

FanActivity

News of Fen of Interest to All Fen



Gazette

VOL. 4, No. 12 – MAY 2025

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

Publisher
George Phillies

Editor
Mindy Hunt

Layout
Jason P Hunt

**Contributors
(alphabetically)**

Mindy Hunt
Jason P Hunt
Bob Jennings
Lloyd Penney
Yvonne Penney
Heath Row
Walter Bruce Sinclair

Copyright © 2025 by
The National Fantasy
Fan Federation.
All rights reserved.

48 Hancock Hill Dr
Worcester MA 10609

Contributions
welcome.

From the Editor:

Now that we're back in the office, I get to see lots of people I've only had online contact with. This means we get a chance to talk more non work subjects.

I recognized a Furry convention name on the back of a coworker's shirt and struck up a conversation. I recognized the convention was trying to remember where it was. This is a thing for me because with over 3,600 on our convention list, if I can recall a location for one that's not a big mainstream name I feel pretty special. Or a dork. Your decision.

I knew it was international. He said it was in Toronto. I asked how he liked it and if he had fun. I asked him why he decided to go to Toronto for this and he replied was it was the only direct international flight from Kansas City.

He laughed when I said I could probably find him another one. Then told him what I do here at the *Gazette* and for SciFi4Me. Let's just say our conversation lasted longer than our break and he's impressed.

I have traveled with Jason to Dallas, St. Louis, Hutchison, and Topeka for cons, but the furthest I've traveled has been Chicago when we went to C2E2. I think it would be fun to do more long distance trips to attend conventions, especially in Europe, where several take place in castles. Ttravelling abroad like that, you get a little bit of everything: see Europe, have fun with your favorite fandom, and take in the history of places older than the United States. (Again I'm nerdy)

So my question to you since we are coming into the summer travel months: what's the furthest you've traveled to go to a convention? Just another local event or have you crossed continents and hemispheres to hit up that one special convention you really really want to visit? And was it worth the trip?

~ Mindy

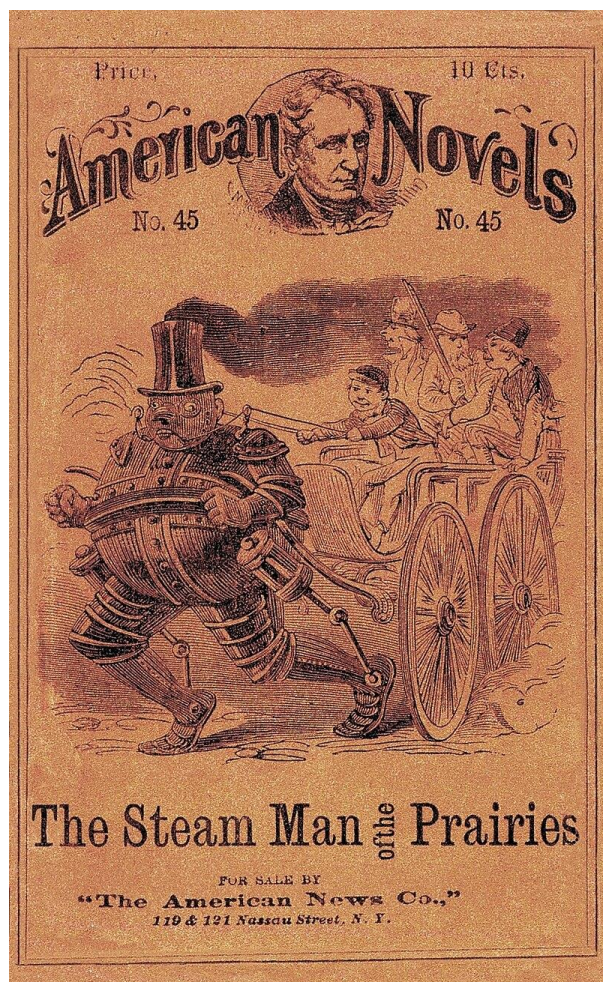
CONTENTS

From the Editor – 1
The Steam Man of the Prairies | Bob Jennings – 2
June Calendar | Bob Jennings – 5
New Movies in June – 5
Fans vs NuFans | Jason P Hunt – 6

Pubnites & Other Events | Lloyd Penney – 8
Call for Submissions | Heath Row – 8
Sci-Fi Pro & Fan Birthdays | Jason Hunt – 9
May New Books | Walter Bruce Sinclair – 10
June Conventions | Mindy Hunt – 20

THE STEAM MAN OF THE PRAIRIES

Bob Jennings



In June of 1868, Irving P. Beadle, creator of the popular dime novel format, issued #45 of his *American Novels* series, containing a new story by Edward S. Ellis titled “The Huge Hunter; or, The Steam Man Of the Prairies”, the very first science fiction dime novel. This story and its incredible invention became an inspiration for a wide range of fantastic science fiction stories.

Altho billed as a novel, like most of the Beadle dime novel publications the small 4-1/2x6” paperback book was 100 pages long and only 43000 words, making it more of a novelette than a novel.

The public didn’t care. In an era where hardback books were extremely expensive, and most popular fiction was printed in weekly story papers where longer stories were offered as serials that ran for weeks and months before reaching the end, the small paper back dime novel format had created an immediate sensation when it was introduced in 1860, selling impressive numbers of copies.

In that era a hardback novel was considered a success if it sold four to five thousand copies. The average Beadle dime novel sold 200,000 to 500,000 copies, with popular titles reprinted in later years later for even more sales.

Altho quite a few dime novels were aimed at the adult market, with a separate division for romance novels, it quickly became apparent that young readers, particularly boys had the time and could procure the money to buy these paperbacks, so an increasing percentage of dime novels and their five cent offshoots were aimed at the young male reader, and that was the case with “The Steam Man of the Prairies”.

The story tells of the development of a steam driven mechanical man able to move along level surfaces at speeds of up to sixty miles per hour for long periods of time. The steam man was invented by young Johnny Brainerd, who, in spite of being a hunchback and

almost dwarf size, has a friendly outgoing personality who is well liked by everyone he encounters, and happens to be a mechanical genius. He spent many months developing his steam man, whose operating principles were only briefly outlined by the story’s author Edward Ellis.

The design of the steam operations, including the venting of smoke thru the top hat of the steam man, to the disposal of ash and cinders (thru vents on his knee caps), the rods that moved the legs up and down, even the description of iron spikes on the soles of the mechanoid’s feet to ensure sturdy grip were fully described.

But when it came to the vital essential, how the mechanical man was able to move forward on legs instead of wheels, Ellis bailed out. Human beings and animals move forward by leading slightly forward, then moving their leg out to catch the movement and repeat the process with the other leg. There is no practical (or even fanciful) way that a three hundred pound metal man with his boiler-belly filled with burning coal would have been able to tilt forward to achieve that walking motion.

None the less, like many another science fiction story that fails to describe its scientific marvels, the steam man and young Johnny Braierd rapidly became involved in an exciting story. Engaged by Baldy Bicknell, a trapper who has located a gold strike out on the distant prairie which he plans to work with two friends, he invites Johnny to join the party using his steam man to frighten off and protect the party from marauding Indians while they work the claim.

Ellis was careful to set his adventure on the American prairie, which is mostly level for many miles. It was immediately clear to anyone who considered the matter that the miraculous steam man might be able to move along very well on a level surface, but would be incapable of going down anything except the most gentle slope, or moving up

another even slightly steeper grade either. Setting the adventure on the prairie mostly took care of that, but the problem was worked into the story itself. Near the end of the adventure the steam man is trapped inside a ravine with no way to move forward. The steam man had no reverse gears, so when these situations occurred our four protagonists would have to manually lift and move the machine man around so it could retreat its steps and get back onto level ground again.

This story may well have been inspired by a patent taken out by Zoder Dederick in March of 1868 for a man of steam. Dederick claimed that he and his friend Isaac Grass spend six years developing a mechanical man that operated by steam and could pull a wagon. Dederick was twenty-two years old when the patent was approved, and he claimed the mechanical man cost almost two thousand dollars to develop (which would be \$47,000 in 2025 money). In order not to frighten horses or spectators, Dederick clothed his steam robot in conventional clothing, including woolen underwear and a stylish vest.

The prototype, nicknamed Daniel for a workman who was employed by Dederick, made appearances at Newark, NJ, and in New York, with later exhibitions at Boston, New Orleans, Chicago and other major cities, but the machine never actually walked or pulled the attached wagon. Claiming insurance prohibitions, or too many people around for proper movement, instead the metal man was hoisted up and his legs were seen to move as tho walking.

It was apparent that even tho a patent had been granted that the wonderful steam man was not functional, and he dropped out of the public eye a few years later. It is likely that Edward Ellis was aware of this news sensation and drew on it to create his own fictional version of a steam operated mechanical man, one that would actually work, in his story anyway.



Edward S. Ellis (1840-1916) was an extremely prolific author who wrote thousands of novels for the juvenile market as well as books of world history, geography, biographies, American history, and education. His boys' books were extremely popular, with sales rivaling those of William T. Adams and Horatio Alger.

Working as a grammar school teacher he had sold a short novel in 1859 that ran as a serial in *The New York Dispatch*. But his real break came in 1860, when, at the age of twenty, he sent his new novel "Seth Jones, Or, The Captive of the Frontier", to the offices of the Beadle Company. Irving Beadle promptly bought the story for seventy-five dollars (equivalent to \$2,900 in 2025 money). Beadle publicized the story with a huge advertising campaign that resulted in an initial sale of the dime novel of over 500,000 copies.

