

THE

VOL. 1

NO. 1

MANGAVERSE:

NEWS & FAN-TALK

SPECIAL PREMIERE FANZINE

JUNE 17, 2004



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Ruth R. Davidson: pgs, 2, 3, 16, 18

Caroline "Carmen" Curtis: pg 13

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Find us online at <http://potato.xarph.net/~ruthiechan/mangaverse.html>



WELCOME to The MANGAVERSE!

Wahoo! The first issue of *The MANGAVERSE* is here!

This is very exciting. I'm rather proud of this achievement. I hope that you are just as satisfied as I am. Right now The MANGAVERSE is in its infancy, but I am confident that we will grow well.

Each volume will be comprised of six issues (numbers). The only exception is that volume one will only have four issues since we didn't start at the beginning of the year. This will make our volumes and issue numbers easier to track and update accurately.

As you can see this is a primarily electronic publication. The exception is when someone requests a hard copy offered at a modest fee. The wonderful thing about .PDF is that you don't have to worry about how long your publication is. No worries about postage and weight. Ya gotta love technology.

For the sake of simplicity, we will use the word comic(s) as a short for non-Japanese comics. Japanese comics we will call manga (duh! heehee).

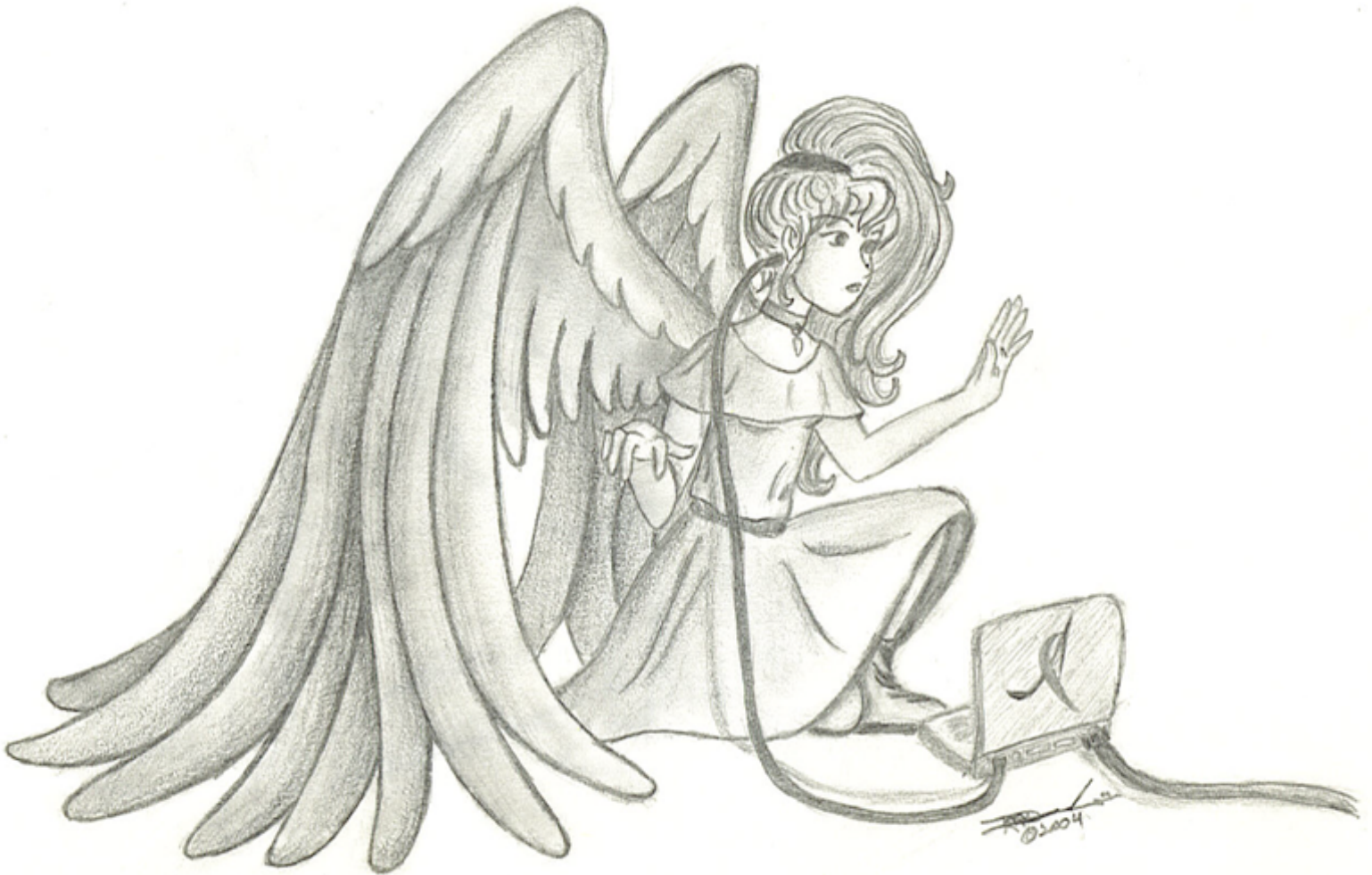
Color art work is accepted. I just have a tendency to draw in plain pencil *wink*.

If you know someone who might be interested in The MANGAVERSE, please direct them to The MANGAVERSE website for a free download of our first issue of *The MANGAVERSE: News & Fan-talk*.
<http://potato.xarph.net/~ruthiechan/mangaverse.html>

This is a new aspect of Fandom; another way to stretch the imagination on all fronts. I am pleased that others seem to think so too! Enjoy!

~Ruthie ☺

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Reviews

Anime:

“Gundam Wing”
By Eric Glasgow

“Gundam Wing”, from Sunrise and Bandai Entertainment, is a SF story that takes place in the distant future where man can live with the stars; but everything is troubled for the Earth rules the outer space with an iron fist. So now, five young men with their great Mobile Suits (mecha), called Gundams, are sent to earth to defeat the organization that threaten the peace of the colonies and the world.

This is a great animated series. It has giant machines that people use to do battle in. It also has the politics side of the war as well as heroic tales on the front line. It's a great story with some twists and turns. I personally love it. If you're a SF freak who loves mecha this is your kind of show, so check it out.

Oh and if you buy the series make sure it says uncut. It's a lot cooler that way; and there are websites of course. Just put in gundam.com and you'll get a list of Gundam sites and other stuff that deals with it. As I said already, check it out. Till then, chao.

Oh yeah, I'm a new member, the name's up top. It's been cool talking to you guys, hope to do it again. Well, till next time, see ya.

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Manga:

“Appleseed”
By Ruth R. Davidson

Appleseed is a pure science fiction story written by Masamune Shirow, and comprises of four graphic novels. “Appleseed One: The Promethean Challenge”, “Appleseed Two: Prometheus Unbound”, “Appleseed Three: The Scales of Prometheus” and “Appleseed Four: The Promethean Balance.”

