

Fan Activity



Gazette

News of Fen of Interest to All Fen

VOL. 3, No. 10 - MARCH 2024

A PUBLICATION OF THE NATIONAL FANTASY FAN FEDERATION ~ tnfff.org

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Contributions
welcome.

From the Editor:

It's tax season. This means Jason spends long hours in the basement crunching numbers. Me? I sit on the couch, keeping the dogs occupied, and give him moral support.

But don't worry, we're not gonna talk taxes. But we are going to talk about his music. When Jason gets into a job on the computer, he'll throw on a CD for some background noise. There are times he'll have a classical album on but most of the time it's a movie soundtrack. From my spot on the couch with the dogs, I can hear it but not clearly. So, the game becomes "What's he listening to?" Some soundtracks are easy, others not so much.

Music can be a very important for movies. Sometimes the music can tell the story without you ever needing to look at a screen. There are soundtracks that give you chills when they start and others that lack anything memorable.

For me, I get chills hearing the fanfare and opening credits theme for the original *Star Wars* trilogy. Next would be the theme in *Jurassic Park* when they see dinosaurs for the first time. I'm getting goosebumps just writing this and hearing it in my head.

With all the genre films and even TV shows, what music gives you the chills? What piece can you pick out within two bars, mentally see the scene, and will have stuck on repeat in your head for the rest of the day?

(And don't forget to file your tax returns on time.)

~ Mindy

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Do You Know... The Shadow?

Bob Jennings



In 1931 the first issue of *The Shadow* magazine was released by Street & Smith, cover dated April, launching the career of an avenging pulp magazine character whose influence would be felt for the rest of the century, and beyond.

The history of the Shadow character is relatively well known, altho exact details of his earliest origins are elusive and contentious. In the summer of 1930 Street & Smith, publishers of many kinds of fiction magazines, decided to take advantage of a seasonal drop in radio rates to sponsor an hour-long program to boost the sales of their premier mystery magazine, *Detective Story Magazine*. According to most sources the account was given to the Ruthrauff & Ryan advertising agency to work up a program adapting actual stories from the magazine.

Detective Story Magazine was a pulp sized mag, the oldest and earliest American magazine devoted entirely to the detective story and mystery genre. Started in 1915, the title had taken over from the *Nick Carter Weekly*, a nickel weekly which has been running since 1891. The advent of the pulp magazines had spelled the end of the dime and nickel novels, so it was a relatively smooth transition, with new Nick Carter stories, both novel length and short stories, appearing in the page of the new title.

The magazine was initially produced twice a month, but with the first week of 1918 it switched to a weekly publishing schedule, and sales boomed. During the 1920s it was one the most popular fiction magazine on the stands, but the Depression, which was beginning to make

its full effect felt in 1930, had cut the circulation considerably. The powers at Street & Smith felt that a radio program dramatizing some of the stories from the current issues of the mag would reach new readers and boost circulation.

The ad agency decided that they needed something distinctive to set the series apart from other radio programs, and that the ‘something’ should be a unique character who introduced the series. Initially ideas ranged from having a fictional police official or detective act as the announcer, but they finally decided on someone more sinister, a character to be called The Shadow.

This Shadow character, with a deep somewhat ominous inflection to his voice, would introduce the stories and provide short epilogs after each adventure. Initially James LaCurto did the voice, but very soon Frank Readick took over the job. S&S expected a sales boost for their magazine, but the listeners were more fascinated with the creepy Shadow character than the actual detective stories themselves. Newsstands reported customers were asking for the magazine that featured that Shadow character they had heard over the radio, instead of *Detective Story Magazine*.

Quick to see a marketing possibility, the powers at S&S decided to create a single character pulp devoted to the Shadow character. Most of the senior staff were veterans of the old dime novel days and had long believed that a pulp devoted to a single, interesting character could carry a ten-cent pulp title. Circulation director Henry William Ralston usually gets the credit for rounding out and developing the idea. He hired a young author named Walter Gibson to write the series.

Gibson was noted for being an adept amateur magician and a very fast writer who turned out news features, true crime exposés, detective stories, had several syndicated newspaper columns including a weekly feature on magic tricks

anyone could learn, and who was amendable to working closely with the editors at S&S clearing story plots down to the chapter level with the editors before he launched each new story.

Each story used the pen name of ‘Maxwell Grant’, and each adventure claimed to have been taken from the actual crime files of The Shadow himself, as told to Maxwell Grant. Originally the magazine was planned as a quarterly, with the lead character being a sinister anti-hero who wore the kind of black cape and slouch hat favored by the villains in the old stage melodramas. He would work at night, he was armed with two automatics, he would terrorize the world of crime, take vengeance when needed, shooting to kill rather than capture, and he would use magic tricks to confuse and confound the denizens of the underworld. He was, in short, exactly the kind of free-wheeling, outside the law vigilante that the average citizen living thru the Lawless Thirties had been waiting for.

The first issue of *The Shadow* magazine was launched as a pulp dated April 1931, but on the news stands at least a month earlier. Considering that the S&S *Detective Story Magazine* radio show had debuted the previous summer, this was a lightning-fast reaction time, possibly aided by the fact that S&S owned their own printing presses, which were housed right in the same building as their editorial offices. The magazine’s sales were impressive. Rumor has it that S&S went back and reprinted that first issue, but this has never been verified.

By the third issue, dated October 1931 the title had become a monthly. In October 1932 the magazine became a bi-weekly. There were concerns that Walter Gibson could not keep up the pace of the writing, so a second writer, Theodore Tinsley, was engaged over Gibson’s objections, to turn out four novels a year as back-up, just in case Gibson got sick or developed writers’ block. That never happened, but Tinsley, who tried to create stories as closely mimicking Gibson’s current production as possible, continued to turn out four stories a year thru the early 1940s.

In all, 325 Shadow stories were written, most turned out by Gibson. In the mid-1940s Gibson and Street & Smith had a major falling out. Gibson had initially not even been paid the standard S&S magazine rate of a penny a word for his Shadow stories. His contract had been renegotiated several times, but over time major changes had taken place at S&S, including mass firings and forced retirements of many of the old editors, including two executive shakeups, all following the death of Ormand Smith in 1933.

By the early 1940s comic books were cutting deeply into the sales of many pulp magazines. S&S had been slow to get into the comic business because their printing presses could not produce the full color interior pages needed. The idea of out-sourcing the printing to another company had never occurred to the executives of the company, but after another shake-up in the late 1930s, Allan Grammer became the new company president, and one of the first things he did was to sign a contract with a major web offset printer to start printing a new line of S&S comic books, of which *The Shadow Comics* was the very first title issued.

Grammer also began to emphasize the women’s magazine titles the company was producing. Sales of the women’s slick paper mags were going up, so new titles aimed at female readers were added, even as sales on many of the traditional pulps were going down. After the Shadow comic book was launched, its sales rocketed up to over half a million copies an issue, while sales of the Shadow pulp magazine shrank slowly until it was bobbing around a hundred thousand to a hundred fifty thousand copies per issue. With the April 1943 issue the Shadow pulp slipped back to monthly publication.

The argument over Gibson’s new contract stalled. Gibson had been writing other stories for S&S, including most of the Shadow comic, all of the *Magic Detective* comic, radio scripts for many programs, especially Nick Carter and Chick Carter, doing the Shadow comic strip, produced his own magazine devoted to the magician’s arena, maintained a syndicated newspaper column, and was doing all the promotion and publicity for Blackstone the Magician whose stage show was touring the country constantly. This, all in addition to writing the Shadow magazine novels.