Ellis was promptly hired to turn out four novels per year for the firm. Ellis easily exceeded that number. Despite the financial independence this gave him, Ellis held onto his teaching position until the middle 1880s, eventually rising to the position of superintendent of schools of Trenton, New Jersey, before going into writing full time. He wrote constantly, right up until the final year of his life. Many of his boys' books have been reprinted well into the 20th century.

"The Steam Man" is a period piece with an outdated writing style that is still engaging and interesting. Ellis puts his characters into unusual situations, with the adversaries being "treacherous" redskins who seek to slaughter our protagonists at every turn. Initially they are

badly frightened by the steam man and its shrieking whistle, but midway in the story the machine is left standing along on the prairie, giving a group of Indians time to examine the steam man and determine that it is a mechanical contraption. After that they become considerably bolder in their encounters with the party.

The importance of this story cannot be overestimated, not because of any impact it had on the literary development of science fiction, but because of the effect it had on future readers. The success of this novel, and its subsequent reprintings (the publisher reprinted it six times up thru 1900), caused rival publisher Frank Touchy to consider something similar. "Frank Reade and his Steam Man of the Plains" by Harry Enton was serialized in *The Boys of New York*, their weekly story paper in early 1876. After four Frank Reade novels, the torch was passed to Frank Reade Jr., in a long running series of adventures written by Luis P. Serenes under the pseudonym of "noname"



After the novels were serialized in *Boys of New York*, many were reprinted in *Wide Awake Weekly* a five cent series before being gathered up and reprinted in 1882 in the *Frank Reade Library*, a weekly five cent pamphlet style magazine that ran for 191 issues from 1882 to 1898. Then, in 1902, Touchy reprinted the stories again as a weekly five cent library titled *Frank Reade Weekly Magazine*, but with a whole brand new series of extremely vivid color covers.

Those striking covers showing off the remarkable aerial airships, mechanical devices, deep sea submarines and other miraculous inventions that Frank Reade Jr. was supposed to have invented exemplified the very spirit of steam punk science fiction, and this series of novels along with the previous black and white cover series were eagerly sought after and collected by successive generations of young readers who also looked for similar stories, leading them to seek out other tales of fantastic inventions and



scientific adventure, a ready-made market for the science fiction adventures published in the late 1800s thru the early 20th century, leading up to the publication of *Amazing Stories* in 1926, the very first magazine exclusively devoted to science fiction literature.

In those footsteps and continuing the emphasis on juvenile readers came the Tom Swift series of boys' books, and Tom Swift Jr., and Rick Brant, and Tom Quest and many other juvenile heroes who invented miraculous machines and had fantastic science fiction adventures, a breeding ground of potential readers that inspiring them to graduate up to the world of more adult science fiction literature. And it all started with a dime novel in 1868.



Original copies of "The Steam Man of the Prairies" and most of the original reprints are extremely rare, but the story has been reprinted, and copies can be found for free reading on-line at many places including Project Gutenberg and Wikisource.

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.

June 2025

Sun	Mon	Tue	Wed	Thu	Fri	Sat
1 National Flip A Coin Day	2 National Rocky Road Day	3 Repeat Day Repeat Day I said--- REPEAT DAY!	4 Hug Your Cat Day	5 Moonshine Day	6 D-Day: WWII	7 National VCR Day
8 Name Your Poiaon Day	9 Donald Duck Day	10 Ball Point Pen Day	11 National Corn On the Cob Day	12 National Peanut Butter Cookie Day	13 Blame Somebody Else Day	14 National Cucumber Day
15 National Prune Day	16 National Fudge Day	17 Global Garbage Man Day	18 International Panic Day!!!	19 National Kissing Day	20 Summer Solstice (at last....)	21 National Selfie Day
22 National Onion Ring Day	23 National Pink Day	24 Swim A Lap Day	25 National Catfish Day	26 National Canoe Day	27 National Food Truck Day	28 Paul Bunyan Day
29 Waffle Iron Day	30 National Meteor Day					

New Movies in June

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

June 6

From the World of John Wick: Ballerina (T)
The Life of Chuck (F/SF)
The Ritual (H)
Dangerous Animals (H)
I Don't Understand You (H)
Dan Da Dan: Evil Eye (A/H)

June 10

Crawlers (H)

June 13

How to Train Your Dragon (F)

June 15

*Indiana Jones and the Last Crusade***

June 20

28 Years Later (H)
Elio (A)

June 27

M3GAN 2.0 (H)

Fans vs NuFans

Jason P Hunt

Over the past few years, if you've spent any significant time online in the socials, you likely have come across one or more discussions about the "toxic fandom" of (fill in the blank with your favorite franchise). And if you're like me, you've had your fill of it.

But over the past few weeks, I've seen a different sort of discussion emerge, one that puts a spin on fandom. Or should I say "fandoms"? Because there are actually two groups of fans that have emerged over the past decade-plus of cultural warfare in our entertainment sectors – from Gamergate to Comicsgate to the Fandom Menace and all points in between.

On the one hand, you have what you would normally describe as "fans" – the eager consumer who enjoys the escape into a galaxy far, far away or across time and space or deep down to the center of the Earth. These are people who enjoy the stories, the performances, the technical achievements, etc. These fans will spend endless hours discussing whether V'Ger was found by the Borg. They'll debate on the merits of each time travel vehicle and which is better: the TARDIS, Doc Brown's DeLorean, or the original from H.G. Wells's tale. They'll argue the question of whether *Alien* is a horror story in space or a space movie with a monster. These are the fans who perpetuated the *Star Wars* vs *Star Trek* rivalry. They'll give you a hard time for not having seen the latest episode of *Doctor Who* while helping you devour that pizza you just ordered. They'll laughingly insist you turn in your Geek Card if you can't remember the planet where the *Nostromo* found the xenomorphs.

But it's all in good fun, right?

Then there are the other fans. These are the ones who have recently emerged from the dregs of Tumblr and TikTok and Twitter. These are the fans who enjoy a franchise more for the memes than the actual substance of the story. These fans are focused more on the layers of "my representation" caked on top of the story. They say that they finally "feel seen" by the creative teams responsible for (fill in the blank). And they will absolutely roast you for not agreeing with them. They will call you names, hurl insults toward your mother, and say that you're one of those "toxic fans" who's an unenlightened racist bigot who has no business being in *their* fandom.

Even the actors, writers, producers, and such get in on the act. Russell T. Davies, Ncuti Gatwa, Mark Ruffalo, Pedro Pascal, Anson Mount, and others have leaned pretty heavily into the practice of insulting anyone who criticizes their work on the grounds that ideology is overwhelming the story. As Kelly Sue DeConnick once said, "If you don't like my politics, don't buy my books." And there's a sizeable segment of fans who have taken her up on that, and now manga makes up nearly 80% of comic book sales in the U.S.

I have come around to the notion that the earlier fans, the "O.G. fans" or what have you, could be categorized as nerds and geeks, focusing on the minutia of any given franchise with a level of detail that could shame history experts – plots, guest stars, planets, timelines, dragon colors, artifact lore. This kind of thing got us beaten up on the playground. This knowledge isolated us in the school cafeteria. And when we found other people with the same interests, we gathered together quietly in the corner and had our discussions where the jocks wouldn't overhear.

Then the genre went mainstream. Suddenly, it was cool to be a fan of Iron Man and Luke Skywalker and Ellen Ripley and Sarah Conner. It was a sign of the times, and as studios poured more and more money into our favorite franchises, times were good.

But those new fans, the "nuFans" who focused more on representation and ideology... well, they don't want to discuss continuity or character motivations. They want to make sure the characters have the right pronouns. They want to make

sure our favorite stories now have the right amount of non-heterosexual representation. And absolutely, the ethnic characters in a cartoon need to be voiced by actors with the same ethnicity. Otherwise, it's just not authentic, and we aren't being properly represented ... or something.

I think these nuFans are focused more on the political and cultural rot that's been troweled onto our books, TV shows, and movies rather than the actual stories themselves. They don't care how many hearts the Doctor has, only that he uses the correct pronouns when addressing Meep. They look down their noses at *Slave I* and deride the Metal Bikini, going so far as to demand that Slave Leia now be called Huttslayer because it's less demeaning...

The nuFans are the theatre kids who invaded our nerd space, and like a lot of theatre kids (certainly not all of them), they want to be in the spotlight. They want the story to be about them, which is why you see so many of them saying "I finally feel seen" and talking about representation when it never mattered before. It's because they now – nuFans and creatives alike – have put themselves into the story. So now, when someone criticizes some aspect of the show, they take it personally, because now you're attacking *them*, not just discussing the merits of a plotline or actor's performance.

Look, if you want to enjoy the ideological trappings slopped all over these things, that's all well and good, but you're focused on the wrong things. Because inevitably, you'll be disappointed. There will come a time when those you admire will do something you don't, and then where do you go? Back to Tumblr?

You want "message fiction" for your tribe? That's fine, but you'd be best served making a documentary or using your phone to record some selfie video rant. Because the days of "The Message" are finally coming to an end, and eventually all our favorites will return to some semblance of "normal" as they were in the past, and we'll be able to go back to discussing the merits of the B-plot or whether Captain Character should have pressed the Big Shiny Button or not, and if you're only priority has been Captain Character's bed partner or pronouns, then you're going to be left out in the cold, stygian mists of irrelevancy.