The main characters are Deunan Knute, a soldier, and Briareos Hecatonchries, her cyborg lover and partner. After being recovered from Badside, they started working for ESWAT in the city of Olympus, the utopia of mankind after World War III, which is run by bioroids (genetically engineered people/ clones). They have an interesting relationship, that switches from professional to lovers depending on what's going on in the story. There's also a lot of philosophy about what it means to be human and what humans *really* want as opposed to what humans say they want.

My favorite character is Briareos. He's mostly metal, including his entire head, but you can tell his expression and feeling from his metal ears that kind of remind me of a rabbit's. You can also glean this from his “tone.” Since there's no real voice, you have to take it from the way he words things. In fact, his character is one of the main reasons why I kept reading.

The story is terribly choppy, especially from one book to the next, so you can get away with skipping a book or two. The first two books are the best. They are better at keeping your interest. In the middle of Book Three the story starts to really get choppy, and a little unfocused, so it was hard to finish the series. It was worth it anyway, though in my opinion Shirow could have ended it in book two.

The art is fantastic. It's very detailed, so you get a clear picture of the world you are reading about. Sometimes though I find myself wishing that some of his panels were more simplistic. When panel after panel after panel is detail detail detail it gets a little painful on the eyes.

I do seem to be knocking this manga down a lot, but despite its problems, it is a worthwhile read and the characters are quite believable, and likeable (or not). I am often surprised when other manga fans tell me that they haven't read or even heard of Appleseed. In my opinion it's among the "must read" or "must see" (there's an anime version which really brings out the niftiness of Briareos' ears).

So yes, I actually do recommend this read. All in all, on the whole, it's good stuff.

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Comics:

"Midnight Nation"

By Ruth R. Davidson

Midnight Nation by J. Michael Straczynski (creator of the popular TV series, "Babylon 5") is, at its very core, a story of sacrifice. Lieutenant David Grey, a police detective, must recover his lost soul or forever be a Walker, caught between the world of the living and the world of the dead. J. M.S proves yet again that he is one helluva story teller. It is a reflective story. It makes you stop and think about things, the people you love and the world you live in. I particularly love the various acts of sacrifice, both subtle and unsubtle, that can be applied to our every day lives. Sometimes, we sacrifice the wrong things or people. One case of Ltnt. Grey's, is that he sacrificed his marriage for his work. Sometimes we also make the right sacrifices for the right reasons and people.

Midnight Nation is also a story of hope, and maybe even love, for how can one make sacrifices without hope? Gosh, as I think about this, it's rather elating, but I fear to say more than that would potentially ruin the story for you. So, I will instead tell you that the art is superb (done by Gary Frank, color by Dan Kemp). It accurately reflects and demonstrates mood and emotions (or lack thereof). Good art and the style presented are important for conveying such things, since the pictures replace description paragraphs.

What I also love about J.M.S. is that his stories have a definite beginning middle and end. You don't see any, "bleeding the story dry" or "running it into the ground till it's died three times over" elements that are seen in other comic book series. I more than highly recommend this read. You can now get the entire story in one graphic novel at your local comic shop or Barnes & Noble.

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Day Dream

By Bernadette "Usagi" Glasgow



うさぎ 6月9日 '04

Usagi 6/9 '04

Kore wa nan desu ka

What's this mean?

By Bernadette "Usagi" Glasgow

It is always helpful to know a little Japanese, especially when talking to long time fans. So I will start out with pronunciation of the vowels.

A	E	I	O	U
ah	eh	ee	oh	oo
mall	red	sing	snow	blue

R's are rolled.

Here are a few words that are commonly known and spoken at anime/manga conventions.

Nani = what	Sayonara = goodbye/farewell	Arigatou = thank you
Dare = who	Gomen = sorry (almost casual)	gozai masu = extra polite
Doko = where	Gomen nasai = very sorry	Arigatou gozai masu =
Itsu = when	Do itashi mashite = you're welcome	extra polite thank you

ka = ? (verbal question mark) yo = ! (verbal exclamation mark – emphasis)

Konban wa = good evening Ohayo = good morning
Ohayo gozai masu = extra polite good morning

Kon nichi wa = good afternoon/good day. Hello with a time frame (10am to 5pm).

Now lets do some basic sentences! This is our base: [] wa [] desu.

[Watashi] wa [Usagi] desu.

My name is Usagi (remember to use your name, not mine).

[Anata] wa [amerika-jin] desu [ka]? (remember ka = verbal question mark.)

Are you an american?

[Hai] [watashi] wa [amerika-jin] desu.

Yes, I am an american

[Iie] [watashi] wa [amerika-jin] [janai] desu.

No, I am not an american

[Anata] wa [nihon-jin] desu [ka].

Are you Japanese?

[Hai] [watashi] wa [nihon-jin] [janai] desu.

No, I am not Japanese.

Now it seems like a good time to mention the different Japanese character styles.
There are four.

Romanji = english characters.

This is what we have been using so far, as it is easier to learn Japanese using familiar letters.

There are three types of character symbols.

Kanji Katakana Hiragana

In the samples (below) the characters "nihon" and "jin" are in Kanji. "American" is Kara kana.

More on the differences between the three character types and proper usage later.

日本人

ni hon - jin
Japan - ese

'jin' Refers to 'People' so, nihonjin translated means Japanese, but a literal translation would be "Japan-people". It Does not mean the language, that's "nihongo" ^_^★