He felt he should be getting more money. S&S felt he should be getting the same, or better yet, less, because sales of the mag were in slow decline. Gibson decided to sue the publisher, claiming he was the individual who had actually



created the Shadow character and that he had been responsible for its popularity with the public, including its spin-offs, the Shadow radio character program which began in 1937, the comic book, the short-lived newspaper comic strip, and the five feature movies that had been (theoretically anyway) based on the Shadow character. This litigation drug on for awhile, but Gibson lost handily, and got whacked for legal fees at the same time.

As a sign of the changing time, the magazine had switched to digest size with the December 1943 issue, and raised the cover price to fifteen cents. Long time editor John L. Nanovic was out. The new editor came on board, and after Gibson launched his law suit, Bruce Elliott, a young up and coming detective story writer, was tapped to write the



monthly novel, now reduced to about thirty thousand words, and often far less. The editorship changed several times in the following few years. Mr. Elliott followed the directions of the new editors, who wanted sophistication and stories in the style of the mystery movies that were popular in those days, so he turned out stories in which Lamont Cranston was the hero, the Shadow seldom appeared, the police were incompetent dopes, humor was allegedly added, and the stories were complicated puzzles. Readership declined at a more rapid rate than before.

In 1947 the Shadow digest magazine slipped to a bi-monthly schedule. In late 1948 S&S decided to give the world of pulp magazines another try. *The Shadow* was one of the titles that returned to full pulp size, with a full-length Shadow novel, and Walter Gibson was signed back on as the writer. The schedule was tentatively slated as quarterly. Gibson, after his long-enforced absence, turned out an excellent first class thriller for his return, and the cover for that Fall 1948 issue is distinctive, one of the best covers in the traditional Shadow style.

Unfortunately, that was the last good Shadow story Gibson produced. There were three more pulp sized Shadow issues, but the title was cancelled in the summer of 1949, along with the other S&S pulp sized magazines. Some of those magazines were subsequently sold to Popular Publications, but S&S retained the rights to *The Shadow*, which was still running as a popular Mutual radio program, and which had also been adapted by Columbia as a serial in 1940. Columbia still had an option on turning out a second Shadow serial, altho the sequel never materialized.

Most people are familiar with the Shadow character from the long running radio series. In 1937 S&S made a deal with the Blue Coal company to produce a series of adventures starring the Shadow character beginning in September of 1937. Fall and early winter were the peak periods for selling coal, when homeowners needed to restock their supply in preparation for the coming winter season.

The series starred a young Orsen Welles, and initially featured radio adaptations of some of the Shadow pulp magazine stories. Walter Gibson was story consultant on the series and wrote some of the scripts. Cramming a sixty or seventy thousand word story into a half hour radio adventure proved to be nearly impossible, so some of the magazine plot themes were used and changed to fit the new format.

In the radio series Lamont Cranston, wealthy young man about town, had the power to magically cloud men's minds so they could not see him. He was assisted by his 'friend and companion' Margo Lane. Margo Lane was not a character in the pulp magazine stories, but the radio dramas needed someone for the lead character to talk to, to explore the possibilities of the plot, and Margo Lane was both the sounding board, and as the series progressed, increasingly the Damsel In Distress, who was menaced by the fiend/monster/criminal of the week and had to be rescued at the last possible moment by The Shadow.

Under pressure Gibson introduced Margo Lane into the Shadow novels beginning in the early 1940s. He didn't like the idea, and initially made Ms. Lane incompetent and apt to get into troubles of her own making. Most of the magazine's readers were not enthusiastic about the character's intrusion into the series, either.

In the pulp magazine stories The Shadow had adopted the identity of New Jersey multi-millionaire Lamont Cranston, with the approval of the real Lamont Cranston who was an international traveler, big game hunter and adventurer who roamed the world and seldom came back to the States, trusting The Shadow to manage his financial affairs for him.

In the August 1937 issue Gibson decided that he didn't like the idea of The Shadow being Lamont Cranston, so he created a brand new identity for his hero. The Shadow was, he said, actually Kent Allard, a flying ace during the Great War, an explorer, a man of the world, who had returned to New York after a fifteen-year absence during which he claimed to have been marooned in the jungle of South America cared for by a lost tribe of Indians.

Actually, Allard had faked his death and had been in New York all along as The Shadow, borrowing the identity of Lamont Cranston and sometimes appearing as businessman Henry Arnaud, among other identities.

Gibson promoted this idea constantly but it never sat well with most of the readers, and the Kent Allard identity was used more and more infrequently until it finally pretty much disappeared completely right before Gibson and S&S had their falling out.

In the pulp magazine series The Shadow is assisted by a cadre of agents, generally seven in number, who usually communicate with their leader by telephone thru his contact man Burbank. Burbank relays information back and forth between them and The Shadow. The Shadow and his assistants could have used a few of Dick Tracy's portable wrist radios, but in the days before that invention was introduced the world was filled with plenty of pay telephones. Today, mobile cell phones have completely eliminated pay telephones.

The Shadow's group of agents included two who worked within the underworld, a financial wizard, a reporter, and a cab driver who piloted the Shadow's own personal cab. His number one agent was Harry Vincent, a likable young man with a charismatic personality, able to blend in almost anywhere, who could be counted on to make friends with important people, both suspects and potential victims alike, and ferret out information that The Shadow needed to solve the complex cases that attracted his attention.

The Shadow was nominally concerned with street crime and the kind of organized crime that filled the pages of the daily newspapers. But actually, he was concerned with cases the police could not easily solve, cases that sometimes the police did not even know existed as criminal schemes at all. He faced off against master minds of crime, people who wove webs of deceit and subterfuge, sinister forces that laid out complicated plots of evil working toward ultimate goals of vast wealth that were not obvious to the police, the public, or sometimes not even to the victims of these grand schemes. These were super criminals, super fiends, and the Shadow was adept at unearthing their plans and working to defeat them.

The plots were complicated, murder was often part of the details, and often the Shadow was faced with death, defeat, and numerous setbacks before he was able to break the case, learn who the real criminal behind the menace was, and foil the scheme. Plots of most of these stories are well thought out, and well developed. The earlier stories, from 1931 thru 1939 are the very best ones. In these adventures the plots and the action are carefully laid out with plenty of conversation and dialog between characters, and the ultimate bad guys are unknown to the readers as well as The Shadow.

Many stories after 1939 display some problems. This is not to say that there weren't plenty of excellent adventures coming out after that date, but the editors seemed to have decided that the Shadow needed to show more action in his stories, so there are a lot more running gun battles, hectic car chases, death traps, and attempted gangland ambushes



where the body count, particularly of mobsters, mounts dramatically as the story progresses. At some point either Gibson or the editor noticed that, so the Shadow, previously described as a dead shot with those automatics, even at a distance, took to nicking, or wounding many of his foes instead of shooting them dead on the spot. This apparently pleased somebody, probably the bad guys, but they never learned their lesson. They kept coming back to face the guns and wits of The Shadow until their final defeat in the closing pages of the adventures.

The main problem with the stories after 1939, a problem that becomes progressively worse as the series went into the 1940s, is that Gibson lost the ability to allow his characters to converse with each other. Instead of writing a story in which characters speak to one another as events occur and the characters react to those events, so that they and the readers experience the adventure as it actually unfolds, he is instead deliberately telling a story, writing down to the reader in the style of an author of books for very small children. Sure, the writing is sophisticated, but the tone is that of a person who is telling an abbreviated tale, someone who cannot be bothered with too many details, including conversation between the characters in the story.