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



Pubnites and Other Events

Yvonne & Lloyd Penney (Toronto, ON, CAN)

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 ;-)

THIRD MONDAY

May 19, 2025 (Victoria Day)

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>

Call for Submissions

Do you write or draw? As *The Stf Amateur* continues to evolve from an interconnected assortment of standalone apazines to its current bundlezine format, it's only natural that it eventually becomes a proper genzine. Effective immediately, *The Stf Amateur* is open to submissions of all kinds.

The Stf Amateur is hereby requesting the following:

- | | | |
|---|--|---|
| <ul style="list-style-type: none"> • sf, fantasy, and horror news • fanart, illos, and fillos • cover art • poetry • filk songs and lyrics | <ul style="list-style-type: none"> • short fiction • articles and essays • fanzine, book, movie, television, and other reviews • con reports | <ul style="list-style-type: none"> • jokes • letters of comment • ... and other material |
|---|--|---|

If selected for publication, material will initially be included in one of my apazines, as well as a monthly issue of *The Stf Amateur*. Cover art will be considered solely for *The Stf Amateur*. Contributors will receive the issue in which their material appears.

Send your contributions to Heath Row, 4367 Globe Ave., Culver City, CA 90230; kalel@well.com; or via fax to 323-916-0367.

June Science Fiction Pro and Fan Birthdays

Jason P Hunt

This list of fandom-related birthdays was first published by Bruce Pelz in the Fantasy Amateur Press Association. Andrew Porter published and updated the list for Science Fiction Chronicle. Updates are welcome!

Unless stated otherwise, all birthdays are in the 20th century.

Adrienne Fein, 6/1/47; Mike Meara, 6/1/48; Allen Spencer Willey, 6/1/54; Lester del Rey, 6/2/15; Robert A. Madle, 6/2/20; Leigh Edmonds, 6/2/48; Lloyd Penney, 6/2/59; Warren Lapine, 6/2/64; Marion Zimmer Bradley, 6/3/30; John Norman, 6/3/31; Steve Schultheis, 6/4/30; Wendy Pini, 6/4/51; Robert Abernathy, 6/6/24; Noreen Shaw, 6/6/30; Ron Salomon, 6/6/48; Kit Reed, 6/7/42; Jon White, 6/7/46; John W. Campbell, Jr., 6/8/10; Robert F. Young, 6/8/15; Kate Wilhelm, 6/8/29; Roger Sims, 6/8/30; Elizabeth Lynn, 6/8/46; Leo R. Summers, Keith Laumer, 6/9/25; Lin Carter, 6/9/30; Joe Haldeman, 6/9/43; Drew Sanders, 6/9/49; Jim Glass, 6/9/51; Keith Berdak, 6/9/55; Ed Naha, 6/10/50.

Sylvia Stevens, 6/11/52; Galen Tripp, 6/11/59; Henry Slesar, 6/12/27; Alan Hershey, 6/13/17; Doreen Webbert, 6/13/34; Rebecca Henderson, 6/13/44; Stephen Tall (Compton Crook), 6/14/08; J.F. Bone, 6/15/16; Chandra Sargent, 6/15/53; Murray Leinster (Will F. Jenkins), 6/16/1896; Ted Dikty, 6/16/20; Ted Johnstone, 6/16/39; David Stever, 6/16; Wally Wood, 6/17/27; Sandy Cohen, 6/17/48; Phyllis Weinberg, 6/17/53; Richard Spelman, 6/18/31; Melissa Dougherty, 6/18/67; Robert Moore Williams, 6/19/07; Julius Schwartz, 6/19/15; Bruce Dane, 6/20/50.

William Tuning, 6/21/35; Sally Syrjala, 6/21/48; Mike Morman, 6/21/50; H. Rider Haggard, 6/22/1856; Octavia E. Butler, 6/22/47; John-Henri Holmberg, Lillian Stewart Carl, 6/22/49; Jerome Ahern, 6/23/46; Fred Hoyle, 6/24/15; Charles N. Brown, 6/24/37; Stephen Silverberg, 6/24/41; Earl Evers, 6/24/42; Susan Ellison, 6/24; John Maddox Roberts, 6/25/47; Hal Shapiro, 6/26/30; Charles Lee Jackson II, 6/26/50; James P. Hogan, 6/27/41; Tim Gatewood, 6/27/59; Joe Schaumburger, 6/28/30; Peggy Rae Pavlat, 6/28/44; Jon M. Gustafson, 6/28/45; Richard Harter, 6/29/35; David Mattingly, 6/29/56; Michael Whelan, 6/29/50; Sam Moskowitz, 6/30/20; Anie Linard, 6/30/29

[Note: If you'd like to help maintain the list, or if you notice someone's missing from the rolls, please let us know! Send an e-mail to jphunt@scifi4me.com and we'll revise accordingly. Thank you!]



May 2025 New Fantasy and Science Fiction Releases

Walter Bruce Sinclair, White Dwarf Books, Vancouver

- **Abercrombie, Joe. *The Devils*. Tor, 39.99.**

Brother Diaz has been summoned to the Sacred City, where he is certain a commendation and grand holy assignment awaits him. But his new flock is made up of unrepentant murderers, practitioners of ghastly magic, and outright monsters. The mission he is tasked with will require bloody measures from them all in order to achieve its righteous ends. Elves lurk at our borders and hunger for our flesh, while greedy princes care for nothing but their own ambitions and comfort. With a hellish journey before him, it's a good thing Brother Diaz has the devils on his side.

- **Andrews, L.J. *Broken Souls and Bones*. Ace, 39.00 hc.**

Lyra Bien intended to live a quiet life to avoid the attention of the magic-obsessed king in the fortress of Stonegate. Until Roark Ashwood - the prince's silent guard and rumoured killer for the crown - invades her village and uncovers the truth behind the silver scars in her eyes. To save her best friend from death, she's forced to reveal her abilities, and is immediately claimed by the crown as the next melder, a slow death sentence.

- **Armstrong, Kelley. *Death at a Highland Wedding [A Rip Through Time #4]*. Minotaur, 25.99 tp.**

After slipping 150 years into the past, modern-day homicide detective Mallory Atkinson has embraced her new life in Victorian Scotland as housemaid Catriona Mitchel. Mallory, Duncan, and McCreadie are on their way to the Scottish Highlands for McCreadie's younger sister's wedding. Some strange irregularities, combined with the secretive and erratic behavior of the groom, put Mallory and Duncan on edge. And then when one of the guests is murdered, they must work fast to uncover the murderer before another life is lost.

- **Arnold, Luke. *Whisper in the Wind [Fetch Phillips #4]*. Orbit, 25.99 tp.**

Sunder City is still recovering from the sudden and violent end of magic, and if one man can't solve all its problems, he can at least stop some people going hungry. But when a kid on the run shelters in Fetch's cafe, and a chain of gruesome murders begins among Sunder's high and mighty, trouble is brought to Fetch's door. There's a word whispered on the wind, and that word is revolution...

- **Aryan, Stephen. *The Sorrow of the Sea [The Nightengale and the Falcon #3]*. Angry Robot, 24.99 tp.**

Imbued with a new, ancient power, Temujin Khan holds all the cards. His father, the once great Hulagu, has now been reduced to a prisoner in a war he hoped to be the victor of. His youngest wife, the Blue Princess Kokochin has stepped into her own power, and seeks to find order and peace in a world she has never known...Rippling in the heart of a bloody war, the Mongol Invasion comes to a standstill. But who will emerge triumphant in a world of conquerors?

- **Baker, Kylie Lee. *Bat Eater and Other Names for Cora Zeng*. MIRA, 35.99 hc.**

Cora Zeng is a crime scene cleaner, washing away the remains of brutal murders and suicides in Chinatown. But none of that seems so terrible when she's already witnessed the most horrific thing possible: her sister, Delilah, being pushed in front of a train. Before fleeing the scene, the murderer shouted two words: bat eater. Still, she can't ignore the dread in her stomach as she keeps finding bat carcasses at crime scenes, or the scary fact that all her recent cleanups have been the bodies of East Asian women.

- **Barclay, Linwood. *Whistle. Morrow*, 25.99 tp.**

A woman and her young son move to a small town looking for a fresh start, only to be haunted by disturbing events and strange visions when they find a mysterious train set in a storage shed.

- **Beagle, Peter S. *I'm Afraid You've Got Dragons*. Saga, 24.99 tp.**

Dragons are common in the backwater kingdom of Bellemontagne, coming in sizes from mouse-like vermin all the way up to castle-smashing monsters. Gaius Aurelius Constantine Heliogabalus Thrax has recently inherited his deceased dad's job as a dragon catcher/exterminator, a career he detests with all his heart in part because he likes dragons, but mainly because his dream has always been the impossible one of transcending his humble origin to someday become a prince's valet. Needless to say, fate has something rather different in mind...

- **Black, Holly. *The Stolen Heir [Elfhame Stolen Heir #1]*. Little, Brown, 16.99 tp.**

Suren, child queen of the Court of Teeth, and the one person with power over her mother, fled to the human world. There, she lives feral in the woods. She believes herself forgotten until the storm hag, Bogdana, chases her through the night streets and she is saved by none other than Prince Oak, heir to Elfhame, to whom she was once promised in marriage and who she has resented for years.

- **Blythe, Rose. *The Fates*. Quercus, 23.99 tp.**

You've heard the legends: three sisters born out of Nyx's darkness, destined to weave the lives, and deaths, of humankind for eternity. But immortality is a heavy burden, and Clotho, Lachesis and Atropos are captivated by the gloriously human lives of the mortals below, especially those of the great warrior Atalanta and her ill-fated lover, Meleager. However, being a Goddess of Fate doesn't make you a master of it. Will these three sisters find a way to free the couple, and themselves, from their destinies? Or will they be bound by Fate forever?

