

Fan Activity

News of Fen of Interest to All Fen



Gazette

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Contributions
welcome.

From the Editor:

Jason and I started our year with a road trip SoCal.

I wish I could say it was for fun, but sadly it was a funeral for a close friend. That evening we joined a small group of family and friends and talked about many things. As the conversation turned to genre, one gentleman expressed his excitement to going to Comic Con in San Diego for the first time this year. Now, he's a fan of a few things, but mostly he's excited about the different experiences he hopes to have. This got me thinking: what about conventions gets me excited about going?

Usually when we're there, we're "on the clock" for the site. In the past I'd be chasing down attendees who were cosplaying to interview them for one of our shows, *Cosplay Diaries*. Other times I'd be hitting up Artists Alley or authors trying to schedule interviews we could put on our channel. But I've never attended an event simply just because.

So, what type of convention goer would I be? I've had fun looking at the merch people are trying to sell. I've purchased the mystery boxes where you have no clue what you're going to get. I've walked all over trying to find the best price for certain items. And I've managed to avoid the stuff my pocketbook would probably beat me up over. I don't think I would spend the money for an autograph or a picture with a celebrity. I get they want to make money but at the same time I don't know how fair it is to the fans to charge that much. I've seen people save all year for that one picture.

For those who attend events: what type of con-goer are you? Do you go to every event that comes through your town because you love the experience so much? Or do you only go to certain ones because of the guests that are coming? Or are you the type that'll save enough to be able to travel to that one convention halfway across the country because it's specific to what you absolutely love? Let me know.

And, shameless plug, if you're looking for something in your town or are traveling and looking for something to do, don't forget to check our website at SciFi4Me.com for one of the largest, if not the largest, convention list on the net. I'll toot my own horn and pat myself on the back because we are currently sitting at this moment (as I write this) 2,701 active conventions. But by the time anybody reads this that number will likely have gone up.

~ Mindy



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A New Journey to *Worlds of IF*

Jason P Hunt

Justin T. O'Connor Sloane and Jean-Paul L. Garnier are on a mission. They're drawing on their experience in science fiction publishing and fandom to revive *Worlds of IF* magazine. Together with Dr. Daniel Pomarède as science editor and Robert Silverberg as contributing editor, Sloane and Garnier are relaunching the classic magazine in February 2024.

Sloane, who runs the Starship Sloane Publishing Company, is the great-great-grandson of T. O'Connor Sloane, who edited the first science fiction magazine, *Amazing Stories*, from 1929 to 1938. And with *Amazing Stories* in the hands of Lloyd Penney, who has plans of his own for that title, Sloane took the family legacy and applied it to another book worthy of revival. As editor-in-chief and publisher, he'll lead the team in building on the history of the periodical.



Starship Sloane Publishing Company, Inc.

@StarshipSloane

...

Starship Sloane Publishing Company, Inc. is happy to announce that the 3x Hugo Award-winning *Worlds of IF* magazine has been revived!

Much, much more to come — stay tuned! Follow developments on

Twitter [@WorldsofIF](#).

[#scifi](#) [#sciencefiction](#)

With time spent editing the science fiction poetry journal *Star*Line* as well as the amateur 'zine *Aphelion*, Garnier will serve as *IF*'s deputy editor-in-chief. "There's a very long history of science fiction in the Sloane family. And of course, *Amazing* is already taken. Lloyd's doing wonderful work over there. But *Worlds of IF* was one of the few magazines that didn't have a revival. There was one issue, a revival in the eighties, but it only lasted for one issue."



Originally published by Quinn Publications, *IF* published a number of award-winning stories over the course of its run, including *The Moon is a Harsh Mistress* by Robert A. Heinlein and "I Have No Mouth and I Must Scream" by Harlan Ellison. Launched during the second wave of science fiction magazines to come after World War II, *IF* debuted in March 1952 under editor Paul Fairman, who was let go after three issues due to poor sales. Over the course of the magazine's run, editors would come and go, sales would improve and decline, and eventually Quinn sold the publication to Galaxy Publishing.

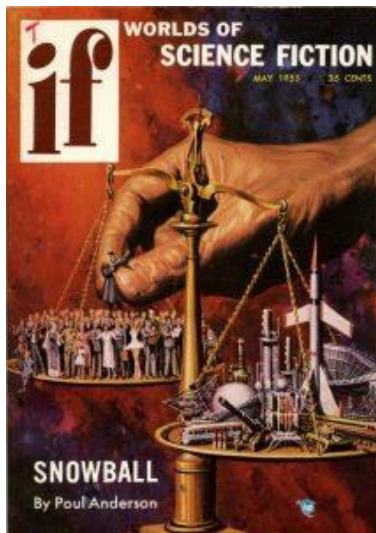
Garnier says, "*Worlds of IF* was always sort of the younger sibling of *Galaxy*. And *Galaxy*, of course, was an amazing magazine. But *Worlds of IF* was a place where editors were inclined to take chances. They had lower pay rates, but they had a reputation

for debuting authors, which was really cool, and that's something that we want to do. It's very important to us, particularly to me, to have a multi-generational magazine. I want to debut new authors, but also bringing back tried and true authors that we love and have been reading for a long time."

IF enjoyed the reputation for experimenting a little more than *Galaxy* had, and so it was the place for the stories that didn't quite fit the typical definition of science fiction, something that Garnier plans to continue. "I'm kind of with Damon Knight's definition of science fiction — who, incidentally, was an editor of *IF* for a while — science fiction is what we point to when we say science fiction. So I don't find it to be my job to define what science fiction is. But I'm a huge fan of genre fiction, obviously, so we're definitely going to be having science fiction as our primary focus. We'll probably have a little bit of science fantasy, occasionally fantasy. Horror, I don't think we've really made a decision yet. But it's going to be predominantly science fiction. We want to keep with the heritage of the magazine." The heritage of the magazine, like with other print publications, also includes a demise from a drop in sales. In 1974, the book was folded into the pages of *Galaxy*, even though it was the better circulating title of the two. The final issue was dated December 1974.

And in the age of the internet, one would think that a print publication would be somewhat anachronistic, but then we must consider that the younger generations are discovering now just how fragile digital media can be, how vulnerable it can be to deletion or revision without warning — see PlayStation's recent announcement that all Discovery content will be removed from customers' libraries, even after said customers paid for the material. Garnier holds up the last copy of *IF* edited by Frederik Pohl. "I've got a huge collection of old copies of *Worlds of IF* here. I've been re-reading a lot of them, which has been super-fun, and that's one excellent thing about print media, is that it doesn't die on us. It can't be altered. And as a bookstore owner, print media is particularly important to me."

In March, Amazon announced that they would no longer sell magazine and newspaper subscriptions through Kindle Newsstand, affecting many online publications as well as print titles. According to Neil Clarke at *Clarkesworld*, this will affect *Clarkesworld*, *Forever*, *Asimov's*, *Analog*, *F&SF*, *Lightspeed*, *Fantasy Magazine*, *Nightmare Magazine*, *The Dark*, *Apex*, *Galaxy's Edge*, and *Uncanny* among many other publications.



Garnier recognizes the risk involved. "It's super-important to be able to have the business structure of the magazine make sense so we're not just one of these one-and-done things where it comes and goes. This is a long-term project for us. We want to make sure it's successful. One major angle of that is making sure that the authors are taken care of and that this is a desirable venue to be a part of. We are definitely paying, and as this moves forward and we succeed, then we will up our rates."

Sloane and Garnier are also rolling out the book on a modest schedule as well: for the first year, perhaps two, *IF* will publish three issues per year. Nothing too ambitious, both in terms of resources or time commitments, given everything else the two have going. Eventually, they'd like to see the book run monthly, but that's a ways off. "At the moment, Justin is running a lot of online magazines. I'm the editor of the Science Fiction and Fantasy Poetry Association's journal *Star*Line*, plus the editor of all the various projects I do through Space Cowboy, my bookstore. So, we have our hands quite full with other things as well, and once my term at *Star*Line* is up, which will be, I think two years from now, then we plan on ramping things up with *IF* significantly.