Even the action becomes condensed as Gibson tells what is happening, as tho delivering a report, instead of writing the action sequences as they unfold as part of an ongoing adventure that the reader can appreciate as it happens. This is a major flaw, in my opinion, and by the early 1940s, most of the stories, particularly the ones involving Margo Lane, were engulfed in this style of writing. It was as tho Gibson was too busy with his other projects to worry much about the Shadow novels any more. I'm sure he didn't have that feeling; but the hurried abbreviated style of telling an abbreviated story sans too much detail, with convoluted action sequences crammed in as padding makes some of those stories absolutely unreadable, at least for me. The decline in writing on this series did not happen all at once, and it was certainly not consistent.



I can easily understand how the reading public in the character's golden years of the 1930s would eagerly scoop up the latest issue and make *The Shadow Magazine* one of the top selling pulp magazines of the period, with sales often over the 800,000 copy mark. Walter Gibson had a vivid imagination, and was able to create plot scenarios out of unusual, even bizarre situations, territory that any other normal writer would consider to be fallow ground not even worth investigating.

Generally, the stories, particularly the pre 1939 stories, play fair with the reader. You don't know who the guilty person is, and in the cases where The Shadow faces off against a known opponent, such as The Wasp, or Shiwan Khan, or the Voodoo Master, you may know who the bad guy is, but you don't know his master plan or what his goals are, much less how he plans to go about achieving those goals while fending off the efforts of The Shadow to thwart his crimes.

Every adventure is a challenge for the reader as well as for The Shadow. From the beginning of each story, with its ingenious criminal, thru the Shadow's deductions, and his efforts to deal with the problem, right thru the raging gun battles, dangerous confrontations, thrilling dangers and multiple murders that lead to the sensational ending and the thwarting of the master villain, these are stories that hold the reader's imagination from start to finish.

The Shadow was an urban vigilante character created almost by accident, who became a publishing phenomenon during one of the most turbulent decades in

domestic American history, a character very much of his time period, yet a character whose popularity and fame has endured year in and year out.

After the pulp magazine folded, after the radio show ended in 1954, The Shadow continued to exert a pull on the imagination of the American public. The original pulp magazines stories have been reprinted in hardback, in paperback, and most recently in a series of trade paperbacks produced by Sanctum Publications. In the 1960s brand new paperback stories were written, and the Shadow continued to reappear in new comic book series spread thru many incarnations by many different publishers right up to the present day.

Even in a brand new century, the character and his stories still hold their appeal and are reaching a whole new audience who never had a chance to read them when they were originally published. I can't think of many other literary creations that have this kind of staying power.

It is a tribute to the unique appeal of the character himself, but mostly, it is an enduring tribute to Walter Gibson, the man whose fertile imagination shaped The Shadow concept into a viable character and wrote all those involved plots that continue to hold such deep fascination for readers almost a hundred years after they were first written.



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.

LETTERS

Dear Guys,

This email is just to let you know about a project I've undertaken, posting what I suppose to be basic fannish information on a new Facebook group, titled "Across the Fandomension." I hope that making this information available will help orient fans to the context, and the value, of enterprises like APAs, the Aurora Awards, or the Canadian Unity Fan Fund, or fan-run conventions and SF written on dead tree pulp.

I keep running into fans who have no idea of non-televised, non-digitized fandom, and worse yet, who automatically dismiss anything with a history older than the media franchises they already know about. Still, I have the notion that tastes can be educated, if people are exposed to something they don't already know. You are invited to check it out at your convenience and express your opinions.

"Across the Fandomension" is mirrored on MeWe.com, and I am thinking of adding a Discord channel as well under the same name. Ultimately, I want to erect a proper website, and keep it updated and corrected, maybe on a quarterly basis. Sound like a plan?

Yours,
Garth

[Sounds like a worthy project, Garth! More fans – especially the younger ones – need a better appreciation for the rich history of the genre!]



[in response to More Hugo Award Controversy: Censorship Exposed, Feb 2024 Gazette]

Thank you for your work in editing the e-zine.

I attended about 20 Worldcons from 1986 to 2016 and have been voting for the Hugo Awards since 1988. Then I have been running my reviews of the finalists through the *N3F Review of Books* for the last several years. I make an effort to read as many of the finalists as I can before the voting deadline and then read the remainder of the Hugo Award packet at my convenience afterward. I have never been on the Hugo administration committee, although I have worked on Worldcons in the past.

I had read R.F. Kuang's *Babel* in anticipation that it would be among the finalists and was surprised and disappointed that it was not on the Hugo ballot, especially after I read the six finalists in the novel category. I did not feel that any of them were as good as *Babel*. I just figured that it finished 7th or 8th in the nomination voting process and was appalled to learn that it had finished third and deemed "ineligible" because it might offend the Chinese authorities. I already have a supporting membership for the Glasgow Worldcon so I will go through my regular process this year, but afterward I will have to reconsider my participation in the Hugos.

Best wishes,
Tom Feller



The Hugos are probably f****d and probably going to get more f****d. Fandom is too big for its own good, and as it becomes more globalized nobody will be able to follow it all. What will a Hugo ballot with a Chinese, a Latino, a Nigerian, a Finish and a Saudi nominee look like, and who in North America is likely to have read any of the works? Translations are hard and expensive to make, and not going to provide an adequate representation of global SF ... at best, just for some best-sellers. Why even have a Hugo award for books that will be chosen only by major publishers who can afford to blanket the global market?

[from George: Perhaps limit it to English-language works, or make it the NASFIC award?]

That would be my choice. After all, who is Hugo Gernsback to some Nigerian or Indonesian SF writer? The argument would inevitably come to renaming it something like the Sol Primes, or maybe something Chinese. But I digress. Fandom will do little about the problem of its size and relevance unless circumstances force it to, and by then it will be too late.

Taral Wayne



**READ
MORE
'ZINES!**

Eldritch Science	N'APA
FanActivity Gazette	The National Fantasy Fan
Films Fantastic	N3F Review of Books
Ionisphere	Origin
Mangaverse	Tightbeam

National Fantasy Fan Federation - nffff.org

59th Nebula Award Finalists Announced

Jason P Hunt

The Science Fiction and Fantasy Writers Association (SFWA) has announced the finalists for the 59th annual Nebula Awards, recognizing excellence in works published in 2023. Founded by Damon Knight in 1965 as the Science Fiction Writers of America, the organization has been awarding the Nebulas for eligible works published in the previous year.

In 2005, SFWA added the Andre Norton Nebula Award for Middle Grade and Young Adult Fiction, with the Ray Bradbury Award for Outstanding Dramatic Presentation added in 2009, followed by the 2018 addition for Best Game Writing. Winning pieces of short fiction and runners-up are included in an anthology published every year by SFWA.

Novel

- *The Saint of Bright Doors*, Vajra Chandrasekera (Tordotcom)
- *The Water Outlaws*, S.L. Huang (Tordotcom; Solaris UK)
- *Translation State*, Ann Leckie (Orbit US; Orbit UK)
- *The Terraformers*, Annalee Newitz (Tor; Orbit UK)
- *Shigidi and the Brass Head of Obalufon*, Wole Talabi (DAW, Gollancz)
- *Witch King*, Martha Wells (Tordotcom)

Author Martha Wells was nominated as a novel finalist for *System Collapse* (2022 Tordotcom), but declined the accolade as well as the nomination for novella the previous year, saying the *Murderbot Diaries* series had already received "incredible praise" from her peers. Wells wanted to open an opportunity for other works to be highlighted.