- **Buehlman, Christopher. *The Daughters' War [Blacktongue #2]*. Tor, 25.99 tp.**

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

- **Byrd, Lindsey. *The Sun Blessed Prince*. Random House Canada, 26.95 tp.**

Prince Elician is a Giver, able to heal any wound and bring the dead back to life, and cannot die. But his enemies send a nameless Reaper to assassinate him, and when the attempt fails, Elician offers the Reaper a chance at a new life, and a new name. Bonded by their secrets, the Reaper is surprised he could still find something - or someone - worth living for. But Elician is unaware this kindness plays into enemy plans...

- **Cathrall, Sylvie. *A Letter From the Lonesome Shore [The Sunken Archive #2]*. Orbit, 25.99 tp.**

E. and Henerey have come to accept - and, more surprisingly still, embrace - the fact that they may never return home. A year and a half later, Sophy and Vyerin finally discover one of the elusive Entries that will help them seek their siblings. As the group's efforts bring them closer to E. and Henerey, an ancient, cosmic threat also draws near...

- **Chambers, Becky. *A Psalm for the Wild-Build and a Prayer for the Crown-Shy*. Tor.com, 24.99 tp.**

The two award-winning, bestselling *Monk and Robot* novellas, in a single paperbound volume.

- **Dinniman, Matt.** *The Eye of the Bedlam Bride* [*Dungeon Crawler Carl* #6]. Ace, 52.00 hc.

On this floor, the crawlers must capture six monsters. The captured monsters will be turned into cards. The stronger, the deadlier, the better. At the end of the floor, the bad guys will also have decks, and they will have some of the most powerful cards available. But Shi Maria is easily the most powerful monster in their area. If they want to survive, they must capture her. They call her the Bedlam Bride.

- **El-Arifi, Saara.** *The Ending Fire* [*The Ending Fire* #3]. Del Rey, 27.99 tp.

A vigilante known only as the Truthsayer is raising an army against the wardens. Sylah and Hassa must navigate the politics of this new world, all the while searching for Anoor. Across the sea, the Blood Forged prepare for war, requesting aid from other governments. And the Zalaam celebrate the arrival of the Child of Fire, heralding the start of the final battle.

- **Ezell, Kacey.** *Magelight*. Baen, 37.00 hc.

All her life, Aelys of Brionne had been weak. When her weakness robs her of her dreams, her best friend, and the man she loves, she takes her fate into her own hands and she runs, leaving her safe, protected world behind. Now she must find a way to work with three dangerous strangers - a warrior, a forester, and a thief - to escape the bandits stalking her, fight through the dangers of the untamed forest, and make her way back home, where her family and her destiny await.

- **Frost, Gregory.** *Hel* [*The Rhymer* #3]. Baen, 37.00 hc.

Elizabeth's spymaster, Francis Walsingham blackmails the Rhymer into joining his intelligence network. Allied with Walsingham's minions and a mysterious shape-changing stage actress, the Rhymer desperately defeats one conspiracy after another in defense of the throne. This leads to an inevitable final confrontation with the Elf Queen. In order to survive, the Rhymer must destroy the source of her power... and to do that, he must enter the mouth of Hel itself.

- **Gillig, Rachel.** *The Knight and the Moth* [*The Stonewater Kingdom* #1]. Orbit, 40.00 hc.

Sybil Delling is a foundling girl who traded a decade of service for a home in the great cathedral, receiving prophetic visions from six unearthly figures known as Omens. Just as she and her sister Diviners near the end of their service, a mysterious knight arrives at the cathedral. Rude, heretical, and devilishly handsome, the knight Rodrick has no respect for Sybil's visions. But when Sybil's fellow Diviners begin to vanish one by one, she has no choice but to seek his help in finding them.

- **Golden, Christopher.** *The Night Birds*. St. Martin's, 39.00 hc.

Charlie Book and Ruby Cahill's love ended in heartbreak years ago. Charlie now lives aboard the Christabel, an old freighter half-sunken off the shore of Galveston, with a grove of mangrove trees growing up through its deck. Then Ruby shows up with her murdered sister's girlfriend Bella, and Bella's infant child, hoping to hide aboard the Christabel from a coven of witches. As they leave shore they see the night birds flying, scouring the coastline for their prey.

- **Grant, Mira.** *Overgrowth*. Nightfire, 38.99 hc.

Since she was three years old, Anastasia Miller has been telling anyone who would listen that she's an alien disguised as a human being, and that the armada that left her on Earth is coming for her. Since she was three years old, no one has believed her. Now, with an alien signal from the stars being broadcast around the world, humanity is finally starting to realize that it's already been warned, and it may be too late.

- **Graudin, Ryan.** *The Enchanted Lies of Celeste Artois*. Redhook, 25.99 tp.

Paris, early 1900s. Forger/con woman Celeste Artois encounters Rafe, a mysterious and beautiful stranger who leads her to an enchanted salon where artists can bring wondrous imaginations to life. Rafe offers Celeste an irresistible deal: the gift of time in exchange for lending him and his benefactor her forging talents.

- **Gruender, Nataly.** *Medusa*. Grand Central, 25.99 tp.

After Athena transforms Medusa into the snake-haired monster of legend, word of her monstrosity travels fast, igniting a king's fear so greatly that he commands the boy-hero Perseus to bring him her head. Meanwhile, searching for a haven free from mortals, anger buoying her every step, Medusa journeys across ancient Greece.

- **Harkness, Deborah.** *Black Bird Oracle [All Souls #5]*. Ballantine, 25.99 tp.

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

- **Hobbes, Elizabeth J.** *Dance With the Fae. One More Chapter*, 22.99 tp.

1919 May Day. At Kit Arton-Price's engagement party his fiancée, Adelaide, is dancing with one of their guests, the enigmatic Mr Wilde. In the morning, Adelaide cannot be woken and the village doctor declares it's the mystifying 'Sleeping Sickness' - an unexplainable epidemic affecting society. But there is more to this sickness than first appears and it's not long before Kit is lured into a strange new realm. One of magic and danger. The realm of the fae...

- **Ireland, Justina.** *Wayseeker [Star Wars: The Acolyte]*. Worlds, 39.99 hc.

Vernestra Rwoh has spent over a decade exploring the Outer Rim as a Wayseeker, answering to no other authority but the Force itself. When a request from the Jedi Council orders her back to Coruscant, Vernestra initially refuses, feeling that her first priority should be to the beings she's already serving. But after Jedi Master Indara arrives to ask for Vernestra's aid in person, Vernestra finds herself pulled back into Coruscant's complicated world of Republic politics and underworld crime.

- **Jarvis, Nicole.** *A Spell for Change*. Titan, 24.99 tp.

Kate Mayer has always been troubled by visions of the future that always come true, no matter what she does. Oliver returned from the Great War disabled, disillusioned, and able to see the dead. And Nora Jo's mother and grandmother were witches, but she has never nurtured her own power. Always an outsider, she has made a place for herself in the town as Chatuga's schoolteacher. Rumours of a dark force stalking the town only push Kate, Oliver, and Nora Jo onwards in their quest to determine their own destinies.

- **Jensen, Danielle L.** *A Curse Carved in Bone [The Saga of the Unfated #2]*. Del Rey, 42.00 hc.

While Freya still seethes with rage over Bjorn's betrayal, the blood oaths that bind her demand that she keep him close as she hunts for a way to avert the looming war. Her magic draws her to the front lines of an old enmity, embroiling her with Nordeland's Unfated - children of the gods who serve the king she was raised to fear. The same king who, unlike Bjorn, is now willing to fight at her back.

- **Kelley, Venessa Vida. *When the Tides Held the Moon*. Erewhon, 39.00 hc.**

A New York fairytale of queer identity and found family. Benigno "Benny" Caldera knows an orphaned Boricua blacksmith in 1910s New York City can't call himself an artist. But the ironwork tank he creates for a famed Coney Island playground allows him to meet the newest exhibit - a living, breathing, in-the-flesh merman stolen from the banks of the East River under a gleaming full moon. Illustrated with artwork throughout by Venessa Vida Kelley, known for her stunning romance and fantasy art.

- **Langmead, Oliver K. *City of All Seasons*. Titan, 24.99 tp.**

Two cousins are trapped in mirrored worlds - the resplendent and verdant summer city and the ice-carved wastes of the winter city. But both Fairharbours were once a single, united city. And in certain places, at certain times, one side can catch a glimpse of the other.

- **Lee, Sharon & Miller, Steve. *Ribbon Dance* [*Liaden Universe* #26]. Baen, 12.99 pb.**

Having arrived at recently Dust-bound Colemeno, Trader Padi yos'Galan is essential to Master Trader Shan yos'Galan's plan to recoup Korval's clan fortunes by establishing new routes for the clan's tradeship. Shan's inner Healer insists Padi come to terms with her as-yet unplumbed psychic abilities, which might place her in the top tier of dramliz, if she can learn control. Padi yearns to concentrate on trade, but Colemeno's fey ambient and deadly long-term politics combine to bring her face-to-face with the Haosa.

- **Leikam, Evan. *Anji Kills a King* [*Rising Tide* #1]. Tor, 25.99 tp.**

Anji works as a castle servant, cleaning laundry for a king she hates. So when a rare opportunity presents itself, she seizes the chance to cut his throat. Then she runs for her life, a bounty on her head bigger than anyone could imagine. On her heels are the fabled mercenaries of the Menagerie, whose animal-shaped masks are magical relics rumoured to give them superhuman powers.