That being said, while we're doing three print issues a year, for starters, we're also rolling out a ton of different bonus free stuff on our web site. There's going to be a *Worlds of IF* podcast, which has — we're doing classic stories from the original run of *IF*, and on top of that, we're doing interviews with different people in the science fiction field, articles mostly pertaining to the history of *IF* at this point. So there'll be a ton of supplementary material coming in the meantime."

The addition of Robert Silverberg to the editorial staff will bring his wealth of experience and input to the operation. Along with his story in the first issue, there will be a "pretty long story" by David Brin. Garnier says, "There's some really exciting things in the works here for the relaunch of *Worlds of IF*. We've got our first issue already together. They're about to go to the designer. That'll be coming out in February. But for the debut issue, we'll also be doing a free digital download of the magazine. There will be a paywall of the magazine moving forward after that, but we're going to have the first issue, a complimentary digital version, but also in print, because that's very important to us to keep print alive. And really, it never went away. A lot of us still prefer to read print, physical media, and to have it on our shelves afterwards."

Sloane and Garnier definitely plan to include debut authors, just as the original *Worlds of IF* did. There's even the possibility of reviving the writer competitions at some point in the future, perhaps even a "Sci-Fi-Ku" (short form science fiction haiku) contest. In the meantime, they're working to make sure all the mechanics are in place for the magazine to have a successful run that lasts for more than one issue (see the previous revival attempt back in 1986). Garnier also plans to include experimental forms of science fiction, such as flash fiction and poetry. "Justin Sloane and I have very different approaches. He's more of a traditionalist. I'm more into experimentation. So I think we're finding a really nice balance in the type of material that we're bringing in. It's going to be the type of magazine that has a little bit of something for everybody. We'll push the envelope a lot, but also more traditional forms of storytelling that we all enjoy and love. I think it's going to be a very fun mix of things. There's no thematic focal point, necessarily, just great stories. But we're very open to new forms in how stories are told."

They're also open to feedback from fans, something that Garnier notes has been absent or low-priority for a number of online publications of late. "Interacting with fandom, I find, is going to be very important, and important to me as a fan. Science fiction magazines have a wonderful tradition of interacting with fans. There's always fan columns, *IF* had a letters section like many of the magazines did, and this is something I don't see a lot of in today's magazines, and we really want to bring that back because what is science fiction *without* the fandom? Fandom is extremely important." Garnier just spent the weekend at LosCon, meeting fans and passing out handbills to promote the new magazine. Garnier thinks it's very important to have personal interactions with fandom, not just rely on time spent online. "I think there's a misconception that everyone's on the internet. It's not true. Especially those of us that are obsessed with print media often try to avoid being online if possible. A lot of my work happens online, so I like my personal life to take place in meat space. So, we're doing a variety of angles in that." He'd even like to visit specialty science fiction bookstores around the world and promote *Worlds of IF* there in the shops.

The legacy of the magazine carries over into the weight of the responsibility Garnier and Sloane feel when taking on the task of reviving a classic science fiction magazine that claims in their editorial roll call Damon Knight, Jim Baen, and Frederik Pohl. "We're both very aware that we are stepping into some big shoes to fill. Which sort of puts the pressure on, to be stepping in the shoes of some of my heroes and people whose work I've loved as editors and authors. So that's quite fun."

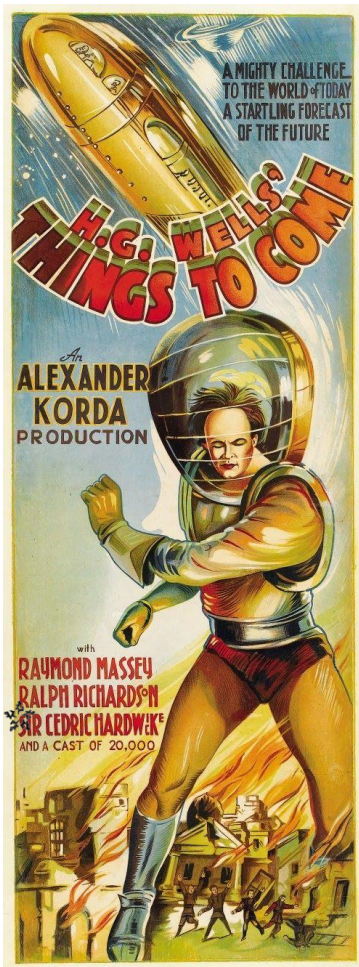
The first issue of the new *Worlds of IF* will be available in February 2024.



	<p>READ MORE 'ZINES!</p>	<p>Eldritch Science FanActivity Gazette Films Fantastic Ionisphere Mangaverse</p>	<p>N'APA The National Fantasy Fan N3F Review of Books Origin Tightbeam</p>
<p>National Fantasy Fan Federation - tnfff.org</p>			

Destruction and Rebirth in a New Dark Age

Bob Jennings



In February 1936 *Things To Come*, a significant British science fiction film, was released. It was billed as being created by H. G. Wells, and featured an all-star showcase in a story of future war, a plague that led to the destruction of civilization, a rebirth of a new civilization, and the challenge of scientific progress opposed by superstition, political manipulation and fear. That's a lot to cram into one motion picture, but *Things To Come* managed it in 96 minutes of black and white film.

The story tells of a future world war that lasts for decades, plunging the people of Earth into a new dark age, followed by a Walking Plague caused by enemy bombing that decimates the global population and leads to the collapse of central governments and the rise of feudal city states. Everytown is the scene of most of the adventure, and in 1970 a gleaming monoplane arrives to inform the local dictator known as The Boss that a new civilization of world peace has arisen. The Boss promptly imprisons the pilot and decides to use his technical knowledge to launch a war of conquest. The Boss' plans are annulled when the *Wings Over The World* drops sleeping gas on the village and makes it part of the new benevolent dictatorship that is rebuilding the planet on scientific terms.

Flash forward to the near future, when plans are being made to send a manned rocket around the Moon, but unrest among an ignorant and superstitious faction demand a halt to the technological progress the new civilization has made. A mob attempts to destroy the space ship. The projectile is launched, and the leader of the local government and the chief anti-science antagonist discuss the future of humanity in a brief and decidedly anticlimactic ending.

A considerable part of the story line was adapted direct from Wells' 1933 novel *The Shape Of Things To Come*, a novel of future history that had immense influence on science fiction fans and especially on a considerable number of budding science fiction writers including Isaac Asimov, Frederic Pohl, Robert Heinlein, Poul Anderson and Arthur C. Clarke.

Wells himself wrote the original screenplay for the movie and had some input into the production. In particular his objection to the acting of Ernest Thesiger led to Thesiger being replaced by Cedric Hardwick and Thesiger's original shots being discarded.

However, the movie was under the control of Alexander Korda, who had great respect for Wells, but he was creating a movie with limited amount of film time to play with. His mandate was to create a genuine story plot that was more than a dry work of future prophecy. In that effort a number of changes were made in the Wells script, including adding some new scenes, such as the victory banquet of Everytown's fascist "Boss", and cutting out numerous segments that did not directly advance the ongoing story plot.

Experimental special efforts were initiated, but most were discarded as unworkable as the schedule of the actual filming moved along. Wells originally wanted the music to be recorded in advance and have the film shot around the music, a combination of art forms, but this proved to be unworkable. The movie's musical score was written by Arthur Bliss and edited into the finished shots. The musical score was adapted into a concert suite that proved to be popular with the public and has remained in print thru the years.

