug 24-25  
 GeekCraft Expo Madison – Madison, WI Aug 24-25  
 Glasgow Film and Comic Con – Glasgow, United Kingdom Aug 24-25  
 Harrisburg Comic & Pop Con – Harrisburg, PA Aug 24-25  
 Hub City Comic Con – Lubbock, TX Aug 24-25  
 Hudson Valley Horror Fest – Fishkill, NY Aug 24-25  
 Oddities & Curiosities Expo – Pittsburgh, PA Aug 24-25  
 Oz Comic-Con Canberra – Canberra, Australian Capital Territory, Australia Aug 24-25  
 Soda City Comic Con – Columbia, SC Aug 24-25  
 Superstar Anime – Virginia Beach, VA Aug 24-25  
 Teeb Con – Duluth, MN Aug 24-25  
 WV PopCon – Morgantown, WV Aug 24-25  
 Chizu Con – Madison, WI Aug 24  
 Coventry Comic Con – Coventry, United Kingdom Aug 24  
 EtownCon – Elizabethtown, KY Aug 24  
 MiracleCon – Edmond, OK Aug 24  
 Visalia Toy-Anime-Comic Con – Visalia, CA Aug 24  
 Annandale Comic Book & Nonsports Card Show – Annandale, VA Aug 25  
 Columbus Toy & Comic Book Show – Columbus, GA Aug 25  
 Midwest Comic Book Convention Springfield – Springfield, IL Aug 25  
 Raleigh Comic Book Show – Raleigh, NC Aug 25  
 Westcoast Comic Con – Vancouver, British Columbia, Canada Aug 25

## Aug 28 – Sep 2

NOVA Open – Arlington, VA Aug 28-Sep 1  
 ReaperCon – Denton, TX Aug 28-Sep 1  
 Dragon Con – Atlanta, GA Aug 29-Sep 2  
 FursonaCon – Newport News, VA Aug 29-Sep 1  
 Big River Steampunk Festival – Hannibal, MO Aug 30-Sep 2  
 PAX West – Seattle, WA Aug 30-Sep 2  
 Saboten Con – Phoenix, AZ Aug 30-Sep 1



TCEP – Sterling, VA Aug 30-Sep 1  
Anime Magic! – Rosemont, IL Aug 30-Sep 1  
Collectormania Film & Comic Con – Birmingham, United Kingdom Aug 30-Sep 1  
GrandCon – Grand Rapids, MI Aug 30-Sep 1  
Matsuricon– Columbus, OH Aug 30-Sep 1  
Megaplex – Orlando, FL Aug 30-Sep 1  
Mephit Fur Meet – Olive Branch, MS Aug 30-Sep 1  
Nan Desu Kan – Aurora, CO Aug 30-Sep 1  
Natsukashii Con – York, PA Aug 30-Sep 1  
SacAnime – Sacramento, CA Aug 30-Sep 1  
SaltCON End of Summer – Layton, UT Aug 30-Sep 1  
San Japan – San Antonio, TX Aug 30-Sep 1  
Tails and Tornadoes Fur Con – Tulsa, OK Aug 30-Sep 1  
Tucson Comic Con – Tucson, AZ Aug 30-Sep 1  
Viencon – America, Netherlands Aug 30-Sep 1  
Weekend of Hell – Oberhausen, Germany Aug 30-Sep 1  
WGGCon – Croton-on-Hudson, NY Aug 30-Sep 1  
Anime Impulse Orange County – Anaheim, CA Aug 31-Sep 1  
London Anime & Gaming Con – London, United Kingdom Aug 31-Sep 1  
PhiliFur – Quezon City, Philippines Aug 31-Sep 1  
Eckman's Card, Comic, and Toy Show – San Antonio, TX Aug 31  
Sci-Fi Day at the REME Museum – Sci-Fi Day at the REME Museum Aug 31  
Wakefield Brick Festival – Wakefield, United Kingdom Sep 1  
Turlock Toy-Anime-Comic Con – Turlock, CA Sep 2



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### We welcome your feedback!

If you have comments, suggestions, or articles to share please  
send an e-mail to [mindyhunt@scifi4me.com](mailto:mindyhunt@scifi4me.com)  
or [jphunt@scifi4me.com](mailto:jphunt@scifi4me.com) and let us know how we're doing!

Thank you for taking the time to read and respond.

