

THE

VOL. 1

No. 2

MANGAVERSE:

NEWS & FAN-TALK



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Sarah "SADCAT" Davis: pg 14

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

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REVIEWS

Anime

"Escaflowne"

By Ruth R. Davidson

First, let me be clear. This is NOT about the Escaflowne movie (which isn't all that great), and it's NOT about the butchered version that Fox put out a while back. This is about the complete 26 episode series that kicks all sorts of bootie. I must make this clear because I've told people that Escaflowne is an excellent anime, and they tell me, "Oh that movie was okay," or even worse, "Oh I saw that on Fox, but it was too confusing." Erk.

Now that we know which Escaflowne I am talking about you must watch it in Japanese with subtitles. The voices are all wrong in English and dubbed translation is pretty bad.

The main character, Hitomi, is an athlete (running) who also predicts the future, using her tarot cards, for her classmates. Her predictions were always more accurate than other readings. She also wore a pendant that always swung in time to the seconds (which she could use to douse with).

In the beginning, she's running the track (trying to make a certain time) when a young man (named Van – pronounced Vahn) appears in a beam of light, wearing armor and a sword, with a dragon at his heels. Once the dragon is slain, he is surrounded by the light again and Hitomi gets transported as well. She finds her self on Gaea, a planet that sees the Mystic Moon (earth) and the Moon in the sky. On Gaea her abilities are enhanced ten fold. Not only can she see the future, but the past as well. She becomes inundated with visions. These visions help in the cause to save Gaea from those who would destroy it.

This story is interesting in that it's an Atlantis story, but it's very different from traditional ones. The focus isn't the City of Atlantis, but it's about Fate, Destiny, and how our wishes and thoughts form the future. There is of course love. Not a triangle really, but a more like a square or a three dimensional triangle.

The "bad guys" are trying to change and control Fate, but in the end only succeed in hurting the people of Gaea. The leader of Zaibach (the enemy) is bent on finding ways to change Fate at all costs. Van and Hitomi, along with other friends and comrades work to defeat Zaibach so that Gaea won't be destroyed.

The animation is done very well, though it took me a bit to get used to the extra pointy noses which reminds me of a deck of cards. (I wonder if that was intentional?) In the movie all the lines were very rounded and smooth, and I couldn't stand it. They had to have their pointy noses! *amused*

There are some very nifty twists and turns, some of which were unexpected and invoked the "NO WAY!" response. What makes this anime good is that it induces verbal and physical responses from its audience. The story is written well and the music compliments the story and animation beautifully. When the Escaflowne theme comes on you can't help but sing with it.

That's what makes this anime better than others. You react and want to reach into the story and slap the characters or cheer them on. The end is not what I wanted, though others I have talked to really like the end.

After the conflict is ended, Hitomi returns to the Mystic Moon, and stopped doing readings for anyone. Sometimes I think she should have been okay to do readings, and other times I understand why she wouldn't want to, but what gets me is that she LEFT. She should have stayed on Gaea with the person she loves (I won't tell you who, so as not to give it away). I like to think that once in a while, with the power of her wishes and that of her love, she visits often and ends up staying on Gaea and marrying him. But that's just me. Other wise it is a very satisfactory ending (the beginning and middle are also satisfying). This is one of the few anime's that I like to watch multiple times. It's something I sometimes put on in the back ground while doing house work. (Yes, in Japanese with English subtitles, I've seen it enough times to know what's going on without having to rely on reading the subtitles.) This should prove that this series is a worth while watch.

Now hie thee to the blockbuster (or somewhere similar), and rent and enjoy (and possibly buy!).

Special

Movie: "2002"

By Ruth R. Davidson

You may be wondering, "why is Ruthie deviating from Anime/Manga/Comics?" There's a good reason for it. "2002" is a Hong Kong live action movie that FEELS like an anime. While watching it I started to say to my husband, "this is a great anime." It is most worthy of The MANGAVERSE. I actually did that both times I watched this movie. (Yes, I've already watched it twice in one week.)

WARNING! This review contains SPOILERS!

Chiu Yau is head of the one-man secret 2002 Department of Police. He is a ghost hunter with a curse. Everyone who becomes friends with him dies. He is alone without family. His new partner is a man (normally its man-ghost partnerships) called Fung, who is afraid of ghosts. He is also destined to die. This is a story of how two partners become friends and decide to choose fate instead of letting fate choose them.