Novella

- *The Crane Husband*, Kelly Barnhill (Tordotcom)
- "Linghun", Ai Jiang (*Linghun*)
- *Thornhedge*, T. Kingfisher (Tor; Titan UK)
- *Untethered Sky*, Fonda Lee (Tordotcom)
- *The Mimicking of Known Successes*, Malka Older (Tordotcom)
- *Mammoths at the Gates*, Nghi Vo (Tordotcom)

Novelette

- "A Short Biography of a Conscious Chair", Renan Bernardo (*Samovar* 2/23)
- *I Am AI*, Ai Jiang (Shortwave)
- "The Year Without Sunshine", Naomi Kritzer (*Uncanny* 11-12/23)
- "Imagine: Purple-Haired Girl Shooting Down The Moon", Angela Liu (*Clarkesworld* 6/23)
- "Saturday's Song", Wole Talabi (*Lightspeed* 5/23)
- "Six Versions of My Brother Found Under the Bridge", Eugenia Triantafyllou (*Uncanny* 9-10/23)

Short Story

- "Once Upon a Time at The Oakmont", P.A. Cornell (*Fantasy* 10/23)
- "Tantie Merle and the Farmhand 4200", R.S.A Garcia (*Uncanny* 7-8/23)
- "Window Boy", Thomas Ha (*Clarkesworld* 8/23)
- "The Sound of Children Screaming", Rachael K. Jones (*Nightmare* 10/23)
- "Better Living Through Algorithms", Naomi Kritzer (*Clarkesworld* 5/23)
- "Bad Doors", John Wiswell (*Uncanny* 1-2/23)

Andre Norton Nebula Award for Middle Grade and Young Adult Fiction

- *To Shape a Dragon's Breath*, Moniquill Blackgoose (Del Rey)
- *The Inn at the Amethyst Lantern*, J. Dianne Dotson (Android)
- *Liberty's Daughter*, Naomi Kritzer (Fairwood)
- *The Ghost Job*, Greg van Eekhout (Harper)

Game Writing

- *The Bread Must Rise*, Stewart C Baker, James Beamon (Choice of Games)
- *Alan Wake II*, Sam Lake, Clay Murphy, Tyler Burton Smith, Sinikka Annala (Remedy Entertainment, Epic Games Publishing)
- *Ninefox Gambit: Machineries of Empire Roleplaying Game*, Yoon Ha Lee, Marie Brennan(Android)
- *Dredge*, Joel Mason (Black Salt Games, Team 17)
- *Chants of Sennaar*, Julien Moya, Thomas Paniel (Rundisc, Focus Entertainment)
- *Baldur's Gate 3*, Adam Smith, Adrienne Law, Baudelaire Welch, Chrystal Ding, Ella McConnell, Ine Van Hamme, Jan Van Dosselaer, John Corocran, Kevin VanOrd, Lawrence Schick, Martin Docherty, Rachel Quirke, Ruairi Moore, Sarah Baylus, Stephen Rooney, Swen Vincke (Larian Studios)

Ray Bradbury Nebula Award for Outstanding Dramatic Presentation

- *Nimona*, Robert L. Baird, Lloyd Taylor, Pamela Ribon, Marc Haimes, Nick Bruno, Troy Quane, Keith Bunin, Nate Stevenson (*Annapurna Animation, Annapurna Pictures*)
- *The Last of Us: "Long, Long Time"*, Neil Druckmann and Craig Mazin (HBOMax)
- *Barbie*, Greta Gerwig, Noah Baumbach (*Warner Bros., Heyday Films, LuckyChap Entertainment*)
- *Dungeons & Dragons: Honor Among Thieves*, Jonathan Goldstein, John Francis Daley, Michael Gilio, Chris McKay (*Paramount Pictures, Entertainment One, Allspark Pictures*)
- *Spider-Man: Across the Spider-Verse*, Phil Lord, Christopher Miller, Dave Callahan (*Columbia Pictures, Marvel Entertainment, Avi Arad Productions*)
- *The Boy and the Heron*, Hayao Miyazaki (*Studio Ghibli, Toho Company*)

The awards will be presented Saturday, June 8 as part of the 2024 Nebula Conference Online, June 6-9, 2024. The ceremony will be held in person in Pasadena, CA, as well as streamed live. Winners are determined by the vote of Full, Associate, and Senior members of SFWA.



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



New Movies in April

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

*limited release **re-release

April 5

The First Omen (H) ~ *The Beast** (SF) ~ *The Greatest Hits** (F)

April 12

Civil War (SF) ~ *Arcadian* (H) ~ *Sting* (H) ~ *Sasquatch Sunset** (SF) ~ *In Flames* (H)

April 19

Abigail (H) ~ *The Ministry of Ungentlemanly Warfare* ~ *Spy x Family Code: White* (A) ~ *Villains, Inc.* (SF)
The Night of the Harvest (H)

April 24

*Hereditary*** (H)

April 26

Humane (H) ~ *Breathe** (SF) ~ *Cinderella's Revenge** (H)

Pubnites and Other Events

Lloyd Penney (Toronto, ON, CAN)

THIRD MONDAY

March 18, 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

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

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

THURSDAY NIGHT OF NONSENSE

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

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

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

See you there!!!

Yvonne ;-)

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.

April

Anne McCaffrey, 4/1/26; Samuel R. Delany, 4/1/42; Hans Christian Andersen, 4/2/1805; Redd Boggs, 4/2/21; Elliot Shorter, 4/2/39; Peter Haining, 4/2/40; Joan D. Vinge, Teny Zuber, 4/2/48; Noel Loomis, 4/3/05; Colin Kapp, 4/3/28; Ted Atwood, 4/4/43; Lora Trimble, 4/4/57; Robert Bloch, 4/5/17; Al Halevy, 4/5/31; Sherry Gottlieb, 4/6; Henry Kuttner, 4/7/15; James White, 4/7/28; Marty Cantor, 4/7/35; Ed Buchman, 4/7/42; Susan Petrey, 4/7/45; S.P. Meek, 4/8/1894; E.J. Carnell, 4/8/12; Bill Benthake, 4/8/18; George O. Smith, 7 4/9/11; Charles Burbee, 4/9/15; Georges Giguere, 4/9/55; Ross Pavlac, 4/10/51; David Langford, William T. Center, 4/10/53; John M. Ford, 4/10/57

J. Ben Stark, 4/11/16; Janie Lamb, 4/12/08; Emil Petaja, 4/12/15; Carol Emshwiller, 4/12/21; John Foyster, 4/13/41; Jean-Marie Stine, 4/13/45; Mary Burns, 4/13/46; Morris Scott Dollens, 4/14/20; Leland Sapiro, 4/14/24; Tom Monteleone, 4/14/46; Kingsley Amis, John Christopher, 4/16/22; J. Neil Schulman, 4/16/53; Lloyd Biggle Jr., T. Bruce Yerke, 4/17/23; G.M. Carr, 4/18/07; Martin Hoare, 4/18/52; Tom Purdom, 4/19/36; Gary Tesser, 4/19; Donald Eastlake III, 4/19/47; Donald Wandrei, 4/20/08; June Moffatt, 4/20/26; Peter S. Beagle, 4/20/39; Ian Watson, 4/20/43

Wrai Ballard, 4/21/24; Clay Hamlin, 4/21/25; Don Hutchison, 4/21/31; John Bangsund, 4/21/39; Fiona Kelleghan, 4/21/56; Damien Broderick, 4/22/44; Talbot Mundy, 4/23/1879; Avram Davidson, 4/23/23; Don D'Amassa, 4/24/46; Larry Carmody, 4/24/53; Fletcher Pratt, 4/25/1897; Leslie Croutch, 4/25/15; A.E. Van Vogt, 4/26/12; H.L. Gold, Shepard Mead, 4/26/14; Miriam Knight, 4/26; George W. Fields, 4/26/39; Bill Warren, 4/26/43; Jerry Lapidus, 4/26/49; Frank

Belknap Long, 4/27/01; Philip E. High, 4/28/14; Bill Blackbeard, 4/28; Brandon & Gil Lamont, 4/28/47; George Senda, 4/28/52; Will Murray, 4/28/53; Jack Williamson, 4/29/08; Elmer Perdue, 4/29/19; Robert J. Sawyer, 4/29/60; Edmund Cooper, 4/30/26; Larry Niven, 4/30/38.