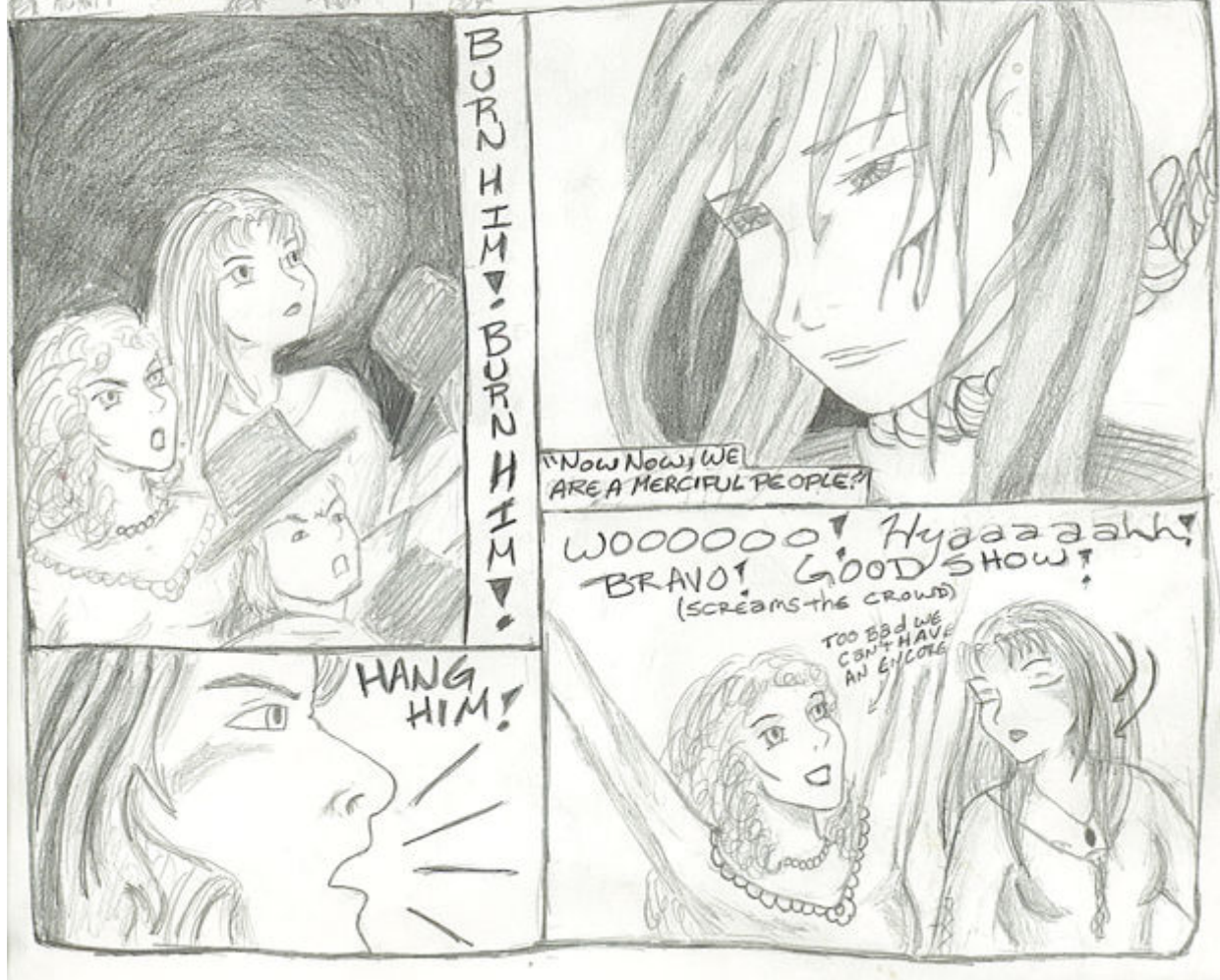
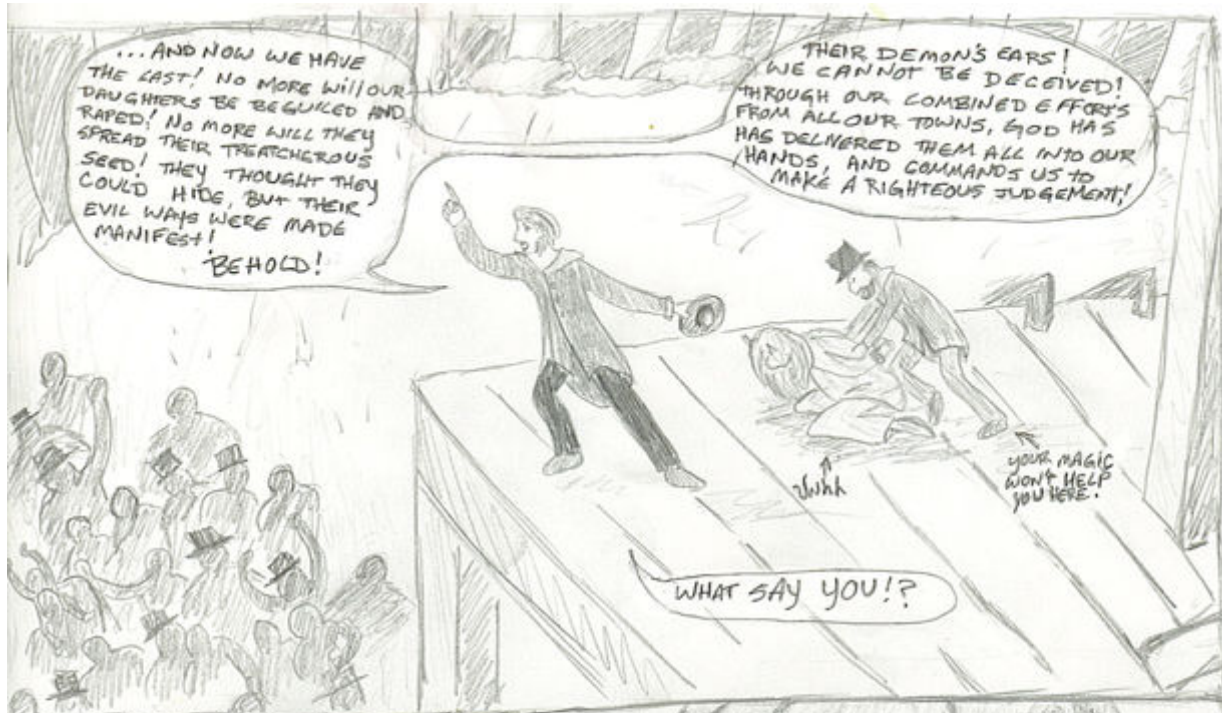
アメリカ人

a me ri ka jin
america People
american

うき 竟

Witch Seed

By Ruth R. Davidson



Fan-talk

Got something to say to your fellow anime/manga/comic fans? Well here's the place to do it. You can be as serious, as casual, or as silly as you want to be. Here, not even the sky is the limit. We can go MUCH higher. All that is asked is for everyone to mutually respect one another. ☺

Am I the only one who has noticed that anime and manga seems to have gone unnoticed by Science Fiction and Fantasy Fandom at large? There is so SO MUCH SF&F in varying degrees in these genres it's almost ridiculous. Studio Ghibli ("Princess Mononoke" and "Spirited Away") does a lot of child fantasies though the stories are enjoyable by adults. Sometimes they're rather folktale-ish.

"Neon Genesis Evangelion" is a prime example of a very serious dark anime (though I hear the manga is better). Yet, it has its silly moments. This sort of contrast is depicted throughout anime/manga. It allows a freedom of expression not seen in conventional art or comics geared toward adults.

There are two different types of manga. Shojo (female) and Shounin (male). I'm a weirdo, I enjoy both boy and girl manga. I like "Dragon Ball Z" yet I also like "Ceres". Hmm. . . . ever wonder that maybe SF&F Fandom seems to be passing this by because there's SO MUCH girl manga? We all know that the average Fan is a middle aged male. At the same time though, a lot of guys in the USA *like* girl manga. I know my husband does.

Or could this lack of attention be purely from ignorance? Maybe even hang ups? After all, "cartoons" are kids stuff. That's what my Dad says. He sees something's a cartoon and says "Oh, kid stuff" and walks away. I'm like "holy cow! Your kid could be watching hentai and you wouldn't even know it because a cartoon is kid stuff!?" Then there's the assumption that hentai won't be accessible to kids. HAHA! I beg to differ! "Sailor Moon", a SF/F mix, is another example. It's got all sorts of stuff in there that I don't think is for kids (though in Japan the audience is 12 year old girls while in the USA it tends to be young men, go figure). It's got Yaoi (homosexual male stuff), incest (girl from the future has the hots for her young father and she knows who he is to boot!), and guys that turn into girls when they transform. That's not even half of it. o.O;; <— googly eyes with sweat drops.