The fight choreography is flashy, fun, and well implemented. The emotion is powerful, and the music fits the emotions that are being presented. Sure, there are a few plot holes, but it doesn't matter. It does not ruin your suspension of disbelief. The story presents special gear for combating ghosts. Vision drops that allow people without the gift (curse?) of seeing ghosts to see them for 5 minutes. It also reduces the power of a ghost. Special touch-gloves so you can hit a ghost, and special guns that uses the blood of the person firing it to coat the bullet. They also burn things made out of paper for ghosts who are not trouble. Once burned the ghost receives the item. I found that to be a very neat concept.

The fight scenes aren't the be all and end all of 2002. It's more about the characters and the fighting is a part of the story not the focus. I think that's what really makes the difference.

This is a neat film that would make a great anime. Hell, it IS a great anime (without the animation of course part of course). It is highly recommended. To read more reviews go to this website: <http://imdb.com/title/tt0294251/> (Apparently Chiu is called Tide, I watched the Hong Kong version with English subtitles). The only place you can get it from is from importers like yesasia.com.



Kore wa nan desu ka?

By Bernadette "Usagi" Glasgow

	<u> </u> wa <u> </u> Des' <u> </u> です。	
I 私 watashi	米国人 Beigokujin	American
you あなた anata	日本人 nihonjin	Japanese
he 彼 Kare	フランス人 furansujin	French
she 彼女 Kanojyo	インド人 indojin	E. Indian
They 彼ら Karera	中国人 chugokujin	Chinese

watashi wa Ruth Des'.

I am Ruth.

Kare wa nihonjin Des'.

he is Japanese. etc. etc.

これ は えんぴつ です。 enpitsu - pencil

This is a Pencil

Kore wa enpitsu Des'.

Kore - This

Are - That

NAN/NANI - what
なん 何

これは なん ですか?

Kore wa nan Des' Ka?

What is this?

Ka, makes statement to a question.

Kore wa enpitsu des' Ka? hai, Kore wa enpitsu des'.

is this a pencil? Yes, this is a pencil.

ie, Kore wa enpitsu janai des'.

no, This is not a pencil.

 "wa" "Des'". "Ka" question
"subject" "verb."

愛してる。Ruthieちゃん、！

しんぶん	shinbun	newspaper
とけい	Tokei	watch
おちゃ	ocha	green tea
こおちゃ	koocha	tea
かぎ	kagi	key
ほん (本)	hon	book
でんわ	denwa	telephone
まど	ma do	window
かびん	kabin	flower vase
Tobacco	Tobacco	cigarette

Hiragana ひらがな

しんぶん	shinbun
とけい	Tokei
おちゃ	ocha
こおちゃ	Koocha
かぎ	kagi
ほん	hon
でんわ	Denwa
まど	ma do
かびん	kabin
タバコ	tobacco

← a thin / s...?

NOTE:

This lesson is based upon the premise that you've read and understood the first one in The MANGAVERSE vol. 1 no. 1.

If this is not the case it is suggested that you go back and review the first lesson (or download issue vol. 1 no. 1 on our website: <http://potato.xarph.net/~ruthiechan/mangaverse.html>).

You also have the option to do a google search on Japanese language basics for more information, which may also help clarify a few things.

You may also ask Usagi questions directly by emailing her at twistedusagi@goosemoose.com.

Your questions will be published in The MANGAVERSE (anonymously unless otherwise stated). After all, if you're asking, then someone else is probably curious too. ^ _ ^

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Witch Seed

By Ruth R. Davidson



Logo Contest

There's still plenty of time to send in your logo!

Rules:

- 1: Logo must reflect the whole of The MANGAVERSE.
 - a: anime/manga/comic related.
 - b: sci-fi/fantasy based. (Rule one isn't as difficult as it seems, I trust you artists!)
- 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.

