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Issue Quattro - April 2010

Musings from Under the Mountain

Or is this musings about mountains...? Or at least one mountain in particular. Not that well-behaved extinct cone outside the lounge window—the one the world saw in “Hercules” and “Xena”, and now in “Legend of the Seeker”. Not our nice Mangere Mountain.

No, I’m thinking about a mountain with a name I can barely pronounce, that is messing up a lot of people’s lives. I refer, of course, to Eyjafjallajökull, that volcano in Iceland, that’s apparently spewing ash into the atmosphere over Europe, and grounding all the airplanes. Now, while I’d been feeling sorry for the people stuck in airports, and wondering what the long term economic effects would be, it wasn’t until I was watching the News on Sunday that I realized I’d been directly affected. You see, the newsreader mentioned the word “freight” - and then my mind went to the order we’d made on Amazon UK earlier in the week (before anyone mentioned volcanic ash clouds I might add). Somewhere in Europe, stuck, are four lonely little packages with our address on them—one might have got away in time, but I doubt the others did. (Why four? I dunno. Amazon only knows why our orders seem to always end up split into a series of boxes.) How is this relevant, you might ask? Well, with the New Zealand dollar riding high against the British pound we’d order some more Doctor Who DVDs—and the prices are much better than local, even allowing 50% for postage. And there are some things you really want the DVDs for—extras like the Dr Who proms concert which is including in the 2009 Specials DVD collection. Only £22 or so when you lose the VAT—about \$NZ60 once you include its share of the freight. And now... I’m not sure even Amazon knows where they are. And my new cookery book, too. Doh!

The worse of it, is the fact that a lot of this may be sheer paranoia. Some reports from pilots, mainly of freight planes, who have been flying across Europe, suggest that the density of the ash cloud is greatly exaggerated. It comes down to the simple fact that nobody wants to pay if there is an accident, and the insurance companies don’t want the airlines to take the risk. I seriously believe they should ask the people stuck in the airports, and in cheap hotels in places like Hong Kong and Delhi, if they’d sign a waiver. My guess, is that most of them would jump at the chance. So would the pilots and aircrew—given a suitable incentive of course. But I don’t think you’ll see it. It’s a Nanny State world... it truly is.

Jacqui

From the Cramped Office

This is a gentle reminder to bring your cheque book along on Wednesday, so we can all enjoy another exciting year of your membership. Yep, subs are due, again. Okay, extortion reminder over, on with the address from the Cramped Office.

Neil Gaiman was fun, and the line to get his signature huge. I think half the audience, and the Wellington Town Hall was sold out, were queuing for it. See, SF/Fantasy is popular. My prediction of meeting old friends was correct: I bumped into a couple I hadn’t seen for over 20 years. Isn’t travel wonderful. And nobody got food poisoning from the Mexican restaurant in Lower Hutt. Which is pleasantly surprising, as the building was once a public toilet.

I don’t know what is on the agenda for this month, but I’m sure it will be a great show, and someday, when I’ve finished all my reading for varsity, I might even read some more fantasy, or SF, or something. I might even have time to watch a film. I’m told there are one or two good ones out there.

Steven

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The Write Quiz!

Can you identify these great science fiction writers from their biographical details?

1. This American writer was actually born in Russia on or around January 2, 1920 (the exact date is uncertain). He was brought up in a Jewish household in New York, but later became president of the American Humanist Association.

- George Adamski
- Brian Aldiss
- Poul Anderson
- Isaac Asimov

2. This British writer was born in the seaside town of Minehead in Somerset on 16 December 1917. He served in the Royal Air Force as a radar specialist during World War II, and in 1945 advanced the idea of using geo-stationary satellites for communication.

- John Christopher
- Arthur C Clarke
- Hal Clement
- Michael Crichton

3. He was born on July 7, 1907 in Kansas City, Missouri, and served as an officer US Navy, reaching the rank of Lieutenant before being discharged in 1934 due to sickness. He gave us words like “waldo” and “grok” and the idea of the waterbed, and many great stories.