Thankfully, hentai isn't the be all end all of anime/manga (though some morons think that's all it is), if it were, the fan base wouldn't be nearly so large. (Hentai is so not my thing. Ew.)

Anyway, I think we should start telling our Fan buddies about this stuff. There are so many opportunities for stretching the imagination, so much room for different styles of story telling, it seems there are endless possibilities. SF/F is SF/F, no matter the genre. Therefore it's a part of SF/F Fandom. It'd be a shame not to share it. After all, how can your Fannish friends say no to "would you like to see one of my favorite SF series?"

~Ruth R. Davidson – Las Vegas, NV

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Logo Contest

Rules:

- 1: Logo must reflect the whole of The MANGAVERSE.
a: anime/manga/comic related.
b: sci-fi/fantasy based.
- 2: Logo must be submitted to me by **November 25th, 2004**
Preferably via email, ruthiechan@xarph.net, in .PNG format, .JPG is okay too.
Hard copies are accepted. 3540 Swenson St. #172, Las Vegas, NV 89109
- 3: \$2 fee must accompany logo. Checks, cash, and money orders are acceptable.
You may pay via paypal; ruthiechan@xarph.net.
- 4: Your full name, address, and date are to also accompany logo.
- 5: Must be a current member of N3F to participate (see "how to join us" for more info).
- 6: By entering you give permission to The MANGAVERSE to use your logo without reservation. Your logo will not be sold or used for non-MANGAVERSE purposes.
- 7: Color logos are a-ok.

Prizes:

- 1: One year N3F membership free.
- 2: A manga of your choice (\$15 limit) or \$15 cash.
- 3: A winning certificate with logo featured.

Uses:

- 1: Logo will be put up on The MANGAVERSE website.
- 2: Logo will be featured on all The MANGAVERSE publications.
Other logo uses for The MANGAVERSE are not yet known.

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Fanzine of Doom

Okay, so it's not really "of DOOM", but the idea is that it's going to be BIG.

The MANGAVERSE's Fanzine of DOOM is scheduled to be released at the end of November.

As time passes, I am not sure if this is realistic. I am really pushing for fan art and fan fiction, and we all know that good writing usually takes time. We will see how many submissions I get by October. If I feel that we are lacking I will move the release date back to the summer of 2005. That may be a good idea anyway as it would make for great summer reading.

Fortunately we can be a flexible on this, so please let me know how you feel on the subject.

I will be publishing this primarily in .PDF, though depending on size I may have to give you all a URL to download it from as I have discovered that some e-mail clients won't accept an attachment that's one (1) meg or larger in size. For hard copies a modest fee will apply though the amount will depend on size. No worries though, I will always be reasonable. ^_^ <— anime face.

This fanzine will primarily have **fan art** and **fan fiction** though other fannish material may also be submitted. If I feel that a submission would do better in *The MANGAVERSE* (or vice versa) I will let you know, and it will be published in the appropriate zine.

Currently, all submissions for the *Fanzine of DOOM* are due on November 1st.

So break out your pencils and keyboards and get to crackin! *cheesy grin* ☺ 竟

Featured Interview with Caroline "Carmen" Curtis Manga artist and writer of the popular web-comic 9th Elsewhere

<http://www.9thelsewhere.com>

Interviewed by Ruth R. Davidson

Q: Where are you from?

A: Having moved cross-country four times in only 22 years makes that a tricky question, but the two places I feel closest to are Phoenix (AZ) where I spent my childhood, and Chicago (IL) where I live today.

Q: Tell us a little bit about yourself and family.

A: Much like Carmen, I can be moody and self depreciating. I have lived on the inside of foster homes I did not fit into. I grew up with many, many problems at my biological home and moved out when I was 17. Thanks to some excellent friends and a handful of half relations, I have been taking care of myself and healing since. I know very well what it feels like to be unwanted, uncared for, abused and neglected, hence I write about people who had similar experiences and learn to make it through. I'd like to think I went through so much sadness to be better prepared to help others in my lifetime. I am working towards a psychology degree, I love gloomy literature, but I also love cute, perfectly happy, things like Totoros and bath toy whales. The further I go with 9E, and the more I see Carmen heal, the more I heal myself and let go.

Q: How long have you been drawing?

A: Every elementary school child draws, so I'm always annoyed when artists brag they been drawing since they could hold a pencil. Please, a small

child's hand eye coordination faculties just aren't that good without practice. So I like to say I started drawing, seriously, when I was about 11 (1993). I came home every day and drew for hours, studying animated film frame by frame, reading up on the renaissance masters and challenging myself. Above all challenge yourself if you love to draw! If profile views are hard don't just avoid them, practice!

Q: Do have any kind of training?

A: I have a small handful of high school classes that mostly covered traditional still life via water-color and oil paints. So, no, not really. Again, just lots of practice. :)

Q: Where did you get the idea for 9E? What was your inspiration?

A: Ah, the dreaded question ;) in the Summer of '03 I was busy half writing three stories as a hobby, one overtly-complicated fantasy epic, one gloomy story about a fairy godmother, and a little story about some juvenile delinquent muses in Seattle. Eiji eventually became one of said muses. That next Fall I felt I wanted to do a webcomic, and the muse story was my first choice. Sadly though it had too many plot holes and fatal flaws in the writing. That semester in University, I took a short seminar on dream therapy. Not the ridiculous 'new age' dream interpretation culture, but serious psycho-

logical dream theory founded mostly on Carl Jung. An interesting tangent of the seminar was a lecture on 'chase dreams' and how to counsel those having them frequently.

Without giving too much future plot away, the more examples I read of people with these dreams, the more I was driven to write about a girl overcoming them. If only because I was a lonely girl who had some overcoming of her own to do. But she couldn't possibly overcome them alone, and so, Eiji was pulled from 'the muse story' and landed into a brand new world where he would have to help guide this girl through her own mind.

Q: Why did you choose to self publish online?

A: I have had a website for my art since I was 14, I grew up fortunate enough to be with computers and learn html when most children and adults did not know what the internet was. I would not trade the age I live in for anything, period. The internet opens up this industry for *everyone* without all the ridiculous pretension and old fashioned standards! With webcomics, paper publishers have access to so many fresh artists and writers who, without a webcomic, would have to move near a studio, scrape for years to get noticed just to become an inker? I was an art -nobody- a year ago, now I have 24,000 solid readers and recommendations from Kristen Perry, Katie Bair, Fred Gallagher and even Lea Hernandez! All because I put down \$10 a month for hosting and spent my free time drawing, writing and coding instead of clubbing. Webcomics, all the way, yo!