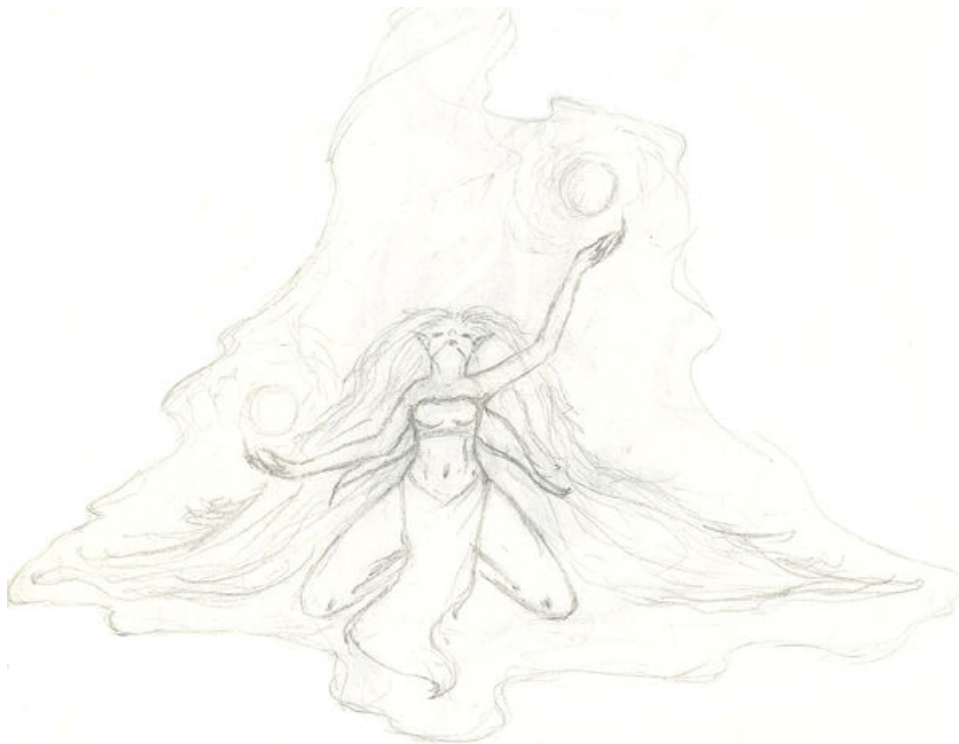
Prizes:

- 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

So far, I am the only one who has submitted anything for *The MANGAVERSE's Fanzine of DOOM*. Since I've decided that I would like to make an announcement about it in N3F's official publication, I am changing when it is to be published, now, instead of in October.

***The MANGAVERSE's Fanzine of DOOM* is now scheduled to be released in the summer of 2005.** This zine will make for great summer reading. I also feel that the change in release will help writers give us their best work!

Publishing Format:

Primarily in .PDF. (URL will be sent to your email address.)

For hard copies a modest fee will apply though the amount will depend on size. TBA.

Submissions:

Fan-art and fan-fiction of your favorite anime, manga, or comic.

Word/Page Limits:

NONE.

Deadline:

Currently **May 1, 2005.**

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

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Featured Interview with Sarah “SADCAT” Davis
Artist and writer of the increasingly popular webcomic, The Mousekaroos
[Http://www.mousekaroos.com](http://www.mousekaroos.com)
Interviewed by Ruth R. Davidson

Q: Where are you from?

A: Born and raised in London, Ontario, Canada.

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

A: I have a hard time really describing myself without getting bored and needing to take a nap. I'm a rather introverted person, opinionated, sometimes a little moody, topped off with a dark sense of humour and an overactive imagination. Sleepy yet? My family consists of humans and animals. I have my mom and dad (still married, 22 years), and a younger brother (17); And of course my nine kids! The cats: Jinx and Cagney, and the rats: Wassail, Bayberry, Primavera, Bueller, Rabblrouser, Cahoots, and Mollycoddle.

Q: How long have you been drawing?

A: For as long as I can remember. I'm told by my parents that I was drawing from the moment I could hold a pencil.

Q: Do have any kind of training?

A: I'm self-taught, and I learn best from observation. Just drawing from life is incredibly helpful. In fact, I'm pretty sure I earned my title of "just a bit strange" from staring at people and things for extended periods of time, trying to remember exactly how they look and work. I also find the artwork of others to be helpful in learning new techniques and understanding how the artists worked with obstacles I might be facing in my own art.

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

A: The story of the Mousekaroos is kind of strange, and goes back about seven years. I'd been designing websites since '95 and at the time I was a part of a club for cats (yes, the cats join the club and you play as your own cats... this is where some of the strangeness comes in). I was making a page of weird zoo animals, and one of the animals I drew was something that looked like a combination of a mouse and a kangaroo (hence the name). Nothing really came of the zoo page. In fact I have to wonder if it was even finished. But I liked the Mousekaroo, and I ended up creating three little Mousekaroo characters (Blue, Rasp, and Aqua). At the time the story was that they lived in underground burrows in the North Pole on Earth (more strangeness). They were still just little animals, no clothing

or really any human qualities (they hopped bent over with their arms all curled in and puffy tails twisted up like a husky dog's). I made several funny comics (well, funny to a 13-year-old), and then the idea just sort of died and I lost interest. Maybe a year and a half later I had a very strange dream starring these Mousekaroos. I can still remember it vividly. The four lands were fantastic.. treehouse cities and underground ice palaces and camouflaged clothing and a brand new story for Blue. They weren't silly little mismatched animals anymore, they were a unique species on a unique planet. I awoke and immediately started writing the script.