As Heath is working on new exciting ventures, the Gazette is looking for a volunteer to help compile and maintain the birthday list each month. If you're interested, please let us know!

INDIE COMICS DEBUTS

On March 9th, the inaugural Indie Comics Creator Con was held in New Haven, CT. Organized by Matthew Sardo, the event featured the debut of a number of independent comic books and graphic novels. “The focus of the show is on creators and those who support independent art and ideas,” Sardo writes on his Substack page.



Mahdi Khene

Steel Streets #8.5 – Things get wacky in this "in-between" issue as we deal with the aftermath of issue #8! In this special issue, the reader gets turned around in this Manga-influenced immersive reading experience!

Bootleg Spider-Man #1 – A parody comic of our favorite web-slinger filled with Mutation, Murder, and Mayhem. 'Nuff said!

Bootleg Spider-Man #2 – The sequel to *Bootleg Spider-Man* #1. The stakes are higher! The emotions are bigger! And a special (nocturnal) guest appears!



Artisanal Comics Press

Kayfabe Effect #1 – Alfred Carcieri, Michael Valade, Gabriela Sepulveda, Devon Daniel, Tommy Grooms & Omak Vera present all original characters, stories, and pin-up art in this brand-new comics anthology made exclusively by Kayfabers under the Artisanal Comics Press banner.

Wesley Griffith

The Jump #1 – It's a big day for Frank. A low-level gangster, a nobody with dreams of being somebody. Today that all changes, today he's the getaway driver for the score of a lifetime. There's only one problem... his car won't start. Desperate, Frank begs his next-door neighbor, Jan, to jump his broken-down car. She agrees, but on one condition: that Frank gives up half his cut over to Jan and her husband Alex, or they tell the police all about Frank's big day.

The Jump #2 – Frank is offered a deal to sell out his partners in crime in exchange for his life by the same outfit they pulled the heist on. Along with his crew, he gives up his neighbor, Jan Acosta, as revenge for trying to blackmail him. Meanwhile, Jan comes face to face with Frank's crew: the twins Dave and Joey and their psychotic leader, Ben.

Tony Fero

Ulf Maverick: Street City Nights – The sequel to *Ulf Maverick*, black and white violent outlaw vigilante action in the spirit of the great independent comics of the late 1980s.

Meesimo

Turbo Hawk – It collects 14 pages of journal comics about Turbo Hawk's origins and a couple of preview pages of issue 3. It will be \$5 on its own or free with the purchase of TURBO HAWK #1 and #2 (limited edition of 50).

Gideon Kendall

Wait...It Gets Worse – Collecting the best of the comic of the same name that has been published since 2014. A lush collector edition, in both color and black & white, carries on the tradition of the let it all hang out, auto-biographical, misfit underground greats of the 1960s-80s.



D.B. SUPR

Articulated #1 – Join Darren as he embarks on a journey into the World of Graffiti. Upon coming back home to New York City, Darren learns that Graffiti in the big city Isn’t “just” writing on walls but an entire Subculture packed with unknown elements that the average mind could never comprehend nor research on the internet.

With years of development and real-life experiences romanticized and incorporated into the story, this is set to be D.B. SUPR’S “Magnum Opus,” so don’t miss out on this awesome adventure featuring one of the most inspirational elements of Hip-Hop Culture.

Bad Natures Comics

Bad Natures #5 – In a collapsing world, two enemies must put their difference aside and travel together on a perilous journey to deliver an important message to one of their gods. [Writer/penciler: Joshua Smith Jearmon, Inker: Sherman Tibayan, Colorist: Ellis Carlos, Letterer: Rick Joseph, Editor: Anita Okoye]

Len Milhalovich

Section 12 (Flashback) #5 – This issue features the origin of the mysterious Ferronauts. These strange beings have been approaching Earth for several issues and finally touched down. It’s up to the Section 12 team to keep everyone safe from these strange “terrestrial” beings.



Global Frequency Studios

MAVRICS: Operation Vesuvius #1 [written by Aaron Neff, art by Hector Trunnec] – The next book in the MAVRICS universe, *Operation Vesuvius* tells the tale of Vulcan Squad as they embark on a clandestine mission to capture a secret enemy base. Occurring concurrently with *MAVRICS: Origins*, this epic graphic novel, with art by Hector Trunnec (*Astrobots*, *Heavy Metal*), will take you on a thrilling ride as the squad infiltrates a volcanic island facility via submarine to secure vital information about the Unification. What awaits them, lurking in the deep?

Rick Lopez

Cosmicat Year One mini

Jamie Barrows

Sentinel Sam: Cosmic Vagrant – Sentinel Sam has awakened in the deep of the cosmos knowing only his name. He has discovered he has great power but doesn't know where he came from or his purpose. As he wanders the universe, taking in the grand cosmic landscapes, black holes, unseen planets, and more, he wonders about his own nature until he encounters a vast entity promising him answers.

Mark Darden

Guano Guy #5 – This issue sees Jason Vorhees go to trial for murder, a fly news station reporting on murders, and a slew of wild news reports from the future. 32 pages of awesome story art and star-studded pinups, plus a wrap-around cover worth ripping off and taping to the wall.

Over-sized Death of Superman – It's a 110-page tribute to the death of the most iconic superhero in history, but this time, it's the brutal TMNT/Image Comics version we always wanted. A brutal battle filled with gory glory. Plus story stories, supplementary material, a Mad Magazine section, amazing pinups, and all the fan goodies you could want.

The Best of Darkest Image #1 – The best of includes 100 pages by a slew of semi-pro creators who bring you early Image fan stories. Read new tales of The Maxx, Savage Dragon, Youngblood, The Darkness, plus much, much more. It's a wild fan book. The first printing sold out. Don't miss out and help a good cause.

Nicholas Forker

Eyeland #14 plus *HAWK* #1 and #2 (limited edition of 50)



Shawn Hainsworth

Signed *EroTech* #1 [variant by Katie Skelly] – Bad Bosses, Crazy Coworkers, and Sex Robots. What could go wrong? Join Samantha Jenkins as she rallies her team of misfit engineers and out-of-touch managers develop and test a new fully autonomous sex robot. The only problem is that she doesn't know when to quit.

The Killing Machine #1 [variant by Arturo Palacios] – Plunge into the abyss where deep beneath the waves, a team of intrepid scientists uncovers the "Hand of God," an enigmatic artifact pulsating with the very essence of existence. Meanwhile, in the vast, silent void of space, battle-hardened Lieutenant Coni confronts an alien craft of unimaginable power. Brace yourself for a journey of discovery, conflict, and cosmic mystery!

Joeghou Romei

Bloodlust #1 – Inspired by classic horror comics of the 1950s, *Bloodlust* is unyielding in its approach to frightening horror. Dark fantasy themes meet real human social issues in this twelve-page tome of terror. Intended for mature readers.



Brian Judge

Xomik-Man

All Demon Comics #1

Steve McArdle

Vendetta: Holy Vindicator #5 [ashcan preview] – Vendetta returns to his home of Omega City and is quickly introduced to a new threat. Satanz Riderz are blood-thirsty bikers that will introduce 3 new villains!

The Black Dagger comes for payment from Chemicorp CEO Roger Stone, plus much more.

Steve Urena

Foul Mouth #1 – After the divorce of her parents, teenager Faye Flik is adjusting to her new surroundings. A new city, a new home, and after accidentally getting possessed by a demon, new abilities that turn her curse words into the ultimate weapon against evil.