Q: Do you know how the story ends? Explain your answer. *(I personally would love to see Eiji prove Cirdan, and all the other muses wrong.)*

A: Yes, in fact I do. 9e was fully outlined about a year ago, and most of the writing now is scripts and filling in story arcs. I am an extreme planner, I want the message of the comic to be thorough and the writing to be solid. I see myself as a writer first, the art in 9E is secondary. Suffice to say, the ending will surprise you. And to everyone complaining that it will be syrupy and 'disney-esque', back off. You should know by now that I am not that hollow of a writer. There won't be any obvious black and white or overtly happy endings with me.

Q: I see in your art style an anime influence. Why this style over others? How/why did anime influence you?

A: American comic art that I actually enjoy is few and far between. To me, it's too wrinkly all ill proportioned. I don't like how American comics switch

artists like it doesn't make a difference. I don't like that you can see obvious rushing in a fair chunk of them. Like where the artists was too pressed for time and knew it. I was introduced to anime at 14 and I loved it's smooth charm. Don't you dare call it 'simple' it is a challenge, yo. Especially to draw in your own style instead of just mimic-ing whatever aired on cartoon network last week. Anime style is soft and allows room for fantastic amounts of detail where I like to draw it. Instead of drawing four wrinkles around a mouth while it speaks, I can spend my time on a far more expression filled pair of eyes. Anime style is all about the eyes, and they don't have to be huge to say far more than American style eyes.

Q: What other things do you like to draw?

A: Oh I love to draw plants, any form of animal (whales especially), I draw people when sitting in an airport waiting for a flight, I draw furniture for practice, I draw people when they sleep. But I cannot stand to draw cars, oh they're horrid.

Q: What medium(s) do you prefer to use?

A: I love pencil, obviously ;), but I also have a great set of watercolor pencils I don't get to use very often anymore. 9E just eats up too much of my time, after this interview it's back to drawing pages for me.

Q: What are some of your other interests and hobbies?

A: Books are a great favorite, especially old literature and psychological theory. I'm also a bit of a gamer and a Harvest Moon junkie, learning to play DDR presently. I also have two rats whom I love to play with. :) The majority of my time is filled nicely by my boyfriend.

Q: What is your relationship with Courtney? What's her role with the creation of 9E?

A: To keep it simple, Courtney and I are great friends, but poor, poor coworkers. We both had too much going on in our own lives and there was too much miscommunication on both sides when 9E started, I ended up doing all the work fairly early on. We officially broke up last March. I still send her scripts and we chat as often as we can seeing as she is now in Tokyo and 14 hours ahead of me.

Q: I see you go by Carmen. Is that an online persona only or does that bleed into real life as well?

A: It bleeds for the most part. Carmen and I have shared alot in life, the main difference being I am getting over it, Carmen is stagnating. Simply, Carmen is more or less me perhaps five years ago.

Q: What characteristics do you share with Carmen of 9E?

A: Oh we both love writing (difference being I am good at it, Carmen is terrible), we both put ourselves down frequently. We both do not like to be told by someone else that we can't do something. We're highly competitive and see ourselves as deserving more than what we have. There the difference is that I am working towards my goals, Carmen does not even know what hers are.

Q: How much of your self, your personality, did you put into your characters?

A: Quite a bit, it helps me write them with more depth and empathy. If they are not based on parts of me, they are based on parts of people I knew well.

Q: How do you personally prepare a strip? Do you have a story board? Any "rituals"?

A: First I write out the scripts for a whole chapter, then make thumbnails of each page (like a story-board). Before I begin drawing a page I have to clean usually >_> something about me, I can't draw if my drawing area is cluttered, it will bother me immensely. Also, a Dr. Pepper or tea is most necessary.

Q: What are your goals, hopes, dreams, and aspirations for 9E?

A: There's the practical ones: paper publishing, a larger store and more readers (currently at a fan-base of about 24,000 people). Then there's the bigger, less practical ones: esteem from psychologists for my insight into the mind of troubled children and the stigma a foster home can create. As well as my (pardon my brief ego) outstanding use of psychological theory in a medium that can be appreciated by younger generations. I guarantee you, take any given psych course in your life and you will be reminded of 9E and see how much information is really in it. :)

Q: What special abilities does Singha have? (I noticed that recently he knew that the Bakabako was about to be destroyed (from the dream he was having I assume) and tried to warn them.)

A: Ha ha, wait just a few more pages as that is explained shortly in chapter six.

Q: Why did you pick this sample strip as opposed to the others? (Featured at the end of this interview.)

A: Page 3_045 is part of the surprisingly popular

'Sir Bubbles Saga'. There is, in fact, a real Sir Bubbles I got one Easter trapped in a bar of soap.

Thus, the character has always been important to me and I feel fuzzy rereading that part of the comic. I think it sums up 9E well, it's too late to do exactly what might have been, but it's not too late to do what you can.

Q: Any teasers you would like to give the readers about what's coming?

A: Oh, about a million, but for the sake of being prudent I shall only give one. The hippos are coming.

Q: Will there be a love interest between Eiji and Carmen? Your wallpaper seems to suggest it.

A: I like to tease with the wallpapers. ;) No, there will be no romantic interest. Both Carmen and Eiji have too many problems to sort out, they're hardly even friends at this point. This is a story of healing and growth, why must everyone need a half baked love story tossed in there too? It's Hollywood syndrome and I don't plan to support it, yo.

Q: Are there any other thoughts and insights you would like to share?

A: At the risk of sounding absurd, keep trying. I tried to give up on life once, I was tired of being worth nothing to everyone who meant so much to me. But I pulled through, and while my presence in life does not seem to affect my biological parents in any way, I work hard to affect others. I learn, I sing when I think no one's listening, I try to dance and I write a comic that 24,000 people read and tell me they enjoy. Some of them tell me it's changed their life for the better. You all make up for a handful of bastards I had the displeasure to run into. This comic has saved my life, if you're in trouble, make something or keep looking for that person, place or thing that will save yours. It's out there. If mine could be, then yours is too.

Keep dreaming, but remember a dream is only a chemical flash of your brain. Worthless until you extract purpose and an aspiration from it.

I would like to thank Caroline for taking the time out of her busy schedule to do this interview. To read 9th Elsewhere go to the following website: <http://www.9thelsewhere.com> To read the starting comic click on Archives or on First.

I would also like to say that I found Caroline's answers refreshingly open and insightful. I hope you readers did too, and I hope you decide to give 9E a try. It's an extraordinarily wonderful story.

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This is the Sir Bubbles of your memories made all fleshy! Here he should be even more real to you.