- Joe Haldeman
- Peter F. Hamilton
- Robert A. Heinlein
- Frank Herbert

4. He was born March 12, 1925, in Stamford, Connecticut. He speaks Esperanto fluently, as does his best-known character, the Stainless Steel Rat.

- Joe Haldeman
- Harry Harrison
- Frank Herbert
- Fred Hoyle

5. The daughter of an anthropologist and a writer, she was born on October 21, 1929 in Berkeley, California. She submitted her first story at the age of eleven. It was rejected, but she went on to win several Hugo awards.

- Tanith Lee
- Ursula LeGuin
- Doris Lessing
- Jacqueline Lichtenberg

6. She was born in Cambridge, Massachusetts on April 1, 1926. She now lives in Ireland in a house of her own design called Dragonhold-Underhill. She was the first woman to receive a Hugo award for fiction.

- Mercedes Lackey
- Anne McCaffrey
- Patricia A. McKillip
- Vonda N. McIntyre

7. She was born on February 17, 1912 in Cleveland, Ohio. She planned to be a teacher, but had to leave College due to the Depression, and became a librarian. She was already a keen writer, having completed her first book at high school, and introduced many young people to Science Fiction.

- Julian May
- Elizabeth Moon
- C.L. Moore
- Andre Norton

8. His great-grandfather was the oil tycoon, Edward L. Doheny, and he was born on April 30, 1938. He has won no less than five Hugo awards mostly for short fiction.

- Damon Knight
- Larry Niven
- Andre Norton
- Alan E. Nourse

9. Born November 26, 1919, this American writer travelled for much of his early life, until his family settled in Brooklyn when he was seven. Both a prolific writer and editor, he was the first person to win Hugo awards for both disciplines, including a best novel award in 1978 for "Gateway".

- Poul Anderson
- Charles Platt
- Frederick Pohl
- Christopher Priest

10. Born on January 15, 1935 in Brooklyn New York, he was a keen reader, and began writing in his teens. He sold his first book aged 20, and soon was writing, by his own account, over a million words a year, taking took us to the “World Inside” and somewhat later to “Lord Valentine’s Castle”.

- Fred Saberhagen
- Charles Sheffield
- Robert Silverberg
- Clifford Simak

by
Jacqui
Smith



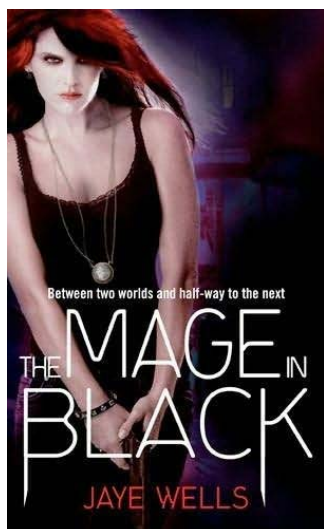
Stephen Woodworth
“Through Violet Eyes”
Published by Piatkus – an
imprint of Little, Brown
Supplied by Hachette
Reviewed by Kevin G
Maclean



Stephen Woodworth is a talented short-story writer, no doubt about that. You don't win the Writers of the Future contest and sell to top-line magazines if you aren't. But this was his first novel, and as I've been discovering for myself, there's a world of difference between the two lengths. I'm not going to try to place it in a specific genre, because it has elements of many, but to say it was a Detective Paranormal Romance would be accurate but incomplete. The novel is set in a current-day USA where those with violet eyes can channel the dead, and those without can't. Someone is killing these already-scarce "Violets". The story follows one particular Violet (female) and an FBI agent (male), both somewhat psychologically damaged, as they struggle to resolve this case. And guess what? Nah, you don't need to guess—I already told you it was a Romance.

Well, you could have got all that from the cover, and what a great cover it is, but what's inside? As I mentioned earlier, this was his first novel, and to my jaundiced eye, it shows. The first half is a little stiff and overly structured for my taste, but in the second half, well, I'm not sure whether he finally got into the swing of things, or whether I'd just got used to his style, but I couldn't put the book down. Not even when one of the cats brought in a healthy mouse and started playing with it right next to me. "Not now, Shadow! I'm reading!" So... my recommendation? Buy it. Read it. Do whatever it takes to get through the first half, and then hang on for the ride. I promise you, the payoff is worth it. I have the next three in the series waiting to be reviewed. I'm quite looking forward to them.