Q: Why did you choose to self-publish online?

A: At the time I didn't even know there were other "online comics". This was just something crazy I was going to do. Just a time-killing hobby inspired by a weird dream. I honestly didn't really expect anyone to read it outside my own little circle of friends. I put it online so I wouldn't lose those images that were still fresh in my mind.

Q: Do you know how the story ends? Explain your answer.

A: (I personally would love to see Blue "healthy.") I know what happens to Blue, I know his full history and where it is all leading (the climax, if you will). But I don't really think there will ever be a true "ending". I just wouldn't know how to do that... I've grown to love these characters and their world and I don't think I could ever truly bring an end to it all. Over the span of seven years they've all developed such unique personalities and histories and quirks that ending the story would be like ending their lives and a huge part of myself.

Q: I've heard some people call your comic a "furry" comic. What are your thoughts on that?

A: Hehehe... my thoughts on this are rather stubborn. I never intended the Mousekaroos to be "furries". They were just supposed to be an alien race on a different planet where they and their culture were very unlike humans. I was told maybe halfway into this endeavor that my characters were "furries" and my comic started to get classified as such. I was finding my comic in directories listed under "furry comics" when I wanted all along for it to be fantasy and adventure and nothing more.

While I'm a fan of a select few furry comics, and I used to check out art sites like Yerf, I just am not into the whole furry genre. It's just a bit too much for me, and while I don't have anything against people who like furies, I just don't think the Mousekaroos fits into that whole culture. Just doesn't seem right... doesn't click.

Q: What other things do you like to draw?

A: I used to have time for recreational stuff... just drawing for the hell of it, but what with freelancing being my only source of income now, and very much a full-time gig, I really only get to draw what I'm paid to draw! Animals are definitely my favourite subjects. I started Caricatures because I love to draw animals, and I love to cartoon. But I also really enjoy fantasy, and I thankfully get to do a bit of that for clients as well. I also love coming up with psychological, dark pieces with hidden meanings and just a lot of general weirdness. You know, that whole "self-expression" thing so many people have been talking about.

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

A: I would like to just say "all of the above", as I love to dabble in everything. But I have more experience with certain medias which I generally stick to. I'm a fan of Prismacolor markers and pencils, as well as watercolour pencils. Most of my art is a combination of all three. I ink everything with several different sizes of Micron pens. As for the Mousekaroo comics themselves, they are all sketched out on regular printer paper, then inked, then scanned and coloured in Photoshop. Each individual page takes about three hours to complete from start to finish. But that's my own problem because I insist on always having the pages in colour.

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

A: I've always been an animal lover, and as I've gotten older that devotion has only grown stronger. I'm very firm in my animal rights beliefs, and am active in several dozen groups writing letters on behalf of animals. Finding homes for stray cats is also something my mother and I do on our own (there are so many in our neighbourhood). I also adore photography, scrapbooking, web and graphics design, and I'm a Lord of the Rings fanatic and a completely obsessed Johnny Depp fan.

Q: What is your relationship with your characters?

A: I don't know whether it's sad, strange, impressive, disturbing, or a mixture of all four... but these characters have been "alive" for so long, that I do

actually now see them as being individuals and no longer just my creation. I haven't allowed them to break the fourth wall yet, however... we're still doing that whole Truman Show thing where I just control every aspect of their lives and they wonder what the hell they did to deserve it. I love them all, even though I torture them in the comic. Sometimes I forget I had anything to do with their creation and they're just colourful, three-fingered people I know on the Internet.

Q: What characteristics do you share with Blue?

A: We're both very sarcastic. I've always gotten into trouble for my mouth, and we both seem to enjoy getting reactions out of people. Blue is the dark, angsty, witty, dry, indifferent side of me, and is probably the easiest character to write for because he comes so naturally.