The picture had a generous budget to work with, reportedly as much as 260,000 pounds (which seems unrealistically optimistic, as that would work out to more than 104,000,000 US dollars, and that in 1930s money), but there were problems as the shoot was scheduled at the Denham Studios while the facility was still under construction. The rough cut was around 130 minutes long, which meant that many scenes had to be edited out of the final production. The edited version submitted to the British Board of Film Censors was 117 minutes long, cut down to 108 minutes on initial release, then edited some more to get it to 98 minutes for its primary release, presumably to appease theater owners who objected to overly long films because long pictures cut the number of showings a theater could squeeze in every day. The version released in the United States was 96 minutes long.

What happened to all those extra and lost scenes has been a matter of speculation with film historians for years, and in the 1970s, and again after the turn of this new century, some lost scenes and edited out minutes have been recovered and incorporated into the more modern DVD releases. The picture is technically in the public domain because the original copyright elements were never renewed, so there are many versions of this movie around, including copies being posted for free on any number of internet sites. But in my opinion the new DVD release, the one that has been digitally remastered, incorporating all known lost footage, is the one that should be viewed.

The picture was well received world-wide when it was released, altho many critics complained that it was talky, and much too preachy with lots of dialog discussing world peace, the mission of technology as a tool of civilization, and how the more brutal side of human nature could and must be controlled. Everyone agreed that the visuals and the acting were excellent.

The film has survived the test of time. Yes, it is preachy, and some of it is disjointed, and yes the ending is hardly climatic, yet as many a fan has remarked, for all that is wrong about “Thing to Come”, it is a movie that makes an indelible impression on the viewer, a movie that whatever its faults or its age, remains strong in the memory of anyone who has ever seen it.

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 February

[H = horror, F = fantasy, SF = sci-fi, A = animated]

*limited release **re-release

2/2

Jungle Bunch: Operation Meltdown (A)

She Is Conann (F)

*Skin Deep (Aus meiner Haut)** (SF)

2/7

*Paprika** (F)

2/9

Lisa Frankenstein (H)

Molli and Max in the Future (SF)

Out of Darkness (H)

2/11

Dreams of Darkness (H)

2/14

Madame Web (SF)

Winnie-the-Pooh: Blood and Honey 2 (H)

2/23

Demon Slayer: Kimetsu No Yaiba – To the Hashira Training (A)

Stopmotion (H)

2/27

Camp Pleasant Lake (H)

February 2024

Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1 No Politicts Day	2 Ground Hog Day	3 The Day The Music Died
4 Create A Vacuum Day	5 National Shower With a Friend Day	6 National Chopsticks Day	7 National Wave All Your Fingers At A Friend Day	8 Kite Flying Day	9 National Pizza Day	10 Chinese New Year
11 White T-Shirt Day	12 National Lost Penny Day	13 National Wingman Day	14 Valentine's Day	15 National Gum Drop Day	16 Do A Grouch A Favor Day	17 Random Acts Of Kindness Day
18 National Drink Wine Day	19 National Chocolate Mint Day	20 Hoodie Hoo Day	21 Card Reading Day	22 National Walking The Dog Day	23 Tennis Day	24 National Tortilla Chip Day
25 Pistol Patent Day	26 Tell A Fairy Tale Day	27 No Brainer Day	28 National Tooth Fairy Day	29 LEAP DAY!!		

LETTERS

I appreciated Bob Jennings' well-researched article on *The Time Machine*, its original publication and its impact. He did not, I noticed, mention that the original meaning of the novel has been consistently missed in its adaptations and variations. That probably says something about Victorian versus contemporary class structure, or what preoccupies contemporary attention.

The detailed Saturn Awards report, and the N3F tape and video bureau report, came as a surprise to me. Is there any way to promote these efforts and raise their public profile?

I greatly appreciate the updated and extended list of conventions, especially with respect to Pacific Northwest conventions.

Happy New Year!
from Garth Spencer



A special message from Karen Dales...

I am proud to announce the launch of my newest anthology, published by Dark Dragon Publishing, a companion to *Dreaming the Goddess: Dreaming the God* Featuring *NYTimes* Best Selling Author Rosemary Edghill.

Forget what you think you know of the God. This anthology will take you on new adventures that will open your eyes to the God as He is seen throughout England to South America, Greece to New Zealand, and Egypt to China. Join *Dreaming The God* authors for an afternoon of readings, signings, friendship, and food and drink. Copies of *Dreaming the God*, as well as limited copies of *Dreaming the Goddess*, will be available for purchase by cash, credit and debit.

This event is happening Saturday, January 27, 4-7pm.

Gatherings Resto Bar

49 St. Clair West

Toronto, ON

4pm to 7pm

<https://www.facebook.com/events/390158890080001>



Dear Neffers, and Mindy:

These are comments from *FanActivity Gazette*, Vol. 3, No. 7. Merry Christmas and Happy New Year! Hope the holiday were great fun, but how many of you are like me in that I am pleased the holidays are done, and we can get back to our regularly scheduled life?

My jumping out point for *Star Wars* was Episode 7. Saw the original trilogy, saw the first trilogy, and Episode 7? What is this? I got the story I wanted, I guess, and I wasn't really interested in anything afterwards. I am not even sure how you'd keep track of all the movies and show that came afterwards.

I remember seeing a telecast of the Saturn Awards quite a number of years ago. Looks like there's more categories than ever now. As always, Edie and Joe and Mark provide much more saving of our publishing heritage. I've been in a few APAs over the years, like TAPA, APAplexy and The Final Frontier.

The Convention List...some of the listing I gave you through my own conlist, but I do not think I will be going to any of them, not until April, I think, when there is an event in Fort Erie, Ontario, literally across the bridge from Buffalo, New York. The year 2024 is the Year of the Dragon, and seeing that Yvonne was born in a Year of the Dragon, I think we will all be getting some Dragonlady from her, here and there.

The local...I am, as of right now, caught up with submissions to *Amazing Stories*. Our readers have received every submission I have received, and I can sit back a little bit, and now work on an upcoming *Amazing Selects* novel. We did get to that prop show, and we always have a good time there. At least one R2 unit running around. If you'd like to see what we have going at *Amazing*, just go to the website, www.amazingstories.com, and we have a wide range of contributors, including Steve Davidson, the owner of the *AS* copyright.

Thank you for this issue, and I'd like more, thank you. See you later this month.

Yours, Lloyd Penney.



Hear No Evil, See No Evil

N3F Tape and Video Bureaus Report

Heath Row

For the month of January 2024, we recommend the following:

First Fridays: Shorts

This month's short video recommendations are two television episodes of *Captain Video and His Video Rangers*.

Runtime: 57 minutes.

<http://tinyurl.com/bdskve93>

Second Saturdays: Feature Films

January's movie selection is the 1942 *The Boogie Man Will Get You* starring Boris Karloff and Peter Lorre. It's a science fiction comedy focusing on a slightly imperfect immortality machine. Runtime: One hour and six minutes.

<http://tinyurl.com/3fpv7py>

Third Thursdays: Old-Time Radio

We also suggest two episodes of *2000 Plus* this month.

"The Flying Saucers" (Aug. 23, 1950)

<http://tinyurl.com/9bwyvprz>

"Temple of the Pharaohs" (Dec. 26, 1951)

<http://tinyurl.com/yzkpff9>

If a URL doesn't seem to work, email Heath at kalel@well.com or message him on Facebook, and he'll seek a replacement. The Web is a fine but fickle place.

Did anyone listen to or watch the recommendations offered last month? If so, email or message Heath with your thoughts, comments, and other discussion—and we'll publish the best commentary in this bureaus report! Let us know what you think about each month's recommendations. We even welcome recommendations and requests.

Both are available in sequence at <https://tinyurl.com/3auk73h5>. Total runtime: 56 minutes.

If a URL doesn't seem to work, email or message Heath, and he'll seek a replacement. The Web is a fickle place.

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





Science Fiction Pro and Fan Birthdays

Heath Row

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.