- **Li, Christina. *The Manor of Dreams*. Avid Reader, 26.99 tp.**

Trailblazing Chinese actress Vivian Yin is dead. Now her daughters have come to take possession of Vivian's grand, sprawling, Southern California garden estate. But a last-minute change to the will gives it to another family instead. Both families move into the mansion -- and disturbing visions and bizarre behaviors start to take hold of everyone in the house...

- **Macallister, G. R. *Sestia* [*The Five Queendoms* #3]. Saga, 39.99 hc.**

In the world Above, the Scorpicae struggle to find a path forward in defeat, the embattled regent of Paxim gets more than she bargained for, and a young woman who barely survived the Sun Rites finds herself the indispensable right hand of a priest-queen whose sanity appears to be slipping away.

- **Michel, Lincoln. *Metallic Realms*. Atria, 38.99 hc.**

Michael's life has turned out nothing like the intergalactic pulp heroes of his youth. But these are pedestrian concerns - he has a greater calling, and that is to preserve for all posterity the greatest series in the history of the written word: The Star Rot Chronicles, written collectively by Michael's best (and perhaps only) friend Taras K. Castle and his misfit sci-fi writing group, the Orb 4. These are not just the stories of Captain Baldwin and his fearless crew, but also of the members of Orb 4.

- **Moore, Christopher. *Anima Rising*. Morrow, 37.00 hc.**

Vienna, 1911. Gustav Klimt, the most famous painter in the Austrian Empire, the darling of Viennese society, spots a woman's nude body in the Danube canal. He knows he should summon a policeman, but he can't resist stopping to make a sketch first. And as he draws, the woman coughs. She's alive! Last she remembers, she was stranded in the arctic one hundred years ago, locked in a crate by a man named Victor Frankenstein, and visiting the Underworld.

- **Moreno-Garcia, Silvia. *The Seventh Veil of Salome*. Del Rey, 25.99 tp.**

1950s Hollywood: Every actress wants to play Salome, the star-making role in a big-budget movie about the legendary woman whose story has inspired artists since ancient times. So when the film's mercurial director casts Vera Larios, an unknown Mexican ingenue, in the lead role, she quickly becomes the talk of the town. Vera also becomes an object of envy for Nancy Hartley, a bit player whose career has stalled and who will do anything to win the fame she believes she richly deserves.

- **Morris, Jenny. *An Ethical Guide to Murder*. MIRA, 37.00 hc.**

Ruth has the power to transfer life from one person to another. She wonders, is it really so wrong to take a little life from a bad person - say, a very annoying boss - and gift it to someone who's truly good? But as she embarks on her mission to punish the wicked and give the deserving more time, she finds good and bad aren't as simple as she first thought.

- **Newman, Emma. *The Vengeance* [*The Vampires of Dumas* #1]. Solaris, 22.99 tp.**

Morgane grew up at sea, daughter of the fierce pirate captain of the *Vengeance*, raised to follow in her footsteps as scourge of the Four Chains Trading Company. But when Anna-Marie is mortally wounded in battle, she confesses to Morgane that she is not her mother. The captain of the enemy ship reveals he was paid to kill Anna-Marie and bring Morgane home to France and her real family, beginning a quest that reveals a world of decadence and darkness, in which monsters vie for control of royal courts and destinies of nations.

- **North, Emet. *In Universes*. Perennial, 21.99 tp.**

Raffi works in an observational cosmology lab, searching for dark matter and trying to hide how little they understand their own research. Every chance they get, they escape to see Britt, a queer sculptor who fascinates them for reasons they also can't - or won't - understand. As Raffi's carefully constructed life begins to collapse, they become increasingly fixated on the multiverse and the idea that somewhere, there may be a universe where they mean as much to Britt as Britt does to them.

- **Okorafor, Nnedi. *One Way Witch* [*She Who Knows* #2]. DAW, 31.00 hc.**

Now in her forties and years beyond the death of her second husband, Najeeba has just lost her beloved daughter. Onyesonwu saved the world. Najeeba knows this well, but the world does not. This is how the juju her daughter evoked works. One other person who remembers is Onyesonwu's teacher Aro, a harsh and hard-headed sorcerer. Najeeba has decided to ask him to teach her the Mystic Points, the powerful heart of sorcery. There is something awful Najeeba needs to kill and the Mystic Points are the only way.

- **Oyebanji, Adam. *Esperance*. DAW, 39.00 hc.**

Abidemi Eniola has arrived in Bristol, England. She claims to be Nigerian, but her accent is wrong and she can do remarkable things with technology, things that Abi's new friend, Hollie Rogers, has never seen before. Abi is in possession of a number of heirlooms that need to be returned to their rightful owners and Hollie is more than happy to go along for the ride. But neither Abidemi Eniola nor her heirlooms are quite what they seem.

- **Palmer, Suzanne. *Ghostdrift [The Finder Chronicles #4]*. DAW, 27.99 tp.**

Fergus is the ransom for a kidnapped friend, taken by Bas Belos, one of the galaxy's most dangerous space pirates, as bait to force Fergus' assistance in finding Belos' missing sister. Reluctantly joining forces, Fergus discovers that Belos is himself being tracked by the Alliance. And seeking to stay one step ahead of the Alliance, Fergus and Belos find themselves on the other side of the Gap between spiral arms of our galaxy, near to alien territory, and with an Alliance ship in hot pursuit.

- **Perry, Devney. *Shield of Sparrows*. Red Tower, 43.99 deluxe hc.**

Being a princess had never been more than a performance--23 years of empty titles and hollow traditions. Until the day an infamous monster hunter sailed to her shores, the day a prince walked into her father's throne room and ruined her life, the day she married a stranger, signed a magical treaty in blood, and set off across the continent to the most treacherous kingdom in all the realm.

- **Reid, Ava. *Lady Macbeth*. Del Rey, 25.99 tp.**

The Lady knows she will be wed to the Scottish brute, who does not leave his warrior ways behind when he comes to the marriage bed. The Lady knows his hostile, suspicious court will be a game of strategy, requiring all of her wiles and hidden witchcraft to survive. But the Lady does not know her husband has occult secrets of his own, and that prophecy girds him like armour.

- **Rollins, James. *Arkangel [Sigma Force #18]*. Morrow, 13.99 pb.**

The execution of a Vatican archivist within the shadow of the Kremlin exposes a conspiracy going back three centuries - to the bloody era of the Russian Tsars. Before his murder, he manages to dispatch a coded message, a warning of a terrifying threat, one tied to a secret buried within the Golden Library of Tsars, a vast and treasured archive that had vanished into history.

- **Royce, Eden. *Psychopomp & Circumstance*. Tor.com, 27.99 hc.**

When word arrives that her Aunt Cleo, long estranged from the family of free Black business owners in New Charleston, has passed away, Phee St. Margaret risks her mother's wrath to step up and accept the role of pomp - the highly honored duty of planning the funeral service. Traveling alone to the town of Horizon and her aunt's unsettling home, Phee soon discovers that visions and shadows beckon from every reflective surface, and that some secrets transcend the borders of life and death.

- **Sathue, E. K. *Youthjuice*. Hell's Hundred, 23.95 tp.**

From Sophia Bannion's first day on the Storytelling team at HEBE (hee-bee), a luxury skincare/wellness company based in New York's trendy SoHo neighborhood and named after the Greek goddess of youth, it's clear something is deeply amiss. But soon, Sophia is addicted to her HEBE lifestyle - especially youthjuice, the fatty, soothing moisturizer Tree has asked Sophia to test. But when cracks in HEBE's infrastructure start to worsen - and Sophia learns the gruesome secret ingredient at the heart of youthjuice - she has to decide how far she's willing to go to stay beautiful forever.

- **Scott, Cavan. *Tempest Breaker [Star Wars: The High Republic]*. Worlds, 39.00 hc.**

Teamed with Avar Kriss and Keeve Trennis, the same Jedi who once hunted her, former Tempest Runner Lournaa Dee leads the search for the Nihil's chief scientist, Baron Boolan, the only being who may have answers to the mystery of the

blight, as well as Marchion Ro's true plans. And if the opportunity arises to face off against Marchion Ro himself, even Louna Dee may be willing to sacrifice everything to fulfill a quest for revenge.

- **Shaw, Vivian. *Strange New World [Dr. Greta Helsing #4]*. Orbit, 25.99 tp.**

Series conclusion. Since demons and angels are, quite literally, allergic to each other, the powers that be decide to see if the allergy persists on Earth by sending an angel and demon on a research trip. First stop New York City. And what better chaperone than Dr. Greta Helsing, who happens to owe Hell a few favours of her own? But there's unrest in New York's monster underworld and Greta and her team are about to land in the middle of it.

- **Srivatsa, Prashanth. *The Spice Gate*. Voyager, 24.99 tp.**

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

- **Starling, Caitlin. *The Starving Saints*. Voyager, 37.00 hc.**

After six months of siege, food in Aymar Castle is running low. Then the divine Constant Lady and her saints arrive and castle stores are replenished and the sick healed. Soon, all are under the sway of their saviours, partaking in intoxicating feasts of terrible origin. Only Phosyne, a disorganized, paranoid nun-turned-sorceress, races to unravel the mystery of these new visitors and exonerate her experiments as their source.