Ryan Tavarez

Nomads Part 6: Depths of the Dead – Hawk's tribe has gone missing! With only tracks and an amulet for clues, the odds are against him. Now, he must travel out from the safe confines of the LUSH and into the desolate BADLANDS. Fortunately for Hawk, the mighty Boar King is on his side and has sworn an oath to guide him through the desert and protect him from the jaws of Thresh and the savage Maneaters! In a time where mankind has fallen, the world has returned to the PRIMAL. Those left have few options but to become NOMADS.

Ryan Alves

Punishment: Afterlife – 32 pages, black and white. The follow-up to *Punishment: Social Justice*. Another one shot of brutality featuring a familiar family man...

Stardust/Fantomah – A send-up to Fletcher Hanks in the only way we know how! CM Campbell, Ryan Alves, and Walker Mettling collaborate to make a Stardust/ Fantomah bootleg for the ages. Full color, 30pgs of comics and pinups by the creators James Coats and Ozan Bilaloglu.



John Burkett

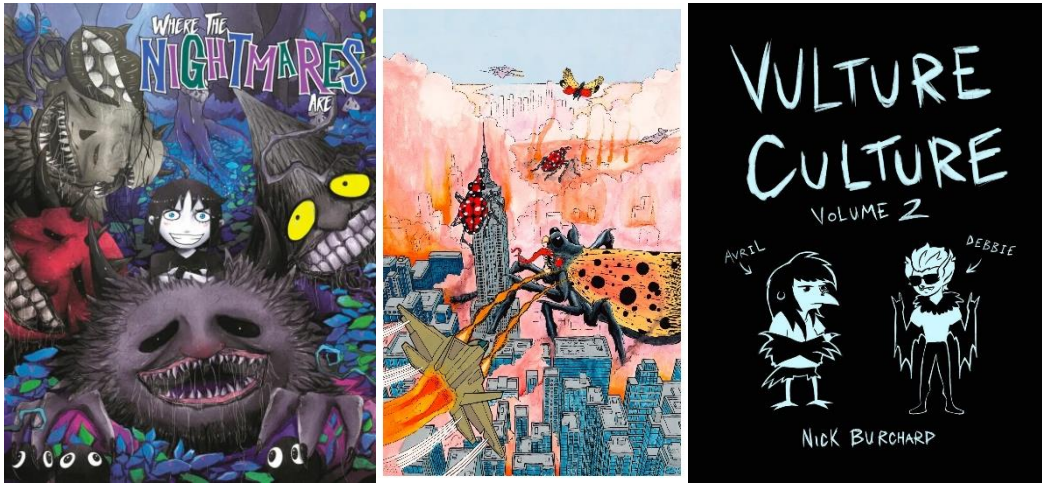
Feral Star #0 [new printing] – A scrappy crew of deep-space scavengers has a lead on their next big score. In an abandoned mining facility in the furthest reaches of the Daphne Toran galaxy, they encounter more than they bargained for.

Feral Star: The Reign in Tremaine – After months of scavenging the outer arm of the Daphne Toran galaxy, the crew of the *Dominion 5* return to the beleaguered Tremaine Outpost to split up their bounty and go their separate ways – or so they think.

Frank Martin

Where the Nightmares Are – Maxine loves watching horror movies with her dad so much that it makes her mad when he says tonight's viewing is "too scary." 🤩 She retreats to her room, which gets swallowed up into a bizarre world of creatures and monsters. At first, Max loves this strange place where the nightmares are, but are these fiends friendly? Or do they have a more menacing plan in mind?

Orange Flavor – Spotted Lantern Kaiju poster, signed and numbered



Nick Burchard

Vulture Culture Vol. 2 – You wanted the best? You got the rest...again!!

Follow Gene, Eddie, Avril, and Debbie as they navigate the 'poser'- filled culture of their dead mall. These Vultures desperately cling to the fandoms and styles that have long since passed and truly keep the scene alive! Raise your feathers, wings, paws, and other appendages to *Vulture Culture* Vol. 2.

Crutonia

A Brief Guide to Crutonia – This new, expanded guidebook is the perfect introduction to the fantastic, weird, and downright dangerous land of Crutonia. With overviews of natural wonders, societies, customs, maps, history and more, it is everything you need to know for a visit or a long stay. Updated deluxe version (168 pages).

Quirk's Quest 3 – Three Sisters – This is the long awaited third book in the Quirk's Quest Series. While on an exploratory mission for their King, Quirk and his crew became entangled in the tenuous connection between three sisters and a hidden tribe. Unknowingly, the royal explorers fall into danger: from the wrath of the Keldorra tribe and the sisters, the wilds of Northern Crutonia, and the turbulent history of events that occurred long before their arrival. Will Quirk and his team survive these perils, continue their mission, and return to the King safely? (148 pages)



April 2024

Sun	Mon	Tue	Wed	Thu	Fri	Sat
	1 National Atheist Day	2 National Peanut Butter and Jelly Day	3 World Party Day	4 Hug A Newsmen Day	5 Read A Roadmap Day	6 Teflon Day
7 Caramel Popcorn Day	8 Zoo Lovers Day	9 International Be Kind to Lawyers Day	10 Safety Pin Day	11 Eight-Track Tape Day	12 National Licorice Day	13 Scrabble Day
14 National Peacan Day	15 Rubber Eraser Day	16 National Bean Counter Day	17 Bat Appreciation Day	18 International Juggler's Day	19 National Garlic Day	20 World Circus Day
21 Kindergarten Day	22 National Jelly Bean Day	23 National Zucchini Bread Day	24 Pig In A Blanket Day	25 National DNA Day	26 Richter Scale Day	27 Morse Code Day
28 Kiss Your Mate Day	29 National Zipper Day	30 National Mahjong Day				

NO POLITICAL AGENDAS
NO CORPORATE OVERLORDS
NO PAYWALLS
NO AUTO-PLAY VIDEOS
NO CLICKBAIT
NO RAGEBAIT
NO JUNIOR HIGH DRAMA

NO KIDDING



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ELEVATING THE CONVERSATION BY GETTING DEEP

APRIL CONVENTIONS & EVENTS

Mindy Hunt

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

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

Mar 27 – Apr 1

Fastaval – Hobro, Denmark Mar 27-Apr 1
 EasterCon/Levitation – Telford, United Kingdom Mar 29-Apr 1
 Insomnia - LAN PARTY – Birmingham, United Kingdom Mar 28-Apr 1
 Norwescon – SeaTac, WA Mar 28-31
 Fauntastic– Bron, France Mar 29-Apr 2
 Costume-Con– Denver, CO Mar 29-Apr 1
 Polymanga – Montreux, Switzerland Mar 29-Apr 1
 Anime Boston– Boston, MA Mar 29-31
 Anime Detour– Minneapolis, MN Mar 29-31
 Anime Ottawa – Ottawa, Ontario, Canada Mar 29-31
 BABSCon – Burlingame, CA Mar 29-31
 Insomnia – Birmingham, United Kingdom Mar 29-31
 Kanpai!Con – Omaha, NE Mar 29-31
 Kawaii Kon – Honolulu, HI Mar 29-31
 Las Vegas Fur Con– Las Vegas, NV Mar 29-31
 Louisville Arcade Expo– Louisville, KY Mar 29-31
 Minicon – Minneapolis, MN Mar 29-31
 MTAC– Nashville, TN Mar 29-31
 Puerto Rico Comic Con – San Juan, Puerto Rico Mar 29-31
 Sac Anime– Roseville, CA Mar 29-31
 Sakura Con – Seattle, WA Mar 29-31
 Triad Anime Con– Wiston-Salem, NC Mar 29-31
 Washington State Gaming Expo– Puyallup, WA Mar 29-31
 WeebCon – Grapevine, TX Mar 29-31
 WonderCon – Anaheim, CA Mar 29-31
 Herd Con – Huntington, WV Mar 29-30
 FreeCon – Tallahassee, FL Mar 30-31
 Oddities & Curiosities Expo – Dallas, TX Mar 30-31
 SuperFanCon Comic Books & Collectibles Show– Miami, FL Mar 30-31
 Collectorabilia – Green Bay, WI Mar 30
 MyCon – Orlando, FL Mar 30
 Quad Con Sioux Falls – Sioux Falls, SD Mar 30
 Visalia Toy-Anime-Comic Con – Visalia, CA Mar 30