February

Paul Turner, 2/1; George Pal, 2/1/06; Robert Rosenberg, 2/1/47; Richard Fidczuk, 2/1/61; Astra Poyser, 2/1/74; Thomas M. Disch, 2/2/40; Eric Lindsay, 2/2/47; Laurie Mann, 2/2/57; Hilda Hannifen, 2/3/46; Dorothea Faulkner, 2/4/1899; Ted White, 2/4/38; Malcolm Willits, 2/5/34; Shelley Belsky, 2/5/55; Yale Edeiken, 2/6/46; Michelle Lundgren, 2/6/50; Marc Schirmeister, 2/6/58; Curt Phillips, 2/6/59; Henry Hasse, 2/7/13; Jules Verne, 2/8/1828; Ned Brooks, 2/8/38; Tony Lewis, 2/8/41; Jim Young, 2/8; Dave Nee, 2/8/53; Maryelizabeth Hart, 2/8/65; Frank Frazetta, 2/9/28; Lionel Fanthorpe, 2/9/35; John Shirley, Tom Whitmore, 2/10/53.

Daniel F. Galouye, 2/11/20; Louis R. Chauvenet, 2/12/20; John Christopher, 2/12/22; Juanita Coulson, 2/12/33; Stu Shiffman, 2/12/54; Alexandra E. Honigsberg, 2/13/58; David A. Kyle, 2/14/19; Dale Hart, 2/14/20; J.T. McIntosh, 2/14/25; Rusty Hevelin, 2/16; Chuck Crayne, 2/16/38; Mike Glyer, 2/16/53; Charles R. Tanner, 2/17/1896; Bruce Gillespie, 2/17/47; Ray Capella, 2/18/33; Arthur Louis Joquel II, 2/19/19; Terry Carr, 2/19/37; Don Pauley, 2/19/39; Rosemary Ullyot, 2/19/46; Rick Raphael, 2/20/19; Alan Hunter, 2/20/23; Ed Clinton, Richard Matheson, 2/20/26; Dan Goodman, Suford Lewis, 2/20/43.

Richard A. Lupoff, 2/21/35; Marianne Turlington, 2/21/36; Bill Morrison, 2/21/48; Joanna Russ, 2/22/37; Genny Dazzo, 2/22/53; Dennis Fischer, 2/23/60; August Derleth, 2/24/09; Grant Thiessen, 2/24/47; David Salomon, 2/24/88; Edgar Pangborn, 2/25/09; Anthony Burgess, Rex Gordon, 2/25/17; Frank Denton, 2/25/30; Jean Weber, 2/25/43; Wiktor Bukato, 2/25/49; Theodore Sturgeon, 2/26/18; Alex Eisenstein, 2/26/45; Phyllis Eisenstein, 2/26/46; Bob Devney, 2/26; Hank Davis, 2/27/44; A. Joseph Ross, 2/27/45; Michael A. Burstein, 2/27/70; John Coleman Burroughs, 2/28/13; Keith Freeman, 2/28/38; Steve Goldin, 2/28/47; Tim Powers, 2/29/52.

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

January 2024 New Fantasy and Science Fiction Releases

Courtesy of Walter Sinclair, Dead Write Books, Vancouver

Adams, Sean. *The Thing in the Snow* (Morrow, 23.99 tp.)

At the far reaches of the world, the Northern Institute sits in a vast expanse of ice and snow. It has been shut down, and now it is home to a team of three caretakers and a single remaining researcher. There's just one problem here - a mysterious object that has appeared out in the snow. They think. They can't quite focus on it. And gravity seems less-than-reliable, the lights have been flickering weirdly, and Hart, the supervisor, feels an odd thrumming sensation in his beard and begins to fear his subordinates are plotting against him.

Ascher, Aurora. *Sanctuary of the Shadow [Elemental Emergence #1]* (Red Tower, 34.99 hc.)

For humans, the circus is a place filled with wonder and amazement. For Harrow, though, it's a place to hide from those who slaughtered her entire clan. Disguising her abilities as part of her act has kept her true identity safe for years. Until he arrives. A strange new attraction with no name, no memory of who--or even what--he is, let alone an explanation for his odd yet deadly powers. But beneath the layers of anger and isolation, one glimpse into his inky eyes reveals a soul that calls out to the loneliness in her own.

Avery, Amy. *The Longest Autumn* (Flatiron, 38.99 hc.)

The god Autumn and his human companion, Tirne, become trapped in the mortal world. As the endless autumn stretches on, crops begin to fail and the threat of starvation looms. And Autumn's extended stay in the human realm turns him ever more mortal and vulnerable, stirring a new, forbidden attraction to Tirne. Tirne finds an unlikely ally - or enemy - in the enigmatic sorcerer and master of poisons, Sidriel.

Bardugo, Leigh. *Hell Bent [Alex Stern #2]*. (Flatiron, 26.99 tp.)

Find a gateway to the underworld. Steal a soul out of hell. A simple plan, except people who make this particular journey rarely come back. But Galaxy "Alex" Stern is determined to break Darlington out of purgatory - even if it costs her a future at Lethe and at Yale. Forbidden from attempting a rescue, Alex and Dawes can't call on the Ninth House for help, so they assemble a team of dubious allies to save the gentleman of Lethe.

Blake, Olivie. *The Atlas Paradox [ATLAS #2]*. (Tor, 24.99 tp.)

Six magicians were presented with the opportunity of a lifetime. Five are now members of the Society. Two paths lie before them. All must pick a side. Alliances will be tested, hearts will be broken, and the Society of Alexandrians will be revealed for what it is, a secret society with raw, world-changing power, headed by a man whose plans to change life as we know it are already under way.

Blake, Olivie. *The Atlas Complex [ATLAS #3]*. (Tor, 38.99 hc.)

An explosive return to the library leaves the six Alexandrians vulnerable to the lethal terms of their recruitment. Old alliances quickly fracture as the initiates take opposing strategies as to how to deal with the deadly bargain they have so far failed to uphold. And still the outside world mobilizes to destroy them, while the Caretaker himself, Atlas Blakely, may yet succeed with a plan foreseen to have world-ending stakes.

Butler, D. J. *Among the Gray Lords. [Indrajit & Fix #3]*. (Baen, 37.00 hc.)

After an encounter with an old friend turns tragically fatal, Indrajit and Fix set out on a quest across the ancient city of Kish to bring their friend back to life. But the mysterious necromancers, the Vin Dalu priests, bind the heroes on an errand that sends them shuttling from one thieves' guild to the next, pitted against the deadly House of Knives. The two find themselves embroiled in a plot by the giant, wasplike Kattak to take dire revenge on Kish and all its great houses.

Carson, Scott (=Michael Koryta). *Where They Wait*. (Pocket, 12.99 pb.)

Recently laid-off from his newspaper, war correspondent Nick Bishop takes a job writing a profile of a new mindfulness

app. The app seems like a retread of old ideas - relaxing white noise and guided meditations. At first. Then he encounters the disturbing "Sleep Songs." They work as advertised. Deep, refreshing sleep follows. But so do the nightmares, featuring a dead woman who calls Nick by name.

Castro, V. *Rebel Moon: The Official Movie Novelization*. (Titan, 22.99 tp.)

Zack Snyder's epic new science fiction blockbuster *Rebel Moon* novelized by V. Castro, two-time Bram Stoker Award-nominated author.

Chiles, Patrick. *Escape Orbit*. [Eccentric Orbits #2]. (Baen, 12.99 pb.)

When Jack Templeton's missing spacecraft Magellan suddenly reappears where an undiscovered planet was suspected to be, it poses more questions than answers. How did Jack survive all this time? Can he be rescued before his life support runs out? And what is the object long thought to be the elusive "Planet Nine?" In a race against time -- and agencies of national governments -- Jack's former crewmate Traci Keene spearheads a desperate effort to outfit a rescue mission.

Correia, Larry & Kacey Ezell (eds). *Down These Mean Streets*. (Baen, 37.00 hc.)