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

A: There's a little of me in all of them, but many of the characters are based off people I know. Herb was named after one of the most special rats I ever had. His boisterous, talkative, friendly personality is entirely adapted from that sweet little guy. Rasp is kind of a combination of Ned Flanders, Ralph Wiggum, and my brother. Jade, in some ways, is the kind of person I'd like to be (strong and outgoing), while Tigerlily is a nice example of everybody's manic, obsessive, childish side. I don't ever base any character off of myself really, but rather, just allow them to develop themselves. Whatever they decide they should be, it sort of just happens. They say great actors too afraid to get up in front of a crowd either become artists or writers. I'm both, as well as horribly shy, and I love to act. The characters possess me, in a way.

Q: What are your goals, hopes, dreams, and aspirations for The Mousekaroos?

A: Well I have realistic goals and then crazy, outlandish, completely naïve goals. I would very much like to get the comic in print and sell it on the website. I can see that happening within the next year if I'm able to gather the funds. If possible, I would also love to see the comic published and sold in book stores. Now, for the unrealistic goals... a Mousekaroo animated film, and books (not comics) about the characters, the planet, the culture. I even have actors and actresses picked out to be the voices of the characters for a movie. As I said, overactive imagination.

Q: What special abilities does Chix have? How large will her role be?

A: Chix (AKA Atrytra), and all of the Squirloxes, have a rather huge role in the comic. I can't really go into a lot of detail about what parts the Squirloxes play (as it's a major aspect of the story), but I can say that Chix has been assigned to Blue for good reasons. I can name a couple of Chix's abilities, but I don't want to reveal too much! She is telepathic and may just break in on Blue's hallucinations at some point for an up-close and personal look at why he is the way he is. She also has a sixth (or seventh? or eighth?) sense when it comes to locating sandwiches.

Q: Why did you pick this sample strip as opposed to the others?

A: This page was just fun to do. It really isn't a dream, or a hallucination... just something full of hidden meanings that I figured readers would have fun trying to figure out. I chose this page because a lot of people wonder why it's there to begin with.

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

A: Well fans of Blue and Briar are going to be happy. Especially those fans who have been begging for a violent fight between the two of them. You're also in for more Blue and Chix back story, as well as the introduction of more new characters.

Q: Will there be a love interest between Blue and Jade? Or even a love triangle between Blue, Jade, and Briar?

A: It's kind of hard to say, as there are so many opinions on the subject. There's one side that desperately wants something to happen between Blue and Jade, and the other side that thinks that's way too cliché. I'm going to let the characters decide... but I will say this: It's not just the human ladies that find Briar irresistible.

Q: This is your third work over of the comic. What motivated you to make these changes? What's different? Will this be the final draft?

A: I was motivated this time around by the problems with the company that was hosting my domain. They went out of their way to boot my site off of their server, and finally succeeded in eliminating the comic (I was stuck with only being allowed one page consisting of only text and a few images). They killed the comic and I was pretty much of the mind that that was the end. But I couldn't just let it go... instead I decided to tweak the script and start over. I'd been wanting to fix a lot of things I didn't like the first couple times around (I hadn't really gone into much of the culture and the Mousekaroos in the older versions just come off as these sickly cute wannabe humans with fur). I had originally not

intended the comic to be for kids, so I wanted to fix that as well. I also added the long-awaited, much appreciated thumb. I also couldn't stand the artwork in the last version. My style and skill had changed dramatically and I needed to start fresh with that. I'm 97% sure this is the final draft! Haha.

Q: I see you go by SADCAT not only as an online persona but as a pseudonym/production name for the Mousekaroos. Why the name SADCAT? Where does it come from? It's a bit unusual. (I suspect that SAD are your initials, but that's just speculation on my part.)

A: The name is about as old as the Mousekaroos. In Grade Seven (1997) we were asked to come up with codenames with hints about ourselves in them, and the class had to match students to the names. The name I came up with was SADCAT. You're right about the initials. My name is Sarah Anne Davis. A lot of girls in my family have the middle name Anne after my grandmother, so we all tend to have initials that spell something (I think I lucked out with SAD... My aunt is MAD and my cousin is HAG). The CAT part has numerous meanings. I have this little cat obsession (everything in my room is cat-related, with the exception of the rats!), and people called me "Cat" when I was younger (not for my fancy of cats but for my eyes which they said were cat-like). I started using the name online for e-mail addresses, then on forums, then I started signing my name as SADCAT under my artwork... It's become a second name, and I just tend to use it for everything now.