Upcoming Anime/Manga Conventions

By Ruth R. Davidson

JUNE:

June 4-6, 2004

Project: A-Kon, Dallas, Texas

<http://www.a-kon.com/>

Guests of Honor:

Musicians:

Psycho Le Cému, Camino, Do As Infinity,
Nami Tamaki;

Actors:

Stephanie Nadolny, Mike McFarland, Michael Coleman, Sean Schemmel, Scott McNeil, Vic Mignogna, Lauren Goodnight, Samantha Inoue-Harte, J. Shanon Weaver, Monica Rial, Carrie Savage, Jonathan Osborne;

Director: Jonathan Klein;

Music Video Producer: Brad DeMoss;

Producer: Kevin Bennett;

Artists:

Shimpei Itoh, Mio Odagi, Alan Gutierrez, Fred Gallagher, Alan Gutierrez, Stephanie Folse, Brian Stelfreeze, Newton Ewell, Steve Bennett;

Composers:

Bruce Faulconer, Xero Reynolds; DJ Sachiko Uchida; Writers: Toby Leonard, Michael Crocker;

Animator: Jan Scott-Frazier;

Editor: Jonathan Tarbox

June 4-6, 2004

CACE, Ottawa, Ontario

<http://www.c-ace.org/>

Guests of Honor:

Artists: Heather Bruton, Jen Seng

June 12, 2004

Lakewood Public Library Anime Film Festival

Lakewood, Ohio

<http://www.lakewoodpubliclibrary.com/anime>

June 18-19, 2004

Allgäuer Anime-Nacht, Kempten, Germany

<http://www.mack-world.org/>

June 18-20, 2004

PortConMaine, South Portland, Maine

<http://www.portconmaine.com/>

Guests of Honor:

Actor: Daniel Kevin Harrison;

Artist: Ian McConville;

Writers:

Nami, Ian M. Clark, Jessica McLaughlin, Jared A. Sorensen, Nate Frisoli, Allison Carmichael, Sharon Lee, Steve Miller;

Game Designers

: Jason Amerkanian, Jason Libby, Chris Barrett,
Zev Shlasinger;

Directors: Joe Digiorgi; Jes Weigand

June 18-20, 2004

AnimeNEXT, Secaucus, N.J.

<http://www.animenext.org/>

Guests of Honor:

Musicians:

Peelander-Z, The Spunks, Cosmicity;

Actors:

Veronica Taylor, Monica Stori, Richard Cox, Kelli Shayne Butler, Bill Rogers, Matt K. Miller, Wayne Grayson, Mike Sinterniklaas, Mike Pollock, Marc Thompson, Lisa Ortiz;

Webmaster: Rob Malda

June 26-27, 2004

JAFAX, Allendale, Mich.

<http://www.jafax.org/>

Guests of Honor:

Actors:

Michael Coleman, Amy Howard Wilson, Doug Smith; Artists:

Newton Ewell, James Dawsey, Robert DeJesus, Jan Scott Frazier, Bruce Lewis

JULY:

July 2-4, 2004

AnimeCon, São Paulo, Brazil

<http://www.anime-expo.org/>

July 2-4, 2004

Japan Expo, Paris, France

<http://www.japan-expo.net/>

July 2-5, 2004

Anime Expo, Anaheim, Calif.

<http://www.anime-expo.org/>

Guests of Honor:

Actor: Reina Yoshimura;

Directors: Satoshi Nishimura, Mamoru Hosada;

Character Designers: Minoru Murao, Range Murata, Musicians: Under17

July 3-4, 2004

Dojicon, Krakow, Poland

<http://dojicon.prv.pl/>

July 8-11, 2004

Anime Friends, São Paulo, Brazil

<http://www.animefriends.com.br/>

July 9-11, 2004

Metrocon, Tampa, Fla.

<http://www.metroconventions.com/>

Guests of Honor:

Actors:

Greg Ayres, Vic Mignogna, Christopher Patton,
Monica Rial;

Artists: Katie Bair, Robert and Emily DeJesus

July 16-18, 2004

ConnectiCon, West Hartford, Conn.

<http://www.connecticon.org/>

Guests of Honor:

Actors:

Peter Mayhew, Jamie McGonnigal, Mike Sinternik-
laas, Michael Coleman;

Artists:

Brian Carroll, Rob Balder, John Allison;

Web-comics:

MacHall, Sluggy Freelance, Ctrl-Alt-Del, Scary-
GoRound, Questionable Content, Diesel Sweeties,
Dominic Deegan, RPG World, Stacatto Comic,
Daze in a Haze, Partially Clips, EXE-World,
+Slackerz;

Musicians: Cosmicity, B-Machine, Otaku Duet

July 16-18, 2004

Ikasucon, Blue Ash, Ohio

<http://www.ikasucon.org/>

Guests of Honor:

Producer: Toshifumi Yoshida;

Actors: Richard Cox, Monica Rial, Greg Ayres;

Animator: Jan Scott Frazier;

Artists: Robert and Emily DeJesus, Steve Bennett

July 16-18, 2004

Northern Anime Festival, Oshawa, Ontario

<http://www.northernanime.ca/>

July 16-18, 2004

reANIMation, Bydgoszcz, Poland

<http://www.reanimation3.prv.pl/>

July 17-18, 2004

Kodansha Super Character Festival, Chiba City,
Japan

<http://www.k-fes.com/>

July 17-18, 2004

Animethon, Edmonton, Alberta

<http://www.animethon.org/>

July 23-25, 2004

Animagic, Koblenz, Germany

<http://animania.de/animagic.html>

July 30-Aug. 1, 2004

Otakon, Baltimore, Md.

<http://www.otakon.com/>

Guests of Honor:

Actors:

Monica Rial, Kirby Morrow, Richard Epcar;

Artists: Pontus Madsen, Christian Fundin

July 30-Aug. 1, 2004

Ai-Kon, Winnipeg, Manitoba

<http://www.ai-kon.org/>

AUGUST:

August 6-8, 2004

O-Chibicon, Aldine, Texas

<http://www.o-chibicon.com/>

Guests of Honor:

Actors:

Tiffany Grant, Mike McFarland, Chris Patton,
Samantha Inoue Harte, Amy Howard Wilson;

Musician: Xero Reynolds, fan David G. Wilson, III

August 6-8, 2004

Wildercon, Cosgrove, Milton Keynes, U.K

<http://www.wildercon.org.uk/>

August 6-8, 2004

Anime Festival Orlando, Orlando, Fla

<http://www.animefestivalorlando.com/>

Guests of Honor:

Actors:

Wendee Lee, Lex Lang, Sandy Fox;

Animators: Jan Scott-Frazier, Marshall Hash;

Artist: Steve Bennett;

Writer: Trish Ledoux;

Producer: Toshifumi Yoshida

Aug. 13-15, 2004

Comic Market, Tokyo, Japan

<http://www.comiket.co.jp/>

Aug. 13-15, 2004

Ryucon, Olsztynski, Poland

<http://ryunokage.ath.cx/ryucon2/>

Aug. 14-15, 2004

Yasumi Con, Olympia Heights, Fla.