An anthology of all new stories of science fiction and fantasy with a hardboiled noir twist that acknowledge that the city is a living, breathing entity...and it isn't always on our side. Stories by Laurell K. Hamilton, Larry Correia, Kacey Ezell, Mike Massa, Robert E. Hampson, Robert Buettner and many more.

Curtis, Grace. *Frontier*. (Solaris, 22.99 tp.)

What passes for justice is presided over by the High Sheriff, and carried out by his cruel and ruthless Deputy. Then a ship falls from the sky, bringing the planet's first visitor in three hundred years. This Stranger is a crew member on the first ship in centuries to attempt a return to Earth and save what's left. But her escape pod crashes hundreds of miles away from the rest of the wreckage. The Stranger finds herself adrift in a ravaged, unwelcoming landscape, full of people who hate and fear her space-born existence.

Dalglish, David. *The Slain Divine*. [Vagrant Gods #3]. (Orbit, 25.99 tp.)

The God-Incarnate himself has arrived to crush the struggling rebellion and carry out his final, sinister plan. He will sacrifice the entire island in order to rise, reincarnated from its ashes. Meanwhile, Cyrus is disappearing deeper beneath the vicious mask of the "Vagrant". Under the mantle of the legendary assassin, he may be strong enough to take down the Empire, but at what cost?

De Castell, Sebastien. *Fate of the Argosi*. [Argosi #3]. (Hot Key, 26.99 tp.)

While liberating a notorious thief from prison, Ferius Parfax encounters an inmate named Chedran, one of the last living members of her people, the Mahdek. Chedran is leading a group of young Mahdek who are determined to make a future for their people and Ferius agrees to help them find a place where they can live free from persecution. Meanwhile, having repaid her debt to the thief, Ferius finds her feelings towards Arissa becoming more complicated as she decides what debt she owes the society into which she was born.

Dickinson, Seth. *Exordia*. (Tor.com, 39.99 hc.)

Anna Sinjari - refugee, survivor of genocide, disaffected office worker - has a close encounter that reveals universe-threatening stakes. While humanity reels from disaster, she must join a small team of civilians, soldiers, and scientists to investigate a mysterious broadcast and unknowable horror. If they can manage to face their own demons, they just might save the world.

Dyachenko, Marina & Sergey. *Assassin of Reality*. [Vita Nostra #2]. (Voyager, 23.99 tp.)

Years have passed around the Institute - and the numerous realities that have spread from Sasha's first failure - but it is only her fourth year of learning what role she will play in shaping the world. Her teachers despise and fear her, her classmates distrust her, and a growing love for a young pilot with no affiliation to the school, is fraught because a relationship means leverage, and Farit won't hesitate to use it against her. Planes crash all the time. Which means Sasha needs to rewrite the world so that can't happen...or fail for good.

Fawcett, Heather. *Emily Wilde's Map of the Otherlands*. [Emily Wilde #2]. (Del Rey, 37.99 hc.)

[BC author]. Emily Wilde has a new project to focus on: a map of the realms of faerie. While she is preparing her research, Bumbleby lands her in trouble yet again, when assassins sent by his mother invade Cambridge. Now Bumbleby and Emily are on another adventure, this time to the picturesque Austrian Alps, where Emily believes they may find the door to Bumbleby's realm and the key to freeing him from his family's dark plans.

Grumley, Michael C. *Deep Freeze*. [Revival #1]. (Forge, 24.99 tp.)

In the dead of night, a precipitous plunge into a freezing river trapped everyone inside the bus. It was then that Army veteran John Reiff's life came to an end. He should not have woken up beneath blinding hospital lights. He knows that the doctors are lying to him. But one by one the puzzle pieces are slowly falling into place.

Hazlett, Sean Patrick (ed). *Weird World War: China*. [Weird World War #3]. (Baen, 25.00 tp.)

What if the United States went to war with the People's Republic of China? How would the fight go, what wonder weapons would be unleashed? What horrors would emerge from the radiated sludge of the South China Sea? Stories by: Correia, Drake, Mamatas, Shoemaker, Pardoe, Butler, Wolf, Torgersen, McCarthy, Williamson and many more.

Holladay, Maelan. *The Storm Gathers*. [Stormfall]. (Inimitable, 35.95 hc.)

After being forced from her home five years ago, Alana Zaya has finally been given the opportunity to return and claim her rightful place on the Okaron throne. When her voyage is waylaid by pirates, she soon finds herself stranded at sea, surrounded by strangers harbouring dark secrets. But hers are perhaps the darkest of all. Across the world, after years of using her skills to rebel against the regime that trained her, warrior Rae Toma's treachery is revealed, forcing her to flee into a maze of islands that no one has ever returned from. There, she finds Nur Del Sue, a Stormwitch on a mission to prove herself in a world determined to ignore her.

Khan, Shubnum. *The Djinn Waits a Hundred Years*. (Viking, 37.99 hc.)

Akbar Manzil was once a grand estate off the coast of South Africa. Now, nearly a century since it was built, it stands in ruins, an isolated boardinghouse for misfits, seeking to forget their pasts and disappear into the mansion's dark corridors. It is also haunted by a grieving djinn, who once loved the original owner's second wife.

Knutsdottir, Hildur. *The Night Guest*. (Nightfire, 26.99 hc.)

Idunn is in yet another doctor's office. She knows her constant fatigue is a sign that something's not right, but practitioners dismiss her symptoms and blood tests haven't revealed any cause. Then one night she falls asleep with a step-counting watch on, and wakes up to find she's walked over 40,000 steps in the night. Why is she waking up with increasingly disturbing injuries? And why won't anyone believe her?

Lemming, Kimberly. *That Time I Got Drunk and Saved a Demon*. [Mead Mishaps #1]. (Orbit, 24.99 tp.)

All Cinnamon Hotpepper wanted to do was live her life in peace. Maybe get a cat, expand her spice farm. Really anything that doesn't involve going on a quest where an orc might rip her face off. After saving the demon Fallon in a wine-drunk stupor, all he wanted to do was kill an evil witch enslaving his people. But he's dragging her along for the ride, and she's kind of peeved about it. On the bright side, he keeps burning off his shirt...

Long, H. M. *Pillar of Ash*. [Hall of Smoke #3]. (Titan, 21.95 tp.)

Yske, daughter of the legendary warrior priestess Hessa, has dedicated her life to medicine and pacifism in service to Aita, the Great Healer. When her twin brother Berin, hungry for glory, gathers a party to investigate rumours of strange sightings in the Unmade - shadows in the darkness at the end of the world - Yske joins the mission to keep him safe. But the closer they get to the Unmade, the more strange and terrible things haunt them from the shadows, corruptions in nature and monstrous creatures of moss and bone.

May, Elizabeth. *To Cage a God*. [These Monstrous Gods #1]. (DAW, 37.99 hc.)

Imperial Russia-inspired dark fantasy. When Galina was a child her village was decimated in a battle between the alurea, a ruling class possessed by gods imprisoned in human bodies. A stranger offers her shelter - and justice against the empress

who slaughtered her family. The bargain is simple, Galina will become a vessel for a deity of her own. And when the time comes, she will be a weapon used to take control of the throne.

McCarthy, Wil. *Poor Man's Sky*. [*Rich Man's Sky* #2]. (Baen, 12.99 pb.)

Homicide detective Raimy Vaught is a losing contestant in the biggest reality show ever, the colonization of Mars. When a fellow Mars contestant drops dead at a Lunar monastery, he finds himself sent to the moon to solve the murder. Vaught and three others soon find themselves on a collision course with forces far beyond the control of trillionaires or nation states.

McGuire, Seanan. *Mislaid in Parts Half-Known*. [*Wayward Children* #9]. (Tor.com, 30.99 hc.)

Antsy is the latest student to pass through the doors at Eleanor West's School for Wayward Children. When the school's (literally irresistible) mean girl realizes that Antsy's talent for finding absolutely anything may extend to doors, Antsy is forced to flee in the company of a small group of friends, looking for a way back to the Shop Where the Lost Things Go to be sure that Vineta and Hudson are keeping their promise.