- **Stephens, Anna. *The Dark Feather [The Songs of the Drowned #3]*. Voyager, 23.99 tp.**

In the great pyramid at the Singing City's heart, Shadow Tayan faces the awful consequences of his actions, and their seductive possibilities. In the city streets, Xessa and Lilla lead their warriors in increasingly desperate battles, their unity riven by betrayal and deception, while far to the north, Whisper Ilandeh discovers the freedom - and obligation - in making her own choices.

- **Stirling, S. M. *To Turn the Tide*. Baen, 25.00 tp.**

A scientist in Austria, seeing the nuclear holocaust approaching, created a time machine, and filled a warehouse with low-tech survival gear. Too bad he didn't get to use it himself. Instead, a team of American grad students, led by their professor, is sent back to the late Roman Empire. Even though they are experts in this time and place, they are about to realize that books and actual experience are very different things.

- **Swallow, James. *Toward the Night [Star Trek: Strange New Worlds]*. Pocket, 38.99 hc.**

While patrolling the borders of the Klingon Empire, Captain Christopher Pike and the crew of the USS *Enterprise* record a series of subspace echoes from a planet orbiting a volatile flare star - and when Lieutenant Spock and Commander Una Chin-Riley lead a landing party to learn more, they discover the ruins of a dead civilization and evidence of starship-grade metals...quite possibly a crash site.

- **Tchaikovsky, Adrian. *Shroud*. Tor, 33.99 tp.**

New planets are fair game to asset strippers and interplanetary opportunists. A commercial mission to a distant star system discovers a moon that is pitch black, but alive with radio activity. Its high-gravity, high-pressure, zero-oxygen environment is anathema to human life, but ripe for exploitation. Under no circumstances should a human end up on the inhospitable surface. Except a catastrophic accident sees Juna Ceelander and Mai Ste Etienne doing just that.

- **Tchaikovsky, Adrian. *Service Model*. Tor, 25.99 tp.**

When a domesticated robot gets a nasty little idea downloaded into its core programming, they murder their owner. The robot discovers they can also do something else they never did before. They can run away. Fleeing the household they enter a wider world they never knew existed, where the age-old hierarchy of humans at the top is disintegrating into ruins and an entire robot ecosystem devoted to human wellbeing is having to find a new purpose.

- **Tesh, Emily. *The Incandescent*. Tor, 40.99 hc.**

Sapphic dark academia fantasy. Doctor Walden is the Director of Magic at Chetwood School and one of the most powerful magicians in England. Her days consist of meetings, teaching A-Level Invocation to four talented, chaotic sixth formers, more meetings, and securing the school's boundaries from demonic incursions. Walden is good at her job--no, Walden is great at her job. But demons are masters of manipulation. And it's possible the entity Walden most needs to keep her school safe from--is herself.

- **Valente, Catherynne M. *Space Oddity [The Space Opera #2]*. Saga, 25.99 tp.**

The Metagalactic Grand Prix - part gladiatorial contest, part beauty pageant, part concert extravaganza, and part continuation of the wars of the past returns and the fate of the Earth is once again threatened. The civilizations opposed to humanity have been plotting and want to take down the upstarts. Can humanity rise again?

- **Weber, David & Jacob Holo. *The Thermopylae Protocol [Gordian Division #6]*. Baen, 12.99 pb.**

When a ship from an uncharted universe explodes, it soon becomes apparent that someone is building a massive weapon away from the watchful eyes of the Gordian Division. Agent Cho and Detective Cantrell are deployed to get to the bottom of the mystery. If they don't, it means destruction on a universal scale.

- **Wells, Martha. *The Emilie Adventures*. Tor.com, 30.99 tp.**

Two novel-length YA steampunk adventures, *Emilie and the Hollow World* & *Emilie and the Sky World*, together in one volume. In the first, Emilie stows away on a ship whose crew hopes to use an experimental engine to journey to the interior of the planet, but when the ship becomes damaged on arrival and evidence points to sabotage, they encounter the treacherous Lord Ivers, along with a strange new race. In the second, a strange and potentially deadly disruption in an upper air aether current turns out to be a ship from another aetheric plane.

- **Wendig, Chuck. *The Staircase in the Woods*. Del Rey, 39.99 hc.**

Five high school friends are bonded by an oath to protect one another no matter what. Then, on a camping trip in the middle of the forest, they find something extraordinary: a mysterious staircase to nowhere. One friend walks up - and never comes back down. Then the staircase disappears. Twenty years later, the staircase has reappeared. Now the group returns to find the lost boy - and what lies beyond the staircase in the woods...

- **Wright, Suzanne. *The Monsters We Are [Devil's Cradle #3]*. Piatkus, 32.99 hc.**

Together, Wynter and Cain have prevailed over many powerful enemies, but now they face their final - and most terrifying - battle. As the last Aeon left standing, the all-powerful Adam is out for revenge. His terms: Cain and Wynter in exchange for peace. If Devil's Cradle won't deliver them, the full force of Adam's devastating rage will fall upon them all. As the stakes are raised, Cain and Wynter will do whatever it takes to defeat Adam and keep each other safe, even if it means unleashing the monsters that live within them...

- **Yang, Neon.** *Brighter Than Scale, Swifter Than Flame.* Tor.com, 28.99 hc.

Queer novella. Yeva, a legendary dragon hunter has never truly felt at home - nor removed her armor in public. Yeva must now go to Quanbao, a fiercely independent and reclusive kingdom. It is rumoured that there, dragons are not feared as is right and proper, but instead loved and worshipped. It is rumoured that there, they harbor a dragon behind their borders. While Yeva searches for the dreaded beast, she is shocked to find herself slowly opening up to the beautiful, mysterious queen, Lady Sookhee.

- **Yarros, Rebecca.** *Iron Flame [Empyrean#2].* Red Tower, 28.99 tp.

Everyone expected Violet Sorrengail to die during her first year at Basgiath War College - Violet included. But now the real training begins, and Violet's already wondering how she'll get through. It's not just the brutal and gruelling training -- it's the new vice commandant, who has made it his personal mission to teach Violet exactly how powerless she is - unless she betrays the man she loves.

- **Zahabi, Rebecca.** *The Lightborn.* Gollancz, 19.99 tp.

Freed from his prison cell, the former slave known as Tatters is finally ready to face his past. Now his true nature is known to all, he can use his Lightborn powers freely. But they come at a price, and his loyalties remain conflicted. The renegades about to attack the city used to be his companions, and both sides have treated him badly. He will have to decide which side to choose.

White Dwarf Books

3715 W. 10th Ave. Vancouver, B.C. V6R 2G5
604-228-8223, Email: whitedwarf@deadwrite.com



JUNE 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.

But don't just stop at the list. Check out the calendar for more intimate events online and in-person. These range from release parties to readings and interviews with creators.

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.

There are currently **3,643 listings**, and we continue to add events regularly.

May 29 – June 1

Colossalcon – Sandusky, OH May 28-Jun 1
 All ABOARD EXPO– Quezon City, Philippines May 29-Jun 1
 German Discworld Convention – Witzenhausen, Germany May 29-Jun 1
 LinCon – Linköping, Sweden May 29-Jun 1
 Fantasy Basel – Basel, Switzerland May 29-31
 Bugeater – Omaha, NE May 30-Jun 1
 Chicago Steampunk Exposition – Schaumburg, IL May 30-Jun 1
 ChupacabraCon– San Marcos, TX May 30-Jun 1
 ConCarolinas – Charlotte, NC May 30-Jun 1
 Dream Con – Houston, TX May 30-Jun 1
 FabledCon– Greenville, SC May 30-Jun 1
 Fan Expo Dallas – Dallas, TX May 30-Jun 1
 Fantasticon – Copenhagen, Denmark May 30-Jun 1
 FedCon – Dusseldorf, Germany May 30-Jun 1
 Hanamicon – Graz, Austria May 30-Jun 1
 Monsterpalooza – Pasadena, CA May 30-Jun 1
 Niagara Falls Comic Con – Niagara Falls, Ontario, Canada May 30-Jun 1
 Protospiel Twin Cities – Roseville, MN May 30-Jun 1
 SCG CON Indianapolis – Indianapolis, IN May 30-Jun 1
 Smoky Mountain Terror– Kingsport, TN May 30-Jun 1
 Trek Long Island – Hauppauge, NY May 30-Jun 1
 Tremendicon – Springfield, MO May 30-Jun 1
 UK Games Expo – Birmingham, United Kingdom May 30-Jun 1
 Y-Con – Yarmouth, Nova Scotia, Canada May 30-Jun 1
 Anime Riverside – Riverside, CA May 31-Jun 1
 Armageddon Expo Auckland Winter – Auckland, New Zealand May 31-Jun 2
 Sangio..co – Verona, Italy May 31-Jun 2
 Bak-Anime – Bakersfield, CA May 31-Jun 1
 Beaver State Comic Con – Redmond, OR May 31-Jun 1