<http://www.yasumicon.com/>

Aug. 14-15, 2004

Melbourne Anime Festival, Melbourne, Australia

<http://www.manifest.org.au/>

Aug. 20-22, 2004

Amecon, Leicester, U.K

<http://www.amecon.org/>

Guest of Honor:

Actor: Monica Rial

Aug. 20-22, 2004
Festival Yumemi, Lille, France
<http://www.yumemi.fr.st/>

Aug. 20-22, 2004
Anime Evolution, Burnaby, B.C.
<http://www.animeevolution.com/>

Aug. 21-22, 2004
International Character and Hobby Collection,
Chiba City, Japan
<http://www.chara-hobby.com/>

Most of this information was taken from:
<http://www.fansview.com/consked.htm>
For updated information please visit the website(s)
listed for your convention(s) of interest.



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Upcoming Comics Conventions

By Ruth R. Davidson

JUNE:

June 2-6
BookExpo America, Chicago, IL
<http://www.bookexpoamerica.com/>

June 5
Big Apple Comic Convention, New York City, NY
<http://www.bigapplecon.com/>

June 5-6
Kansas City ComiCon, Shawnee, KS
<http://kansascitycomicon.com/>

June 5-6
Adventure Con, Knoxville, TN
<http://www.adventurecon.com/>

June 5-6
South Florida Scifi Anime Comic Convention!
Plantation, FL
<http://www.spookyempire.com/scifi/index.html>

June 6
Capital Associates - Comic, Toy & CCG Show
Washington, DC area
<http://www.capicons.com/>

June 6
Jacksonville Comic Book & Toy, Collectible Show
Jacksonville, FL
http://www.cccpromotions.com/news.php?article_id=14§ion=site_news&action=read

June 6
Cleveland Comic & Sci-Fi Convention
Cleveland, OH
<http://www.harpercomics.com/conventions.html>

June 6
Hayward-Con VIII, Hayward, CA
<http://www.super-con.com/>

June 10-13, 2004
Superman Celebration, Metropolis, IL
<http://www.metropolischamber.com/celebrate.htm>

June 11-13
DreamCon, Jacksonville, FL
<http://www.dreamcon.net/>

June 11-13
All Collectibles Show, St. Augustine, FL
<http://www.comicbookconventions.com/allcollectiblesshow.htm>

June 11-13, 2004
Heroes Con, Charlotte, NC
<http://www.heroesonline.com/con-update.htm>

June 11-13
Sci Fi Summer Con, Atlanta, GA
<http://www.sfscon.org/>

June 12
St. Louis ComicCon, Chesterfield, MO
<http://www.midwestcomix.com/>

June 13
Sacramento Comic Book and Collectible Show
Sacramento, CA
<http://www.sacramentocomics.com/pages/index2.html>

June 18-20
Paradise Comics Toronto Comicon
Toronto, ON - Can.
<http://www.torontocomicon.com/>

June 19-20
South Florida's Collectible Convention
Pompano Beach, FL
http://www.cccpromotions.com/news.php?article_id=12%A7ion=site_news&action=read

June 19-20
BotCon 2004 , Pasadena, CA
<http://www.botcon.com/2004/index.html>

June 20
Boston Comic Book & Toy Spectacular
Boston, MA
<http://primatepromotions.com/>

June 24-27
Origins, Columbus, OH
<http://www.originsgames.com/>

June 26
Florida's Panhandle Comic Book & Toy, Collectible Show, Tallahassee, FL
http://www.cccpromotions.com/news.php?article_id=15§ion=site_news&action=read

June 26-27
MoCCA Art Fest 2004, New York, NY
<http://www.moccany.org/>

June 27
X-Trava-Con, Livonia, MI
<http://motorcityconventions.com/>

June 27
Philadelphia Comic-Con, Philadelphia, PA
<http://www.philadelphiaticomic-con.com/>

June 27
3 Rivers Comic Book & Sci-Fi Convention
Pittsburgh, PA
<http://www.harpercomics.com/conventions.html>

June 27
Comic Book I-Con 2004, Des Moines, IA
<http://hometown.aol.com/comicbookicon/home.html>

June 27
Atlanta Comic Convention, Atlanta, GA
<http://atlantacomiconvention.com/>

JULY:

July 2-4
HEROICON, Louisville, KY
<http://www.heroicon.com/>

July 10
Superman Fan & Collectors Convention of Hawaii-Honolulu, HI
<http://www.supermanhawaii.com/>

July 10
Nerd Con 2004, Philadelphia, PA
<http://www.house-of-mysterious-secrets.com/nerdcon.html>

July 10-11
Sci-Fi Expo Richardson, TX
<http://www.scifiexpo.com/index.asp>

July 10-11
Sci Fi Collectibles and Autograph Show, Portland, OR
<http://www.northwestshows.com/>

July 11
Orlando Collectible Show, Orlando, FL
http://www.cccpromotions.com/news.php?article_id=6§ion=site_news&action=read

July 11
Saturday's Child Nostalgia Convention, Cleveland, OH
<http://www.harpercomics.com/conventions.html>

July 11
Toy, Model and Collectables Show
Vancouver, BC - Can.
<http://users.uniserve.com/~lswong/Comicon.html>

July 17
The Austin Collectibles Show, Austin, TX
http://www.kennyscollectibles.com/KC_presents.htm

July 18
St. Louis Comic Book & Toy Show, St. Louis, MO
<http://www.jscollectorsworld.com/2004/index.html>

July 22-25
Comic-Con International, San Diego, CA

<http://www.comic-con.org/>

July 24-25

The Austin Collectors Exposition, Austin, TX
<http://www.collectorsexpo.com/>

July 25

X-Trava-Con, Livonia, MI
<http://motorcityconventions.com/>

July 25

Charlotte ComiCon, Charlotte, NC
<http://www.davescomicsonline.com/Scripts/coninfo.asp>

July 31 - August 1

Baltimore Super Mega Fest, Towson, MD
<http://www.baltimore.supermegafest.com/index.php>

AUGUST:

August 1

Philadelphia Comic-Con, Philadelphia, PA
<http://www.philadelphiaticomic-con.com/>

August 1

Jacksonville Comic Book & Toy, Collectible Show
Jacksonville, FL
http://www.cccpromotions.com/news.php?article_id=14§ion=site_news&action=read

August 1

Akron-Canton Comic Con, Akron, OH
<http://www.harpercomics.com/conventions.html>

August 8

Capital Associates - Comic, Toy & CCG Show
Washington, DC area
<http://www.capicons.com/>

August 8

Tampa Comic & Toy Convention, Tampa, FL
<http://www.comicbookconventions.com/tampaconvention/index.htm>

August 8

Buckeye Comic Con, Columbus, OH
<http://www.harpercomics.com/conventions.html>

August 13-15

Wizard World Chicago, Rosemont, IL
<http://www.wizarduniverse.com/conventions/chicago.cfm>

August 13-15

Horrorfind Weekend IV, Hunt Valley, MD

<http://www.horrorfindweekend.com/>

August 21

Orlando Collectible Show, Orlando, FL
http://www.cccpromotions.com/news.php?article_id=6§ion=site_news&action=read

August 21

Texas Superhero presents...
The SHAZAM & ISIS Hour, Austin, TX
<http://www.texassuperhero.com/>

August 21

Lehigh Valley Comic Con, Allentown, PA
<http://www.enter.net/~magicman/comiccon.html>

August 27-29

Canadian National Comic Book Expo
Toronto, ON - Can.
<http://www.canadiannationalexpo.com/>

August 29

X-Trava-Con, Livonia, MI
<http://motorcityconventions.com/>

August 29

Orlando Collectible Show, Orlando, FL
http://www.cccpromotions.com/news.php?article_id=6§ion=site_news&action=read

August 29

Comix & Stories, Vancouver, BC - Can.
<http://users.uniserve.com/~lswong/Comicon.html>

Most of this information was taken from: <http://www.comicbookconventions.com/conventions.htm>
For more detailed information and updates please visit the website(s) for your convention(s) of interest. Please NOTE: that *some of these conventions will have anime and/or manga as well as American and other comics.*

If there are any cons that I missed, especially in August, or that you would like to mention to me, let me know at ruthiechan@xarph.net.