Apr 4 – 7

The Overlook Film Festival – New Orleans, LA Apr 4-7
Romics – Rome, Italy Apr 4-7
Philip K Dick Film Festival – New York City, NY Apr 4-7
Cinema Wasteland – Berea, OH Apr 5-7
Comic Con Prague – Prague, Czechia Apr 5-7
Cyphacon – Lake Charles, LA Apr 5-7
Golden State Fur Con – Los Angeles, CA Apr 5-7
HAVOC – Sutton, MA Apr 5-7
Midwest Gaming Classic – Milwaukee, WI Apr 5-7
Motor City Furry Con – Ypsilanti, MI Apr 5-7
Spookala – Tampa, FL Apr 5-7
TsumiCon – Las Vegas, NV Apr 5-7
VegasToyCon – Las Vegas, NV Apr 5-7
8-Bit Con – Detroit, MI Apr 6-7
Armageddon Expo – Wellington, New Zealand Apr 6-7
CT Gamer Con – Uncasville, CT Apr 6-7
Eclipse Con – Carbondale, IL Apr 6-7
FACTS – Ghent, Belgium Apr 6-7
FicZone – Granada, Spain Apr 6-7
Gem State Comic Con – Boise, ID Apr 6-7
HauntFest – Athens, GA Apr 6-7
Hill Country Comic Con – New Braunfels, TX Apr 6-7
Long Island TableTop Gaming Expo – Garden City, NY Apr 6-7
Manchester Anime & Gaming Con – Manchester, United Kingdom Apr 6-7
Oddities & Curiosities Expo – St Louis, MO Apr 6-7
Saluki Con – Carbondale, IL Apr 6-7
SC Comicon– Greenville, SC Apr 6-7
Stellar Con – Greensboro, NC Apr 6-7
Supernova Melbourne – Melbourne, Victoria, Australia Apr 6-7
Annapolis Comic Con –*Annapolis, MD Apr 6
Blackpool Brick Festival – Blackpool, United Kingdom Apr 6
CoCo Comic Con – Lancaster, United Kingdom Apr 6
Collingwood Comicon – Collingwood, Ontario, Canada Apr 6
Gameology UK – Plymouth, United Kingdom Apr 6
JohnsonCityCon– Johnson City, TN Apr 6
KingKon Comic Show– Park Ridge, NJ Apr 6
Louisvillecon – Louisville, KY Apr 6
NerdCon – Boone, NC Apr 6
North Dallas Toy Show – Plano, TX Apr 6
PalmCon – West Palm Beach, FL Apr 6
PrehistoriCon – Mulberry, FL Apr 6
Reading Comic-Con – Reading, United Kingdom Apr 6
RodCon – Cedar Falls, IA Apr 6
Rose City Comic Convention– Windsor, Ontario, Canada Apr 6
Waynesburg Toy & Comic Expo – Waynesburg, PA Apr 6
Angus Comicon – Angus, Ontario, Canada Apr 7
Canton-Akron Comic Book, Toy & Nostalgia Con – Akron, OH Apr 7
Capital Trade Show – Ottawa, Ontario, Canada Apr 7
London Comic Mart – London, United Kingdom Apr 7

Porterville Toy-Anime-Comic Con – Porterville, CA Apr 7
Quad Con Racine – Racine, WI Apr 7

Apr 11 – 14

CabbageCon – Columbus, OH Apr 11-14
Solmukohta – Tampere, Finland Apr 11-14
Jack Williamson Lectureship – Portales, NM Apr 11-13
Astronomicon – Livonia, MI Apr 12-14
AuthorCon – Williamsburg, VA Apr 12-14
Chicago Steampunk Exposition – Schaumburg, IL Apr 12-14
CODCON – Glen Ellyn, IL Apr 12-14
El Paso Comic Con – El Paso, TX Apr 12-14
Fan Expo Cleveland – Cleveland, OH Apr 12-14
Fear Expo Live – Owensboro, KY Apr 12-14
Furcationland – Portland, ME Apr 12-14
Grand Rapids Comic-Con – Grand Rapids, MI Apr 12-14
Great Media Comic Con – Media, PA Apr 12-14
Huntsville Comic & Pop Culture – Huntsville, AL Apr 12-14
Kaizoku Con – Cork, Ireland Apr 12-14
Ocean Renaissance – Ocean City, MD Apr 12-14
SCG Con Atlanta – Atlanta, GA Apr 12-14
Steel City Con – Monroeville, PA Apr 12-14
Vampire Fan Weekend – Minneapolis, MN Apr 12-14
Woods Flock – Spencer, TN Apr 12-14
DayCon – Kettering, OH Apr 12-13
Armageddon Expo – Christchurch, New Zealand Apr 13-14
Big Lick Comic-Con NOVA – Chantilly, VA Apr 13-14
Brick Fest Live Atlanta – Atlanta, GA Apr 13-14
Cardiff Anime & Gaming Con – Cardiff, United Kingdom Apr 13-14
FurryTeaParty – Kaohsiung City, Taiwan Apr 13-14
Island Entertainment Expo – Fredricton, Prince Edward Island, Canada Apr 13-14
LuxCon – Dudelange, Luxembourg Apr 13-14
Minnesota Brick Convention – Eagan, MN Apr 13-14
Quad Con St Cloud – St Cloud, MN Apr 13-14
Riverwalk Anime – San Antonio, TX Apr 13-14
Supernova Gold Coast – Gold Coast, Queensland, Australia Apr 13-14
CycloneCon – Hackettstown, NJ Apr 13
Dairycon – Fond du Lac, WI Apr 13
Karoshi-Con – Dekalb, IL Apr 13
Kingston Comicon – Kingston, Ontario, Canada Apr 13
Leigh Valley Comic Con – Schnecksville, PA Apr 13
Midwest Toy and Comic Fest – Decatur, IL Apr 13
Old School Comic Show – Concord, NH Apr 13
Peli Con – New Roads, LA Apr 13
Tokyo Alley – Perth, Western Australia, Australia Apr 13
Wayne NJ Toy Show – Wayne, NJ Apr 13
Clandestine Comics – Hunt Valley, MD Apr 14
London Film Fair – London, United Kingdom Apr 14
Melbourne Toy & Comic Con – Melbourne, FL Apr 14
Modesto Toy-Anime-Comic Con – Modesto, CA Apr 14