Modesitt, L. E. Jr. *From the Forest*. [*Saga of Recluce* #23]. (Tor, 40.99 hc.)

Alayiakal, who will one day be known by many names - not all of them flattering - has to climb the ranks of Cyador's Mirror Lancers, fighting against unforeseen weapons and ancient technology. Alayiakal, however, has secrets of his own to protect - his ties to the Great Forest and his magus abilities. He must silently pretend to be a conventional soldier favoured by fate - until that very same fate forces him to choose.

Mohanty, Gourav. *Sons of Darkness*. (AdAstra, 24.99 tp.)

An epic reimagining of the Mahabharata. Bled dry by violent confrontations with the Magadhan Empire, the Mathuran Republic simmers on the brink of oblivion. Senator Krishna and his third wife Satyabhama have put their plans in motion, both within and beyond the Republic's blood-soaked borders, to protect it from total annihilation. But they are soon to discover that neither gold nor alliances last forever - and that they are not the only players on the board.

Nayler, Ray. *The Tusks of Extinction*. (Tor.com, 35.99 hc.)

Moscow has resurrected the mammoth. Dr. Damira Khismatullina, an expert in elephant behavior, was brutally murdered trying to defend the world's last elephants from the brutal ivory trade. Now, her digitized consciousness has been downloaded into the mind of a mammoth. As the herd's new matriarch, can Damira help fend off poachers long enough for the species to take hold? Or will her own ghosts, and Moscow's real reason for bringing the mammoth back, doom them to a new extinction?

Paver, Michelle. *Wakenhyrst*. (Head of Zeus, 21.99 tp.)

In Edwardian Suffolk, a manor house stands alone in a lost corner of the Fens, a glinting wilderness of water whose whispering reeds guard ancient secrets. Maud is a lonely child growing up without a mother, ruled by her repressive father. When he finds a painted medieval devil in a graveyard, unhallowed forces are awakened. Maud's battle has begun. She must survive a world haunted by witchcraft, the age-old legends of her beloved fen - and the even more nightmarish demons of her father's past.

Pokwatka, Aimee. *The Parliament*. (Tor.com, 38.99 hc.)

Madigan Purdy is stuck in her home town library. When tens of thousands of owls descend on the building, rending and tearing at anyone foolish enough to step outside, Mad is tasked with keeping her students safe, and distracted, while they seek a solution to their dilemma. Perhaps they'll find the inspiration they seek in her favourite childhood book, *The Silent Queen*....

Reynolds, Anthony. *Ruination*. [*League of Legends*]. (Orbit, 25.99 tp.)

Camavor is a brutal land with a bloody legacy. Where the empire's knights go, slaughter follows. Kalista seeks to change that. When her young and narcissistic uncle, Viego, becomes king, she vows to temper his destructive instincts, as his

loyal confidant, advisor, and military general. But her plans are thwarted when an assassin's poisoned blade strikes Viego's wife, Isolde, afflicting her with a malady for which there is no cure.

Reynolds, Alastair. *Machine Vendetta*. [Prefect Dreyfus Emergencies #3]. (Orbit, 23.99 tp.)

Panoply is a small, efficient police force, dedicated to maintaining the rule of democracy among the 10,000 disparate city-states orbiting the planet Yellowstone. Ingvar Tench was one of Panoply's most experienced operatives. So why did she walk alone and unarmed into a habitat with a vicious grudge against her organization? Dreyfus wonders if an investigation he had assigned her four years ago was behind her actions.

Riedel, Josh. *Please Report Your Bug Here*. (Holt, 23.99 tp.)

Ethan Block has a job at a hot new dating app. Reeling from a breakup, Ethan decides to view his algorithmically matched soulmate on DateDate. He overrides the system and clicks on the profile. Then, he disappears. One minute, he's in a windowless office, and the next, he's in a field of endless grass, gasping for air. Clearly there is more to DateDate than meets the eye.

Rothman, M. A. & D. J. Butler. *Time Trials*. (Baen, 25.00 tp.)

Ex-Egyptologist Marty Cohen is offered silly amounts of cash to fly to Egypt to take a look at some strange texts newly unearthed. But the texts open doors to visions and to an astonishing journey. A ragtag team of archaeologists finds itself in protohistoric North Africa, a drying land dominated by monster overlords, where humanity is badly in need of champions.

Runyx. *Gothikana*. (Bramble, 39.99 hc.)

An outcast her entire life, Corvina Clemm is left adrift after losing her mother. When she receives the admission letter from the mysterious University of Verenmore, she accepts it as a sign from the universe. The last thing she expects though is an old, secluded castle on top of a mountain riddled with secrets, deceit, and death. There she will cross paths with part-time professor Vad Deverell. And there people have disappeared every five years over the past century. Corvina is getting clues to unraveling it all, and Vad needs to keep an eye on her.

Sanderson, Brandon. *The Sunlit Man*. [Cosmere Secret Projects]. (Tor, 39.99 hc.)

Putting distance between himself and the relentless Night Brigade has been Nomad's strategy for years. Staying one or two steps ahead of his pursuers by skipping through the Cosmere from one world to the next. But now, his powers too depleted to escape, Nomad finds himself trapped on Canticle, a planet that will kill anyone who doesn't keep moving. Fleeing the fires of a sunrise that melts the very stones, he is instantly caught up in the struggle between a heartless tyrant and the brave rebels who defy him.

Shawl, Nisi. *Kinning*. [Everfair #2]. (Tor, 38.99 hc.)

As Tink and his sister Bee-Lung spread the spores of a mysterious empathy-generating fungus from their aircanoe, hoping to build bonds between people and help spread revolutionary sentiments of socialism and equality, the children of the abdicated King Mwenda vie for the throne. But their mother, Queen Josina, manipulates them both from behind the scenes, while also pitting Europe's influenza-weakened political powers against one another as these countries fight to regain control of their rebellious colonies.

Tsamaase, Tlotlo. *Womb City*. (Erehon, 37.00 hc.)

Nelah seems to have it all: fame, wealth, and a long-awaited daughter growing in a government lab. But, trapped in a loveless marriage to a policeman who uses a microchip to monitor her every move, Nelah's perfect life is precarious. After a drug-fueled evening culminates in an eerie car accident, Nelah commits a desperate crime and buries the body, daring to hope that she can keep one last secret. But the truth claws its way into Nelah's life from the grave.

Weber, David. *To Challenge Heaven*. [Out of the Dark #3]. (Tor, 39.99 hc.)

It may turn out to be possible to turn the Shongairi, the aliens who attacked Earth, into our allies against the Hegemony. There's just the small matter of the Shongairi honour code, which makes bushido look like a child's game. We might be able to make them our friends - if we can crush their planetary defenses in the greatest battle we, or they, have ever seen...

Whiteley, Aliya. *Three Eight One*. (Solaris, 36.99 hc.)

In January 2314, Rowena Savalas - a curator of the vast archive of the twenty-first century's primitive internet - stumbles upon a story posted in the summer of 2024. She's quickly drawn into the mystery of the text. Is it autobiography, fantasy or fraud? What's the significance of the recurring number 381? In the story, the protagonist Fairly walks the Horned Road - a quest undertaken by youngsters in her village when they come of age. She is followed by the "breathing man," a looming presence, dogging her heels every step of the way. Everything she was taught about her world is overturned.

Whitten, Hannah. *The Foxglove King*. [*The Nightshade Crown #1*]. (Orbit, 25.99 tp.)

The 13-year-old Lore escaped a cult in the catacombs beneath the city of Dellaire. Now, a decade later, Mortem, the magic born from death, is a high-priced and illicit commodity in Dellaire. Lore's job running poisons keeps her in food, shelter, and relative security. But then, when a run goes wrong and Lore's power is revealed, she's taken by a group of Mortem-using warrior-monks working for the Sainted King. Lore fully expects a pyre, but King August has a different plan.