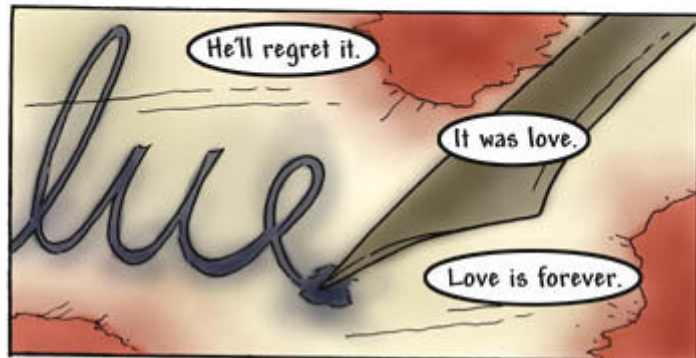
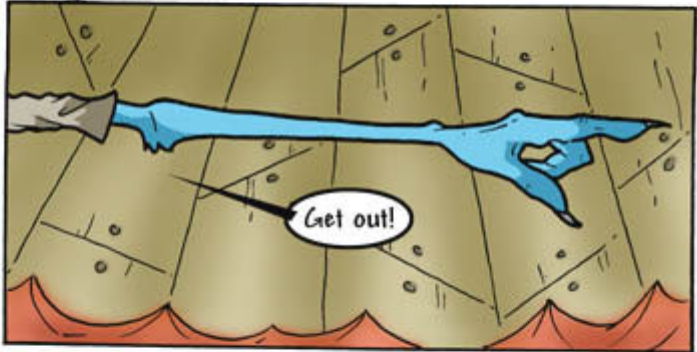
Q: Are there any other thoughts and insights you would like to share?

A: Just want to thank those people who have stuck with me all this time... The comic has been praised and criticized, chewed up and spat out, adored and detested, left to rot and then obsessed over, shat on and cleaned up nice and pretty again. One can't completely rely on their own ambition to see their dreams realized, a majority of that determination comes from having someone there to say "don't give up".

I would like to thank SADCAT for taking the time out of her busy schedule to do this interview. You can read her story at www.mousekaroos.com. To read it from the beginning click on the link called "the comic" and go to the archives there.

I would also like to add that I have been reading The Mousekaroos from the beginning. It's been a worthwhile adventure!

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Upcoming Anime/Manga Conventions

By Ruth R. Davidson

SEPTEMBER:

Sept. 3-6, 2004

AnimeFEST, Dallas, Texas

<http://www.animefest.org/AF2004/>

Guests of honor:

Musicians: Max

Actors:

Steve Blum, Beau Billingslea, Brianne Siddall,
Sean Teague, Monica Rial, Vic Mignogna, Mike
McFarland, Chris Patton, Greg Ayres, Johnny Yong
Bosch, Jamie McGonnigal, Kyle Hebert,
Stephanie Nadolny;

Artists:

Chris Moujaes, Aaron Romo, Bruce Lewis, Robert
and Emily DeJesus;

Composer: Xero Reynolds;

Writer: Krista Perry

Sept. 4-6, 2004

Kumoricon, Portland, Ore.

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

Sept. 4-6, 2004

Anime Vegas, Las Vegas, Nevada

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

Sept. 10-12, 2004

Connichi, Kassel, Germany

<http://www.connichi.de/>

Sept. 11-12, 2004

Japantown Anime Faire, San Francisco, Calif.

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

Guests of honor:

Artists:

Elizabeth Kirkindall, Michael Poe, Aeire,
R.K. Milholland, Lindsay Cibos, PMBQ;

Actors:

Wendee Lee, Carol Jacobanis, Brett Weaver, J.
Shannon Weaver, Tiffany Grant,
Samantha Inoue Harte;

Musician: Moulann

Sept. 17-19, 2004

Nan Desu Kan, Aurora, Colo.