Stars of Time Swansea – Swansea, United Kingdom Apr 14

Apr 17 – 21

VIRTUAL

VGM Con – Plymouth, MN Apr 19-21

ON-SITE

Jeux au Boute – Chertsey, Quebec, Canada Apr 17-21

Chaosium Con – Ann Arbor, MI Apr 18-21

Little Wars – Lisle, IL Apr 18-21

Midwest Gamefest – Kansas City, MO Apr 18-21

Anime Nation Fest – Los Angeles, CA Apr 19-21

Clockwork Alchemy – San Mateo, CA Apr 19-21

FantaSci – Durham, NC Apr 19-21

Farmageddon – Farmer City, IL Apr 19-21

FilKONtario – Mississauga, Ontario, Canada Apr 19-21

Furry Down Under – Surfers Paradise, Queensland, Australia Apr 19-21

GeekCraft Expo Twin Cities – Minneapolis, MN Apr 19-21

JordanCon – Atlanta, GA Apr 19-21

Maine Comic and Toy Con – Portland, ME Apr 19-21

Mayhem Gaming Convention – Lebanon, NH Apr 19-21

VGM Con – Plymouth, MN Apr 19-21

Yellow City Comic Convention – Amarillo, TX Apr 19-21

Big River Comic Convention – Hannibal, MO Apr 19-20

Anime STX – San Antonio, TX Apr 20-21

Brick Fest Live Edison – Edison, NJ Apr 20-21

BrickUniverse Rochester – Henrietta, NY Apr 20-21

Comic Con Holland – Brabanthallen, Netherlands Apr 20-21

Cornwall & Area Pop Event (CAPE) – Cornwall, Ontario, Canada Apr 20-21

Fargo Pop Expo – West Fargo, ND Apr 20-21

Fort Worth Brick Convention – Fort Worth, TX Apr 20-21

Garden State Anime Fest – Augusta, NJ Apr 20-21

J-Tsoon – Tallinn, Estonia Apr 20-21

Mid Valley Comic Art Expo – Salem, Oregon Apr 20-21

Nish Fest – Fort Worth, TX Apr 20-21

Oddities & Curiosities Expo – Columbus, OH Apr 20-21

Portsmouth Anime & Gaming Con – Portsmouth, United Kingdom Apr 20-21

Quad Con Sioux City – Sioux City, IA Apr 20-21

Ragnarok – Kitchener, Ontario, Canada Apr 20-21

Sci-Fi Scarborough – Scarborough, United Kingdom Apr 20-21

St Tammany Collectors Con – St Tammany, LA Apr 20-21

TimminsCon – Timmins, Ontario, Canada Apr 20-21

221B Con – Atlanta, GA Apr 20

Anime in the Park – Groveland, FL Apr 20

CoMo Retro Game Convention – Columbia, MO Apr 20

Concinnity – Milwaukee, WI Apr 20

Fangaea – San Diego, CA Apr 20

Mobile Bay Anime Festival – Daphne, AL Apr 20

Napanee Comicon – Napanee, Ontario, Canada Apr 20

Pop Culture Fest – Cookeville, TN Apr 20

Antioch-Concord Toy-Anime-Comic Con – Antioch, CA Apr 21
Artsy Fartsy Comic-Con – Toronto, Ontario, Canada Apr 21
Atlanta Comic Convention – Atlanta, GA Apr 21
HCLS Fan Fest – Bay St Louis, MS Apr 21
Naoki Con – Eschweiler, Germany Apr 21
Taunton Brick Festival – Taunton, United Kingdom Apr 21
Whitby Comicon – Whitby, Ontario, Canada Apr 21

Apr 24 – 28

Jeux au Boute – Chertsey, Quebec, Canada Apr 24-28
Neotropolis – Edwards, CA Apr 24-28
ALEP – Harrodsburg, KY Apr 25-28
Calgary Expo Comics & Entertainment – Calgary, Alberta, Canada Apr 25-28
Comicon Naples – Naples, Italy Apr 25-28
RECON – Kissimmee, FL Apr 25-28
Anime St Louis – St Louis, MO Apr 26-28
C2E2 – Chicago, IL Apr 26-28
Causeacon – Beckley, WV Apr 26-28
Cheyenne Gaming Convention – Cheyenne, WY Apr 26-28
Cross Roads – Birmingham, United Kingdom Apr 26-28
iMagicon – Minot, ND Apr 26-28
LAN All Night – Grapevine, TX Apr 26-28
LVL Up Expo – Las Vegas, NV Apr 26-28
OmegaCon Spring – Siren, WI Apr 26-28
Penguicon – Ypsilanti, MI Apr 26-28
PopCon Indy – Indianapolis, IN Apr 26-28
RavenCon – Richmond, VA Apr 26-28
South Texas Comic Con – McAllen, TX Apr 26-28
Wyoming Pop Culture Con – Casper, WY Apr 26-28
Comic-Con Cape Town – Cape Town, South Africa Apr 27-May 1
Anime Ocean City – Ocean City, MD Apr 27-28
BrickUniverse Albany – Albany, NY Apr 27-28
Castle Point Anime Convention – Secaucus, NJ Apr 27-28
Central Texas Comic Con – Waco, TX Apr 27-28
Chatham Kent Expo – Chatham, Ontario, Canada Apr 27-28
Fayetteville Comic Con – Fayetteville, NC Apr 27-28
Four State Comic-Con – Hagerstown, MD Apr 27-28
Maine Cosplay Extravaganza – Portland, ME Apr 27-28
Memphis Brick Convention – Memphis, TN Apr 27-28
MondoCon – Budapest, Hungary Apr 27-28
Oddities & Curiosities Expo – Indianapolis, IN Apr 27-28
Spirit Con – St Joseph, MO Apr 27-28
TouhouFest – Torrance, CA Apr 27-28
Vermont Sci-Fi & Fantasy Expo – Essex Junction, VT Apr 27-28
ARTfactory Super Con – Manassas, VA Apr 27
Bolton Brick Festival – Bolton, United Kingdom Apr 27
Falcon – Fort Erie, Ontario, Canada Apr 27
LoboCon – Rohnert Park, CA Apr 27
Markham Comicon – Markham, Ontario, Canada Apr 27
Midtown Con – Memphis, TN Apr 27

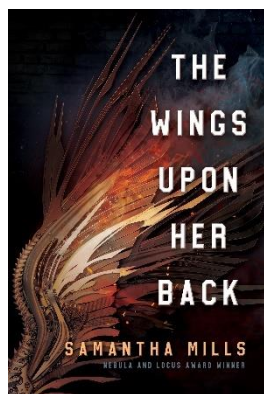
Sarasota Anime-Fest – Sarasota, FL Apr 27
 Southampton Comic-Con – Southampton, United Kingdom Apr 27
 Annandale Comic Con – Annandale, MD Apr 28
 Charleston Anime-Fest – North Charleston, SC Apr 28
 Chicago Toy Show – St Charles, IL Apr 28
 FanaticCon – Brockville, Ontario, Canada Apr 28
 Gap-Con – Mt Bethel, PA Apr 28
 Lindsay Comicon – Lindsay, Ontario, Canada Apr 28
 Sonora Toy-Anime-Comic Con – Sonora, CA Apr 28
 Southampton Brick Festival – Southampton, United Kingdom Apr 28

SMALL EVENTS

Online Reading and Interview with Samantha Mills

Tuesday April 30

8:00pm CST



A loyal warrior in a crisis of faith must fight to regain her place and begin her life again while questioning the events of her past. This gripping science-fantasy novel from a Nebula and Locus Award-winning debut author is a complex, action-packed exploration of the costs of zealous faith, brutal war, and unquestioning loyalty.

Five gods lie mysteriously sleeping above the city of Radezhda. Five gods who once bestowed great technologies and wisdom, each inspiring the devotion of their own sect. When the gods turned away from humanity, their followers built towers to the heavens to find out why. But when no answer was given, the collective grief of the sects turned to desperation, and eventually to war.

Zenya was a teenager when she ran away from home to join the mechanically-modified warrior sect. She was determined to earn mechanized wings and protect the people and city she loved.

Under the strict tutelage of a mercurial, charismatic leader, Zenya became Winged Zemolai.

But after twenty-six years of service, Zemolai is disillusioned with her role as an enforcer in an increasingly fascist state. After one tragic act of mercy, she is cast out, and loses everything she worked for. As Zemolai fights for her life, she begins to understand the true nature of her sect, her leader, and the gods themselves.



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.