Williams, Jen. *Games For Dead Girls*. (Crooked Lane, 25.99 tp.)

Charlie and her niece Katie are in the peaceful, out-of-the-way seaside town of Hithechurch, England. Charlie is researching a book on the folklore of the area, and the gloomy sea and dangerous caves seem to offer up plenty of material, while Katie is just there to run wild and get some fresh air. But Charlie's research reveals a deeper, darker secret, one that uncovers her own, carefully hidden past. Because young women are going missing again...

Wilson, C. L. *Lord of the Fading Lands*. [*Tairen Soul #1*]. (Avon, 23.99 tp.)

Once he drove back the darkness. Once he loved with such passion his name was legend. Once, driven wild with grief over the murder of his beloved, the majestic Fey King Rain Tairen Soul had laid waste to the world before vanishing into the Fading Lands. Now, a thousand years later, a new threat draws him back into the world - and a new love reawakens the heart he thought long-dead. Ellysetta, a woodcarver's daughter, calls to Rain in a way no other ever has.

Woolf, Maud. *Thirteen Ways to Kill Lulabelle Rock*. (Angry Robot, 23.99 tp.)

Set in a world of the near future, the celebrity elite have access to a technology that allows them to make perfect copies of themselves, known as Portraits. These Portraits exist to fulfil all the various duties that come as the price of fame. Our protagonist is the thirteenth copy made of the actress known as Lulabelle Rock. Her purpose is very simple: to track down and eliminate her predecessors.

Wragg, David. *The Hunters*. [*Tales of the Plains #1*]. (Voyager, 25.99 tp.)

Ree is a woman with a violent past that she thought she'd left behind. After years of wandering, she and her niece Javani have finally built a small life for themselves at the edge of the known world. But now the land is in turmoil and professional killers have arrived in their town looking for an older woman and child, setting off a desperate chase through deserts, mountains, and mines.

White Dwarf Books & Dead Write Books
3715 W. 10th Ave. Vancouver, B.C. V6R 2G5
604-228-8223, Email: whitedwarf@deadwrite.com

Space Cowboy Books Events

Jean-Paul Garnier (Joshua Tree, CA)

1/23/24 – Online Reading and Interview with Howard V. Hendrix - <https://www.eventbrite.com/e/733527379137>



Pubnites and Other Events

Lloyd Penney (Toronto, ON, CAN)

THIRD MONDAY

January 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.

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>

OTHER EVENTS

If you know of a fannish event, that is not a convention, please let us know so we can put it here. For example, a book launch, a celebration of some kind.

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

See you there!!!

Yvonne ;-)



FANAC FanHistory Zoom Session
An Interview with Joe Green
Date: January 20, 2024
Time: 3PM EST, Noon PST, 8PM GMT (UK), 7AM Sunday Sydney (AEDT)

Joe Green has traced an amazing arc through fandom, prodrom and the space program. Joe was a fan in the 50s, is a professional science fiction writer with his first stories appearing in the early 60s, and later became a NASA spokesman, specializing in educating the public about the space program. Host of many a legendary launch party, Joe has lived the dream of many a young science fiction fan.

To attend, send a note: fanac@fanac.org

THE ULTIMATE PREJUDICE by Joseph Green
 of the intergalactic ship, and into the Ransdorph. It rifled through all repellant was gone. After the four bodies had been ejected, and Ransdorph "Open" button for the outside airlock door, Cold & Dark nothing but a great "We meant you've brought life to us opposite, give me peace, yes, welcome here. Give us Ransdorph here

Helpful by Joseph Green
 The hand was broad, p of muscle in the palm harsh, rigid lines of

FEBRUARY CONVENTIONS

Mindy Hunt

Each month we will provide a list of conventions from around the world. This list is constantly being updated throughout the month. You can find our full events list as well as a calendar at SciFi4Me.com.

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

Feb 1 – 4

VIRTUAL

SDHistCon Winters Quarters – San Diego, CA Feb 3

ON-SITE

AnthroExpo – Norman, OK Feb 1-4

Capricon – Chicago, IL Feb 1-4

MEGACon Orlando – Orlando, FL Feb 1-4

Philip K Dick Film Festival – New York City, NY Feb 1-4

Aggie Con – College Station, TX Feb 2-4

Anime Lubbock – Lubbock, TX Feb 2-4

CaptainCon – Warwick, RI Feb 2-4

CreepIE Con – Ontario, CA Feb 2-4

HarmonyCon – Irving, TX Feb 2-4

SCG Con Hartford – Hartford, CT Feb 2-4

Scotiacon – Glasgow, United Kingdom Feb 2-4

Setsucon – Altoona, PA Feb 2-4

Alaska ComiCon – Fairbanks, AK Feb 3-4

Anime Gaming Con – Fresno, CA Feb 3-4

AnimeCon London – London, United Kingdom Feb 3-4

Brick Fest Live – Houston, TX Feb 3-4

Brick Fest Live – Loveland, CO Feb 3-4

BrickUniverse Little Rock – Little Rock, AR Feb 3-4

Little Rock Anime Festival – Little Rock, AR Feb 3-4

Liverpool Anime & Gaming Con – Liverpool, United Kingdom Feb 3-4

Oddities & Curiosities Expo Louisville – Louisville, KY Feb 3-4

Quad Con Champaign – Champaign, IL Feb 3-4

Stockton Brick Convention – Stockton, CA Feb 3-4

The Grave Plot Film Fest – Seattle, WA Feb 3

LumaCON – Petaluma, CA Feb 3

Mini-Palooza – Oshkosh, WI Feb 3

North Dallas Toy Show – Plano, TX Feb 3

TulsaPopCon – Tulsa, OK Feb 3

Watford Comic-Con – Watford, United Kingdom Feb 3

Wayne NJ Toy Show – Wayne, NJ Feb 3

ComicVerse – Sacramento, CA Feb 4
East Bay Comic Con – Concord, CA Feb 4
Fairfield Toy-Anime-Comic Con – Fairfield, CA Feb 4
London Comic Mart – London, United Kingdom Feb 4

Feb 9 – 11

Amelia Coastal Con – Fernandina Beach, FL Feb 9-11
Animeverse Fest – Houston, TX Feb 9-11
Atlantic Comic Convention – Atlanta, GA Feb 9-11
Boskone – Boston, MA Feb 9-11
Comic Fest Ocala – Ocala, FL Feb 9-11
Farpoint – Hunt Valley, MD Feb 9-11
HAuNTcon – Daytona Beach, FL Feb 9-11
Isekai Anime Con – Sandy, UT Feb 9-11
Kami-Con – Birmingham, AL Feb 9-11
Lux – Birmingham, United Kingdom Feb 9-11
Middle East Film & Comic Con – Abu Dhabi, United Arab Emirates Feb 9-11
Running GAGG – Geneseo, NY Feb 9-11
Sangawa Project – Pittsburgh, PA Feb 9-11
Animangapop! Winter – Plymouth, United Kingdom Feb 10-11
Bakersfield Brick Convention – Bakersfield, CA Feb 10-11
Big Lick Comic Con – Roanoke, VA Feb 10-11
Birmingham Anime & Gaming Con – Birmingham, United Kingdom Feb 10-11
Brick City Anime Fest – Ocala, FL Feb 10-11
Brick Fest Live Knoxville – Knoxville, TN Feb 10-11
Brick Fest Live Milwaukee – Milwaukee, WI Feb 10-11
Missouri Comic Con – Springfield, MO Feb 10-11
Quebec City Comic Con – Quebec City, Quebec, Canada Feb 9-11
Trading Card Game Con – Houston, TX Feb 10-11
Aurora Comicon – Aurora, Ontario, Canada Feb 10
I Heart Horror – Sayreville, NJ Feb 10
Milwaukee Comic Con – Milwaukee, WI Feb 10
Missouricon – St Louis, MO Feb 10
NWI Comic Convention – Crown Point, IN Feb 10
Quad Con Cedar Rapids – Cedar Rapids, IA Feb 10
Turlock Toy-Anime-Comic Con – Turlock, CA Feb 10
Zipcon – Akron, OH Feb 10
Captial Trade Shows – Ottawa, Ontario, Canada Feb 11
Clandestine Comics – Laurel, MD Feb 11