<http://www.ndk.cc/>

Guests of honor:

Actors:

Michael Coleman, Brian Dobson, Michael Dobson,
Stephanie Nadolny, Amy Tipton, Crispin Freeman;

Artists:

Robert and Emily DeJesus, Jason and Heather
Martin, Panther Comics;

Animator: Jan Scott-Frazier

Sept. 17-19, 2004

Animelowa, Des Moines, Iowa

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

Guests of honor:

Artists:

Kia Asamiya, Ron Kaulfersch, Mike Schwark;

Actors: Greg Ayres, Monica Rial;

Writer: Susan J. Napier

Sept. 24-26, 2004

Anime Weekend Atlanta, Vinings, Georgia

<http://www.awa-con.com/>

Guests of honor:

Musician: Mari Iijima;

Artist: Fred Gallagher;

Actors:

Larissa Wolcott, Kari Wahlgren,
Jennifer Sekiguchi, Amy Howard Wilson, Christine
Auten, Vic Mignogna, Lauren Goodnight;

Authors:

Jonathan Clements, Fred Patten, Helen McCarthy;

Editor: Carl Horn;

Translator: Neil Nadelman;

Producer: David Williams

Sept. 24-26, 2004

Tokyo Game Show, Chiba City, Japan

<http://tgs.cesa.or.jp/english/>

OCTOBER:

Oct. 1-3, 2004

Ani-Magic, Valencia, Calif.

<http://www.ani-magic.org/>

Guests of honor:

Actors:

Tiffany Grant, Hillary Haag, Samatha Inoue Harte,
Michael Coleman, Monica Rial, Debbie Rabbai,
Daniel Kevin Harrison, Deborah Sale Butler, Doug
Erholtz, Bob Bergen;

Producer: Matt Greenfield;

Musicians:

USA Musume, Ramen & Rice, Maiyu;

Costumers:

Yaya Han, Erika Door, Tristen Citrine,
CosplayOneesan

Oct. 2-3, 2004

Vam-Matsuri, Potsdam, Germany

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

Oct. 15-17, 2004

The Con, Merzig-Besseringen, Germany

<http://www.the-con.de/>

Oct. 22-24, 2004
Oni-Con, Houston, Texas
<http://www.oni-con.com/>

Guests of honor:

Musicians: Duel Jewel, Xero Reynolds;

Actors:

Scott McNeil, Doug Smith, George Manley, Michael Dobson, Michael Coleman, Tiffany Grant, Taliesin Jaffe, Monica Rial, Chris Patton, Vic Mignogna, Greg Ayres, Stephanie Nadolny, Mandy Clark, Kyle Hebert;

Publisher: Austin Osueke;

Animators: Jan Scott-Frazier, Shawn the Touched;

Artists: Bruce Lewis, Jason Balduf;

Writer: Rodney Caston;

DJ Lord Katsuhiko Jinnai

Oct. 22-24, 2004
Anime Reactor, Rosemont, Ill.
<http://www.animereactor.org/>

Guests of honor:

Writers: Ryo Mizuno, J. Torres;

Actors: Jaxon Lee, Amanda Winn Lee;

Editor: C.B. Cebulski;

Artists: Tetsuya Aoki, Rooster Teeth Productions

Oct. 22-24, 2004
Shumatsu, Dresden, Germany
<http://www.aniversum.de/>

Oct. 22-24, 2004
Abunai, Enschede, Netherlands
<http://anime.student.utwente.nl/conventie/>

Oct. 23-24, 2004
Animania, Sydney, Australia
<http://animania.auroraevents.com.au/>

Oct. 29-31, 2004
Anime USA, Tyson's Corner, Va.
<http://www.animeusa.org/>

Guests of honor:

Actors:

Carrie Savage, Monica Rial, Greg Ayres;

Musician: Camino;

Artists: Chisuji, Steve Bennett;

Writer: Robert V. Aldrich;

Animator: Jan Scott Frazier

Oct. 29-31, 2004
Yaoi-Con, South San Francisco, Calif.
<http://www.yaoicon.com/>

Guest of honor:

Artist: Yamane Ayano

Oct. 29-31, 2004
AniMaCo, Berlin, Germany
<http://www.animaco.de/>

Oct. 29-31, 2004
Shumatsu, Dresden, Germany
<http://www.aniversum.de/>

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.



Upcoming Comics Conventions

By Ruth R. Davidson

SEPTEMBER:

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

September 3-6
Dragon*ConAtlanta, GA
<http://www.dragoncon.org/>

September 11-12
Baltimore Comic-Con Baltimore, MD
<http://www.comicon.com/baltimore/>

September 5
Philadelphia Comic-Con, Philadelphia, PA
<http://www.philadelphiacomic-con.com/>

September 12
Vancouver Comicon, Vancouver, BC - Can.
<http://users.uniserve.com/~lswong/Comicon.html>

September 5
Sacramento Comic Book and Collectible Show
Sacramento, CA
<http://www.sacramentocomics.com/pages/index2.html>