BGBTB Dunedin – Dunedin, New Zealand May 31-Jun 1
Big Lick Comic-Con NOVA – Chantilly, VA May 31-Jun 1
Brick Fest Live Cleveland – Cleveland, OH May 31-Jun 1
Comic Con Stockholm Summer – Stockholm, Sweden May 31-Jun 1
EpicCon Russia– St Petersburg, Russia May 31-Jun 1
German Walker Con – Oberhausen, Germany May 31-Jun 1
Gottingen Game Designers' Convention– Gottingen, Germany May 31-Jun 1
Hall of Heroes Comic Con – Elkhart, IN May 31-Jun 1
Heartland Gaming Convention – Cape Girardeau, MO May 31-Jun 1
Heroes Comic Con Stockholm Summer – Kista, Sweden May 31-Jun 1
Iron City Comic Con – Birmingham, AL May 31-Jun 1
MEGA XP– Mexico City, Mexico May 31-Jun 1
Mountain State Pop Expo – Charleston, SC May 31-Jun 1
Oddities & Curiosities Expo – Dallas, TX May 31-Jun 1
Oz Comic Con Adelaide – Adelaide, Southern Australia, Australia May 31-Jun 1
Salem Brick Convention – Salem, MA May 31-Jun 1
Swancon – Perth, Western Australia, Australia May 31-Jun 1
Tabletop Oahu Spring – Honolulu, HI May 31-Jun 1
WonderFest – Louisville, KY May 31-Jun 1
Augusta Anime-Fest – Augusta, GA May 31
Bowling Greencon – Bowling Green, KY May 31
Oshawa Comicon – Oshawa, Ontario, Canada May 31
Stoke Brick Festival – Stoke-on-Trent, United Kingdom May 31
Western Ohio Toy Show – Eaton, OH May 31
Capital Trade Show– Ottawa, Ontario, Canada Jun 1
Clandestine Comic Book Show – Laurel, MD Jun 1
Cleveland Comic Book & Nostalgia Show – Cleveland, OH Jun 1
Japan Fest – Mansfield, United Kingdom Jun 1
Lake Collect-a-Con– Leesburg, FL Jun 1
London Brick Festival – London, United Kingdom Jun 1
New Haven Comic & Collectible Spectacular – New Haven, CT Jun 1
Peterborough Comicon – Peterborough, Ontario, Canada Jun 1
Pikeville Comic & Toy Convention – Pikeville, KY Jun 1
PokeKon Fest – Fort Myers, FL Jun 1
Trenton Charity Comic Con – Trenton, NJ Jun 1
Wayne NJ Toy Show – Wayne, NJ Jun 1

June 5 – 8

VIRTUAL

SDHistCon Second Front– Online Jun 7

ON-SITE

North Texas RPG Con– Irving, TX Jun 4-8
Atlanta Game Fest– Atlanta, GA Jun 5-8
Fairford Festival of Fiction – Fairford, United Kingdom Jun 5-8
GrimCon– Grimstad, Norway Jun 5-9
Moon City Con – Springfield, MO Jun 5-8
Northern Michigan FurCamp – Traverse City, MI Jun 5-8
OtonaCon– Peterborough, Ontario, Canada Jun 5-8
18xxBelgium– Mechelen, Belgium Jun 6-9
AFA Indonesia– Jakarta, Indonesia Jun 6-8

Anime Blues Con – Memphis, TN Jun 6-8
 DieCon – Collinsville, IL Jun 6-8
Dokomi – Dusseldorf, Germany Jun 6-8
Eternal Convention– Bacharach, Germany Jun 6-9
 The Living Dead Weekend – Evans City, PA Jun 6-8
 Midwest Haunters Convention– Rosemont, IL Jun 6-8
 The Nostalgia Con – Anaheim, CA Jun 6-8
 Otakufest– Miami, FL Jun 6-8
 Phoenix Fan Fusion – Phoenix, AZ Jun 6-8
Scintillation – Montreal, Quebec, Canada Jun 6-8
 SoCal Gaming Expo – Pasadena, CA Jun 6-8
 Steampunk Alchemy Fest – Hackettstown, NJ Jun 6-8
 StratosFur – Houston, TX Jun 6-8
 The Road So Far...The Road Ahead – Oklahoma City, OK Jun 6-8
 WeebCon Indy– Indianapolis, IN Jun 6-8
 Hollywood Show– Burbank, CA Jun 6-7
 Illinois Game Con – Bloomington, IL Jun 6-7
 The Imaginarium Book Festival– Washington DC Jun 6-7
 Nebkon– Omaha, NE Jun 6-7
 3 Rivers Comicon – Pittsburgh, PA Jun 7-8
 Anime Conclave– New Orleans, LA Jun 7-8
 Brickfest Live Miami – Miami, FL Jun 7-8
Copenhagen Comics– Copenhagen, Denmark Jun 7-8
Doki! Doki! Anime Market– Singapore Jun 7-8
Em-Con – Nottingham, United Kingdom Jun 7-8
 Evansville Brick Convention – Evansville, IN Jun 7-8
Exeter Anime & Gaming Con – Exeter, United Kingdom Jun 7-8
 Game and Geek Expo– Raleigh, NC Jun 7-8
 GeekCraft Expo PDX – Portland, OR Jun 7-8
Japan Addict Z – Strasbourg, France Jun 7-8
 KimoKawaii – Conroe, TX Jun 7-8
 Lilac City Comicon – Spokane, WA Jun 7-8
 Louisville Horror Con– Louisville, KY Jun 7-8
 Nashville Comicon – Nashville, TN Jun 7-8
 Nococon – Watertown, NY Jun 7-8
 Oddities & Curiosities Expo – Chicago, IL Jun 7-8
Oz Comic Con Melbourne – Melbourne, Victoria, Australia Jun 7-8
 Rhode Island Anime Con– Providence, RI Jun 7-8
 Sand Wars– Chandler, AZ Jun 7-8
Toronto Comic Arts Festival – Toronto, Ontario, Canada Jun 7-8
 Vampire Fan Weekend – Whippany, NJ Jun 7-8
AardCON– Calgary, Alberta, Canada Jun 7
AniMangapop!– Manchester, United Kingdom Jun 7
 Anime Maryville– Maryville, TN Jun 7
 Bela Con– Chicago, IL Jun 7
 Cryptids and Paranormal Conference– Farmingdale, NJ Jun 7
Doncaster Brick Festival – Doncaster, United Kingdom Jun 7
 The Great Prop Swap – San Diego, CA Jun 7
 HanaCon– Silver Springs, MD Jun 7
 MNCBA SpringCon – Woodbury, MN Jun 7
 NexusNippon Mini-Con– Morehead, KY Jun 7
 North Dallas Toy Show – Plano, TX Jun 7

OttoCon– Hudson Valley, NY Jun 7
 Parry Sound Comicon – Parry Sound, Ontario, Canada Jun 7
 Quad City Con Burlington – Burlington, IA Jun 7
 Rotherham Comic Con – Rotherham, United Kingdom Jun 7
 Wrexham Brick Festival – Wrexham, United Kingdom Jun 7
 Albany Comic Con – Albany, NY Jun 8
 Annandale Comic Book & Non Sports Card Show – Annandale, VA Jun 8
 Burlington Collectors Con – Burlington, Ontario, Canada Jun 8
 Bury Brick Festival – Bury, United Kingdom Jun 8
 Comicverse – Green Bay, WI Jun 8
 Quad City Con Springfield – Springfield, IL Jun 8
 Wasaga Beach Comicon – Wasaga Beach, Ontario, Canada Jun 8
 Hamburg Games Conference Hamburg, Germany Jun 10-11

June 12 – 15

BotCon– Fort Wayne, IN Jun 12-15
 Magstock– Darlington, MD Jun 12-15
 StokerCon – Stamford, CT Jun 12-15
 4th Street Fantasy – Minneapolis, MN Jun 13-15
 Animate! Columbus – Columbus, OH Jun 13-15
 AnimeCon Birmingham– Birmingham, United Kingdom Jun 13-15
 Bayou Wars – D'Iberville, MS Jun 13-15
 BottosCon– New Westminster, British Columbia, Canada Jun 13-15
 Brass Screw Consortium – Port Townsend, WA Jun 13-15
 Champions Cup– Atlantic City, NJ Jun 13-15
 Game Con Canada– Edmonton, Alberta, Canada Jun 13-15
 HellmouthCon– Torrance, CA Jun 13-15
 Hentai Matsuri (18+)– San Diego, CA Jun 13-15
 Kameha Con– Atlantic City, NJ Jun 13-15
 LFG Con– Burbank, CA Jun 13-15
 Norcon– Oslo, Norway Jun 13-15
 NordCon– Hamburg, Germany Jun 13-15
 Pyrkon – Poznan, Poland Jun 13-15
 Rangerstop & Pop Con – Atlanta, GA Jun 13-15
 Sci-Fi Valley Con – Pittsburgh, PA Jun 13-15
 Sonic Neon Summit– Reno, NV Jun 13-15
 Toycon Philippines – Manila, Philippines Jun 13-15
 East Coast Comic Expo – Moncton, New Brunswick, Canada Jun 13-14
 Alpha Con– Nicholls, Australian Capital Territory, Australia Jun 14-15
 Anime El Paso– El Paso, TX Jun 14-15
 ATG Expo– Waco, TX Jun 14-15
 Azalea Creative Con– Mobile, AL Jun 14-15
 Bold Matsuri– Jacksonville, FL Jun 14-15
 Board Game Expo– Budapest, Hungary Jun 14-15
 Board Game Fest– Chavdar, Bulgaria Jun 14-15
 Brickfest Live Raleigh – Raleigh, NC Jun 14-15
 Brickworld Chicago– Chicago, IL Jun 14-15
 Budapest Comic Con– Budapest, Hungary Jun 14-15
 Central New York Role-Playing Game Convention– New Hartford, NY Jun 14-15
 Cheyenne Brick Convention – Cheyenne, WY Jun 14-15
 Collect-a-Con– Dallas, TX Jun 14-15