Feb 15 – 18

GenghisCon – Aurora, CO Feb 15-18
LTUE – Provo, UT Feb 15-17
DunDraCon – Santa Clara, CA Feb 16-19
Spark STEM Fest – Orlando, FL Feb 16-19
Gallifrey One – Los Angeles, CA Feb 16-18
Katsucon – National Harbor, MD Feb 16-18
London Anime & Gaming Con – London, United Kingdom Feb 16-18

Mad Monster Party Carolina – Charlotte, NC Feb 16-18
 Polar Vortex – Glen Ellyn, IL Feb 16-18
 RadCon –Pasco, WA Feb 16-18
 Ushicon – San Marcos, TX Feb 16-18
 Vampire Fan Weekend – San Francisco, CA Feb 16-18
 Fan Expo Vancouver – Vancouver, British Columbia, Canada Feb 17-19
 Brick Fest Live Des Moines – Des Moines, IA Feb 17-18
 Brick Fest Live Grayslake– Grayslake, IL Feb 17-18
 Chennai Comic Con– Chennai, India Feb 17-18
 Cosmic Con NY– Flushing, NY Feb 17-18
 Japan Impact – Lausanne, Switzerland Feb 17-18
 Japan Weekend – *Madrid, Spain Feb 17-18
 NEPA Comic Con– Scranton, PA Feb 17-18
 Oddities & Curiosities Expo– Atlanta, GA Feb 17-18
 Quad Con Peoria – Peoria, IL Feb 17-18
 Beyond Comicon– North Miami Beach, FL Feb 17
 Daisuki– Kingston, Jamaica Feb 17
 Hickory Comic Con – Hickory, NC Feb 17
 Hanford Toy-Anime-Comic Con – Hanford, CA Feb 18
 London Brick Festival – London, United Kingdom Feb 18
 SWFL Anime-Fest– Fort Myers, FL Feb 18
 Toronto Comic Book Show– Toronto, Ontario, Canada Feb 18

Feb 22 – 25

PrezCon – Charlottesville, VA Feb 19-25
 NordicFuzzCon – Nynashamn, Sweden Feb 21-25
 Coastal Magic Convention – Daytona Beach, FL Feb 22-25
 FurSquared– Milwaukee, WI Feb 22-25
 Con Nooga – Chattanooga, TN Feb 23-25
 FenCon – Irving, TX Feb 23-25
 Festival International des Jeux– Cannes, France Feb 23-25
 Fire & Ice Convention– Manitowoc, WI Feb 23-25
 Gamicon– Cedar Rapids, IA Feb 23-25
 GenreCon – South Brisbane, Queensland, Australia Feb 23-25
 OWLCON – Houston, TX Feb 23-25
 Pensacon – Pensacola, FL Feb 23-25
 SoRCon– Basildon, United Kingdom Feb 23-25
 Tsukino-Con– Victoria, British Columbia, Canada Feb 23-25
 The Great Lakes Comic Convention– Warren, MI Feb 23-24
 Brick Fest Live Springfield– Springfield, MO Feb 24-25
 Captain's Comic Expo – Charleston, SC Feb 24-25
 Claremore Comic Con– Claremore, OK Feb 24-25
 Comic World Taiwan Taipei Show– Taipei City, Taiwan Feb 24-25
 KupoCon – Glasgow, United Kingdom Feb 24-25
 Oddities & Curiosities Expo Charlotte – Charlotte, NC Feb 24-25
 Oklahoma City's Pop Culture Con– Oklahoma, City, OK Feb 24-25
 Quad Con Eau Claire – Eau Claire, WI Feb 24-25
 StocktonCon Winter– Stockton, CA Feb 24-25
 Texoma Comic Con– Durant, OK Feb 24-25
 Animangapop! Bristol– Bristol, United Kingdom Feb 24

Asheville Anime-Fest– Asheville, NC Feb 24
 Clovis Toy-Anime-Comic Con– Clovis, CA Feb 24
 Frankfort Anime-Fest – Frankfort, KY Feb 24
 MAGIC – Monaco, Monaco Feb 24
 Annandale Comic Con – Annandale, MD Feb 25
 Nerd Fest – Swedesboro, NJ Feb 25
 Otaku Link– Derby, United Kingdom Feb 25
 Simi Valley Toy and Comic Fest – Simi Valley, CA Feb 25

Feb 29 – Mar 3

Gdakon– Gdansk, Poland Feb 28-Mar 3
 CorFlu – Las Vegas, NV Feb 29-Mar 3
 Emerald City Comicon – Seattle, WA Feb 29-Mar 3
 SaltCON Spring– Layton, UT Feb 28-Mar 3
 Wild Wild West Steampunk Convention– Tucson, AZ Feb 28-Mar 3
 Anime Crossroads– Indianapolis, IN Mar 1-3
 ConFinement – Lebanon, TN Mar 1-3
 Khromakon– Baltimore, MD Mar 1-3
 Made in Asia– Brussels, Belgium Mar 1-3
 Ret-Con– *Cary, NC Mar 1-3
 Space Coast Comic Fest– Melbourne, FL Mar 1-3
 TGD Spring– Franklin, TN Mar 1-3
 Hollywood Show Los Angeles – Burbank, CA Mar 1-2
 Brick Fest Live Novi– Novi, MI Mar 2-3
 Comic World Taiwan Taichung– Taichung City, Taiwan Mar 2-3
 Evansville Horror Con– Evansville, IN Mar 2-3
 Kawacon– San Antonio, TX Mar 2-3
 Louisiana Retro Con Spring– Pineville, LA Mar 2-3
 Norman Super Con– Norman, OK Mar 2-3
 Oddities & Curiosities Expo Phoenix – Phoenix, AZ Mar 2-3
 PeoriaCon– Peoria, IL Mar 2-3
 PuchiCon– Teaneck, NJ Mar 2-3
 Quad Con Omaha – Omaha, NE Mar 2-3
 SpiritCon– Independence, MO Mar 2-3
 UI-Con– Urbana, IL Mar 2-3
 Barrage– Havre de Grace, MD Mar 2
 Bizarre World Miami– Miami, FL Mar 2
 Dupage Comic Con– Wheaton, IL Mar 2
 Elk Grove Toy-Anime-Comic Con– Elk Grove, CA Mar 2
 North Dallas Toy Show– Plano, TX Mar 2
 Wayne NJ Toy Show – Wayne, NJ Mar 2
 Buckeye Comic Con– Columbus, OH Mar 3
 Hollister Toy-Anime-Comic Con– Hollister, CA Mar 3
 SW-Floridacon– Fort Myers, FL Mar 3

SMALL EVENTS**Online Reading and Interview with Mary Soon Lee****Tuesday, Feb 6****8:00pm CST**

Mary Soon Lee is a Grand Master of the Science Fiction & Fantasy Poetry Association, and has won the Rhysling Award, the Elgin Award, and the AnLab Readers' Award. Her work has appeared in Science, American Scholar, Spillway, Asimov's Science Fiction, and Strange Horizons. This is her second collection of science poetry, following on from Elemental Haiku: Poems to honor the periodic table three lines at a time.

Online: Wrong Turns on the Wallaby Track Part 2, with Leigh Edmonds and Perry Middlemiss**Saturday, Feb 17****7:00pm EST****Online Reading and Interview with Writers of the Future Winners****Tuesday, Feb 27****6:30pm CST**

Online Reading and Interview with Writers of the Future Winners: David Hankins, Elaine Midcoh, Jason Palmatier, & TJ Knight.

We welcome your feedback!

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

Thank you for taking the time to read and respond.