September 12
San Jose Collector's Show, San Jose, CA
<http://www.sacramentocomics.com/sanjose/>

September 10-12
Collector's Expo Village, IL

September 17-19
The Twisted Nightmare Weekend
Middleburg Heights, OH
<http://www.twistednightmareweekend.com/>

September 18
All Collectibles Show, South Daytona, FL
<http://www.comicbookconventions.com/allcollectiblesdaytona2.htm>

September 18-19
Big Apple Comic Convention New York City, NY
<http://www.bigapplecon.com/>

September 18-19
Sci Fi Collectibles and Autograph Show
Portland, OR
<http://www.northwestshows.com/>

September 19-23
Rivers Comic Book & Sci-Fi Convention
Pittsburgh, PA
<http://www.harpercomics.com/conventions.html>

September 23-26
All Collectibles Show Melbourne, FL
<http://www.comicbookconventions.com/allcollectiblesshow.htm>

September 25 *New Date*
Boston Comic Book & Toy Spectacular Boston, MA
<http://primatepromotions.com/>

September 25-26
Royalfest St. Louis, MO
<http://royalfest.com/>

September 26
X-Trava-Con Livonia, MI
<http://motorcityconventions.com/>

September 26
Cleveland Comic & Sci-Fi Convention
Cleveland, OH
<http://www.harpercomics.com/conventions.html>

OCTOBER:

October 1-3
SPX 2004 Bethesda, MD
<http://www.spxpo.com/>

October 2
Super-Con VIII Hayward, CA
<http://www.super-con.com/>

October 3
Philadelphia Comic-Con Philadelphia, PA
<http://www.philadelphiacomicon.com/>

October 3 *New Date*
Jacksonville Comic Book & Toy, Collectible Show
Jacksonville, FL
http://www.cccpromotions.com/news.php?article_id=14§ion=site_news&action=read

October 3
Chicago Comic Book Marketplace Chicago, IL
<http://www.chicagocomicconventions.com/>

October 3
Central Texas Comic Book Show Killeen, TX
<http://www.jmventertainment.com/comicbooks.html>

October 5
South Florida Collectible Show
Pompano Beach, FL
http://www.cccpromotions.com/news.php?article_id=12%A7ion=site_news&action=read

October 9-10
Orlando's Collection Convention Orlando, FL
http://www.cccpromotions.com/news.php?article_id=15§ion=site_news&action=read

October 9-10
October Comics and Horror Fest Nashville, TN
<http://www.musiccityconventions.com/hfest04.html>

October 9-10
FallCon 2004 St. Paul, MN
<http://www.mncba.com/>

October 10
Capital Associates - Comic, Toy & CCG Show
Washington, DC area
<http://www.capicons.com/>

October 10
Canton Comic & Sci-Fi Convention Canton, OH
<http://www.harpercomics.com/conventions.html>

October 15-17
Necronomicon Tampa, FL
<http://www.stonehill.org/necro.htm>

October 16
The Austin Collectibles Show, Austin, TX
http://www.kennyscollectibles.com/KC_presents.htm

October 16-17
Motor City Comic Con - Fall Edition Novi, MI
<http://motorcityconventions.com/>
October 16-17
Los Angeles Toy and Hobby Show, Pomona, CA

<http://www.exposwest.com/lahobby.htm>

October 17

Crystal Lake Comics and Collectibles Show
Crystal Lake, IL

<http://www.comicbookconventions.com/crystallake.htm>

October 17

Maine Comic Book & Toy Spectacular
Portland, ME

<http://primatepromotions.com/>

October 21-23

All Collectibles Show Melbourne, FL
<http://www.comicbookconventions.com/allcollectiblesmelbourne2.htm>

October 23-24

The Mighty Mini-Con/The Spooky Syracuse, NY
<http://www.mightyminicon.com/>

October 23-24

Dallas Comic Con Plano, TX
<http://www.scifiexpo.com/index.asp>

October 24

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

October 24

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

October 24

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

October 29-31

Las Vegas Comic-Con Las Vegas, NV
<http://www.lasvegascomiccon.com/index.shtml>

October 30-31

Bride of Spooky Con San Francisco, CA
<http://www.spookycon.com/spookycon/>

October 31

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

Most of this information was taken from:
www.comicbookconventions.com/conventions.htm
For more detailed information and updates please

visit the website(s) of your convention(s) of interest.

NOTE: some comic conventions will have anime manga as well as American and other comics.

If there are any cons that I missed, please 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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