Little Island Furcon– Singapore Jun 14-15
 NOMCon– McMinnville, OR Jun 14-15
Oddities & Curiosities Expo – Toronto, Ontario, Canada Jun 14-15
Q-Con– Belfast, United Kingdom Jun 14-15
 Quad City Con Davenport – Davenport, IA Jun 14-15
 Saline County Comic Expo – Benton, AR Jun 14-15
 San Luis Valley RPG Con– Del Norte, CO Jun 14-15
 Space Coast Comic Con – Melbourne, FL Jun 14-15
 TouhouFest – Torrance, CA Jun 14-15
YetiCon – The Blue Mountains, Ontario, Canada Jun 14-15
Bracebridge Comicon – Bracebridge, Ontario, Canada Jun 14
Brighton Comic-Con – Brighton, United Kingdom Jun 14
 Dover Comic Con – Dover, DE Jun 14
 Foothills Comic Con– Morganton, NC Jun 14
 Game Con– Archbold, OH Jun 14
 Gamer's Universe– Chicago, IL Jun 14
 Great Delco Pop Con – Aston, PA Jun 14
 Midwest Comic Book Con Madison – Madison, WI Jun 14
Oxford Brick Festival – Oxford, United Kingdom Jun 14
 Rise of the Phoenix Comic & Toy Fest– Deltona, FL Jun 14
 Southside Comic Book Show– Tinley Park, IL Jun 14
 SWFL Space Con – Fort Myers, FL Jun 14
 Tulsa Nostalgia Con– Tulsa, OK Jun 14
Vancouver Retro Gaming Expo – Vancouver, British Columbia, Canada Jun 14
YetiCon– The Blue Mountains, Ontario, Canada Jun 14
Bedford Brick Festival – Bedford, United Kingdom Jun 15
Brighton Brick Festival – Brighton, United Kingdom Jun 15
London Film Fair – London, United Kingdom Jun 15
 Orlando Summer Show – Orlando, FL Jun 15

June 18 – 22

Orgins Game Fair – Columbus, OH Jun 18-22
Orli Forsztival– Vargesztes, Hungary Jun 18-22
 Furry Weekend– Los Angeles, CA Jun 19-22
 International Horror Hotel Film Festival and Convention – Cleveland, OH Jun 19-22
 VidCon – Anaheim, CA Jun 19-20
 MisCon – Missoula, MT Jun 20-23
 Anime Festival Orlando – Orlando, FL Jun 20-22
Arcon– Oslo, Norway Jun 20-22
Argentina FurFiesta– Buenos Aires, Argentina Jun 20-22
Comicon Bergamo – Bergamo, Italy Jun 20-22
 Comicpalooza – Houston, TX Jun 20-22
 Cosplay America – Cary, NC Jun 20-22
 Fairy Blossom Festival – Monroe, WA Jun 20-22
 Heroes Con – Charlotte, NC Jun 20-22
 JoeFest Toy and Comic Convention – Augusta, GA Jun 20-22
 LibertyCon – Chattanooga, TN Jun 20-22
 MagicCon– Las Vegas, NV Jun 20-22
 Memoir '44– Chattanooga, TN Jun 20-22
 Metrothram – East Ridge, TN Jun 20-22

MidSummerCon– Kenilworth, United Kingdom Jun 20-22
Mississippi Comic Con – Jackson, MS Jun 20-22
Monster Bash – Pittsburgh, PA Jun 20-22
The New Uni-Con– Gatwick, United Kingdom Jun 20-22
OffKai Expo – Burlingame, CA Jun 20-22
OMG! Con – Owensboro, KY Jun 20-22
OZCON International– Burbank, CA Jun 20-22
SoonerCon – Norman, OK Jun 20-22
Southern-Fried Gaming Expo– Atlanta, GA Jun 20-22
Spooky Empire – Orlando, FL Jun 20-22
Trek Wars – Dalton, GA Jun 20-22
Washington State Summer Con – Puyallup, WA Jun 20-22
Wellycon– Wellington, New Zealand Jun 20-22
Bigfoot Con– Weyers Cave, VA Jun 20-21
Hutch Comic Con– Hutchinson, KS Jun 20-21
Diversao Offline– Sao Paulo, Brazil Jun 21-22
European Hive Convention and Open– Budapest, Hungary Jun 21-22
Fire & Ice RGX– Roseville, CA Jun 21-22
Leeds Anime & Gaming Con – Leeds, United Kingdom Jun 21-22
Magicon– Oslo, Norway Jun 21-22
Sinister Creature Con– Sacramento, CA Jun 21-22
SugoiPopCon– Fishkill, NY Jun 21-22
Supernova Sydney – Sydney, New South Wales, Australia Jun 21-22
TORG Gamers Market– Sandusky, OH Jun 21-22
Undiscovered Realm Comic Con– Westchester, NY Jun 21-22
Wie.MAI.KAI – Florsheim am Main, Germany Jun 21-22
Bavarian Furdance– Nurnberg, Germany Jun 21
Birmingham Brick Festival – Birmingham, United Kingdom Jun 21
Cornmill Mini Con – Darlington, United Kingdom Jun 21
Danville Comic-Con – Danville, KY Jun 21
Dothan Anime-Fest– Dothan, AL Jun 21
Finn-Con– Miami, FL Jun 21
Port Hope Comicon – Port Hope, Ontario, Canada Jun 21
Stars of Time Film & Comic Con – Swindon, United Kingdom Jun 21
Toronto Prop Expo– Toronto, Ontario, Canada Jun 21
Albany Anime-Fest– Albany, NY Jun 22
Akron-Summit Comic Con– Tallmadge, OH Jun 22
Belleville Comicon – Belleville, Ontario, Canada Jun 22
Chester's Magical Craft Sci-Fi Comic & Toy Fair – Chester, United Kingdom Jun 22
London Comic Mart – London, United Kingdom Jun 22
Philadelphia Comic-Con– Essington, PA Jun 22
Portsmouth Comic-Con – Portsmouth, United Kingdom Jun 22
Star Wars Collectors Expo – Mississauga, Ontario, Canada Jun 22



**READ
 MORE
 'ZINES!**

Eldritch Science
 FanActivity Gazette
 Films Fantastic
 Ionisphere
 Mangaverse

N'APA
 The National Fantasy Fan
 N3F Review of Books
 Origin
 Tightbeam

National Fantasy Fan Federation - tnfff.org

June 26 – 29

Archipelacon – Mariehamn, Aland Islands Jun 26-29
 Haunted America Conference – Alton, IL Jun 26-29
 KantCon– Overland Park, KS Jun 26-29
 Narrativity – Plymouth, MN Jun 26-29
 PortConMaine – Portland, ME Jun 26-29
 TrekFest– Riverside, IA Jun 26-28
 Games for Change Festival– New York, NY Jun 26-27
 Akai Con– Lebanon, TN Jun 27-29
 Anime Festival Wichita – Wichita, KS Jun 27-29
 Arkansas Anime Festival – Springdale, AR Jun 27-29
 Black Hills Con– Rapid City, SD Jun 27-29
 Crypticon Kansas City– Kansas City, MO Jun 27-29
 Duke City Comic Con – Albuquerque, NM Jun 27-29
 Horror On Main– Harrisburg, PA Jun 27-29
 JAFAX – Allendale Charter Township, MI Jun 27-29
 Nickel City Con – Buffalo, NY Jun 27-29
 Orlando Card Party– Orlando, FL Jun 27-29
 Planet Funk Con– Davenport, IA Jun 27-29
 PopCon Indy – Indianapolis, IN Jun 27-29
 Prism Convention – Niagara Falls, NY Jun 27-29
 RAGECON – Reno, NV Jun 27-29
SunnyCon Anime Expo – Newcastle upon Tyne, United Kingdom Jun 27-29
 Too Many Games– Oaks, PA Jun 27-29
 Volunteer Valley Comic Con– Morristown, TN Jun 27-29
 MAGE Con– Mahomet, IL Jun 27-28
 605 Pop Culture Con– Sioux Falls, SD Jun 28-29
 Anime ID– Boise, ID Jun 28-29
 Animeverse Kansas City– Kansas City, MO Jun 28-29
 BrickFest Live Columbus – Columbus, OH Jun 28-29
 BrickUniverse Raleigh – Raleigh, NC Jun 28-29
 Collect-a-Con– Cleveland, OH Jun 28-29
 East Texas Comic Con – Longview, TX Jun 28-29
 Garden State Comic Fest – Morristown, NJ Jun 28-29
Hobart Winter Games Fest– Hobart, Tasmania Jun 28-29
Kelowna Comic Con– Kelowna, British Columbia, Canada Jun 28-29
Norwich Anime & Gaming Con – Norwich, United Kingdom Jun 28-29
 Oddities & Curiosities Expo – Baltimore, MD Jun 28-29
 Quad City Con Mankato – Mankato, MN Jun 28-29
 RetroMania – Dripping Springs, TX Jun 28-29
Supernova Perth – Perth, Western Australia, Australia Jun 28-29
 Tidewater Comicon – Virginia Beach, VA Jun 28-29
 Wichita Brick Convention – Wichita, KS Jun 28-29
AniMangapop! Summer– Cardiff, United Kingdom Jun 28
Brighton Comicon – Brighton, Ontario, Canada Jun 28
Gweeplefest– Didcot, United Kingdom Jun 28
 San Fernando Valley Comic Book Convention – North Hollywood, CA Jun 28
Basildon Comic-Con – Basildon, United Kingdom Jun 29
Bradford Brick Festival – Bradford, United Kingdom Jun 29
 Huntsvillecon – Huntsville, AL Jun 29
 Wilmington Anime-Fest– Wilmington, NC Jun 29





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.