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Submission Guidelines

By Ruth R. Davidson

Publishing Schedule: *The MANGAVERSE: News & Fan-talk* is currently scheduled to be published bi-monthly, February, April, June, August, October, and December.

The MANGAVERSE's Fanzine of DOOM is currently scheduled for publication annually around Thanksgiving time. This status may change in the future.

Deadlines: For *The MANGAVERSE: News & Fan-talk* submissions are due on the 25th day of the month preceding the publication month. As an example, material intended for the August issue should be submitted to me by July 25. *If it doesn't get to me – the Editor – in time, it goes in the next issue.* Watch for updates on this information. I may change the deadline on you. *wink*

For *The MANGAVERSE's Fanzine of DOOM* submissions are currently due on November 1st. Watch for updates since this information is likely to change.

What's Published: *The MANGAVERSE: News & Fan-talk* is the official bi-monthly publication of The MANGAVERSE. Art, comics (original serial and one-shots), discussions/articles of your favorite anime/manga/comics (story lines, characters, writers, artists, etc.), con-reports, con-announcements, reviews, and any other fannish material related to anime/manga/comics are accepted publishing material.

The MANGAVERSE's Fanzine of DOOM is the official large zine for The MANGAVERSE. This will not only have original comics and stories, but it will be mostly filled with **fan art** and **fan fiction** from your favorite anime/manga/comic.

Accepted Formats: Paper copies are always welcome (must be legible) If emailing me attachments, please ask if the format you'd be sending me is acceptable. A few samples of what I can accept are: .doc, .rtf, .txt, .jpg, .png, .pdf, .xls, etc. Unexpected formats will be deleted. I will not accept disks or cds.

Publishing Formats: *The MANGAVERSE: News & Fan-talk* is published in .PDF format and sent to you via your email address. Paper printed versions are available upon request and will cost \$5 for one year (6 issues). Please be sure that your N3F membership dues are paid and up to date.

The MANGAVERSE's Fanzine of DOOM will be published in .PDF format and sent to you via your email address. Paper printed versions may be available. More info TBA.

Not Sure What to Send? Read the "What's Published" section. What's listed there is what you can send in to me for publishing. Any and all fannish material pertaining to anime/manga/comics. *Don't be afraid to send something in!* **The only thing I will not accept is hentai (pornographic) material.** If you are unsure if something is hentai, please feel free to ask me.

If you have any questions email me at ruthiechan@xarph.net or snail mail me.

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How to join The MANGAVERSE

By Ruth R. Davidson

Two steps are required when joining The MANGAVERSE.

Step one: Join The National Fantasy Fan Federation (N3F).

A membership form is available to you on the last page of this issue and on the web at <http://nfff.org>. The MANGAVERSE is run in affiliation with N3F, a science fiction and fantasy club founded in 1941.

Step two: email me after you complete step one.

After you email me, I will then confirm with the N3F secretary that you indeed accomplished step one. This is because depending on when you join it may be a while before you see the official publication of the N3F (which is quarterly), and you could miss out on stuff otherwise.

Step three: join in the fun!

After step one and two are completed, feel free to join right on in and submit some anime/manga/comic fannish material to me for publication.

Happy reading! *big smile*

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The National Fantasy Fan (N3F) Membership Application

☐ New Member ☐ Reinstatement ☐ Joint Membership ☐ Gift Membership

Name (Please Print): _____ Today's Date: _____
Address: _____ City: _____ State: _____
Postal Code: _____ Country: _____ Phone: _____
Email: _____ Occupation: _____
Male: _____ Female: _____ Birthdate (for the Birthday Bureau): _____

Please check your current SF/F related interests.

<input type="checkbox"/> APA's	<input type="checkbox"/> Comics/Manga	<input type="checkbox"/> Reading
<input type="checkbox"/> Art	<input type="checkbox"/> Fanzines	<input type="checkbox"/> Reviewing
<input type="checkbox"/> Cartooning	<input type="checkbox"/> Other:	<input type="checkbox"/> Round Robins (group letters)
<input type="checkbox"/> Computers	<input type="checkbox"/> Editing	<input type="checkbox"/> Taping
<input type="checkbox"/> Conventions	<input type="checkbox"/> Filksinging	<input type="checkbox"/> Audio
<input type="checkbox"/> Correspondence (penpals)	<input type="checkbox"/> Games	<input type="checkbox"/> DVD/Video
<input type="checkbox"/> Collecting	<input type="checkbox"/> Movies/T.V.	<input type="checkbox"/> Teaching Science Fiction
<input type="checkbox"/> Artwork	<input type="checkbox"/> Online Activities	<input type="checkbox"/> Writing
<input type="checkbox"/> Books	<input type="checkbox"/> Publishing	

- Which would you prefer?:
A: *The e-Fan* in .PDF format sent to your email address? _____
B: *The Fan* printed and mailed to your home address or PO Box? _____
- How long have you been interested in Science Fiction and Fantasy?: _____
- How long have you been involved in Fandom?: _____
- List any other clubs you are or have been a member of: _____
- List any conventions you've attended: _____
- What Prozines and Fanzines do you read if any?: _____
- What is your favorite type of SF/F?: _____
- Who are your favorite SF/F Authors: _____
- Are you interested in online activities? If yes, what type?: _____
- Which (if any) of the following would you be willing to help the Club with?
☐ Artwork ☐ Corresponding ☐ Publishing ☐ Recruiting at Conventions ☐ Writing for club publications
☐ Organizing Activities ☐ Other(s): _____
- Name of Sponsoring Member (if any): _____

Dues are \$18 per year (\$22 for Joint Memberships) which includes subscriptions to the club's fanzine as well as other activities and benefits. Make checks or money orders payable to William Center (the treasurer).

All payments must be made in U.S. funds. Mail dues and application to club secretary

Dennis Davis, 25549 Byron St., San Bernadino, CA 92404-6403.

Please allow 8 weeks for your first zine to arrive.

You can also sign up online at <http://nfff.org>

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