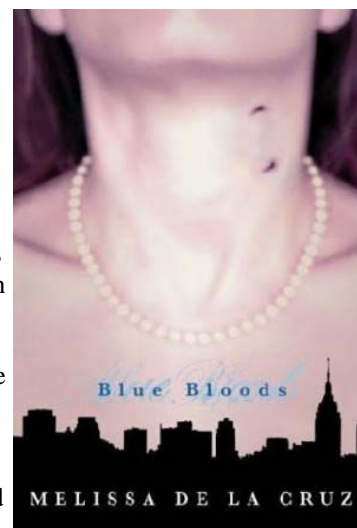
Jaye Wells
“The Mage In Black”
Published by Orbit
Supplied by Hachette
Reviewed by Jan
Butterworth



Sabina Kane is back, and this time she's taking on the big apple. She travels there to meet her long lost sister and to discover her mage side by learning magic and how to cast spells. Unfortunately her first night is a little disorientating and she enriches on werewolf territory, as well as pissing off the local vampire

master, who happens to be an old flame. The only way to make things right is by agreeing to a fight to the death with the werewolf alpha. After these issues are resolved, she has a run in with a demon and learns there is a mage trying to kill her. Oh, and she is the 'Chosen One'. Her cat demon is back, and this time he falls in love with a hot, female demon who can take the form of a peacock. Continuing in the same world as in the first book, Sabina juggles learning to fight as a mage with staying alive as she unravels the conspiracy behind why someone is trying to kill her. She also has to deal with two sexy men vying for her, while her demon is discovering fairy porn and spending all her money on fae hookers. All the time there are complex diplomatic maneuverings going on to gain support for a war against the vampires. The second book in the Sabina Kane series, this is fast-paced and fun, another extremely entertaining must-read if you enjoy the urban fantasy genre. This can be read as a stand-alone as enough background is briefly explained but you'd miss out on the extremely good first book in the series.

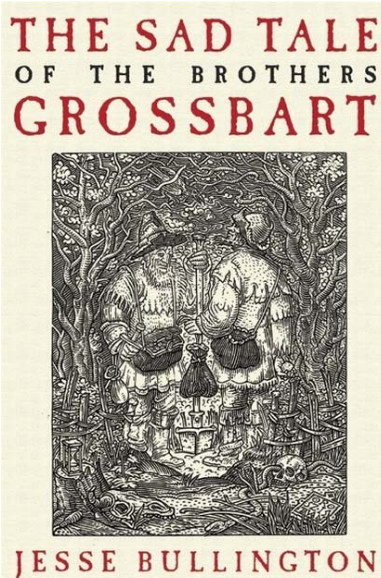
Melissa de la Cruz
“Blue Bloods”
Published by Orbit
Supplied by Hachette
Reviewed by Jan
Butterworth



A story about vampires that's written for the teenage market. It's not as angsty as Twilight, though there's still a bit of the 'downtrodden heroine nobody understands'. The teens live in high-society New York and lead privileged existence, except the aforementioned downtrodden heroine whose family lost the money years ago. It follows the three main characters throughout finding out they are vampires, and the rules that govern them. The author has created a very different world of vampires than usual, and it is very interesting to read about their life cycles and the fat they can go out in the sun (*and not sparkle!*). According to the book false rumours about vampires have been circulated for years, a conspiracy to fool humans they exist. The heroine, Schuyler, finds out she's part of a long, illustrious line of vampires, the Blue Bloods, though the only one to have a human father. Throughout the book are pages from a fictional diary of one of the early settlers of a colony in America that tells of another colony of settlers who vanished, leaving a single word carved in a tree. The colony was composed of the Blue Bloods, and Schuyler and her friends are convinced that the corrupted vampires (Silver Bloods) responsible for their disappearance have returned. This story took a real piece of history and concocted a what-if around it. It was an interesting read, and I look forward to the next in the series to find out what happens next. Teenage fans of the genre will probably enjoy this series.

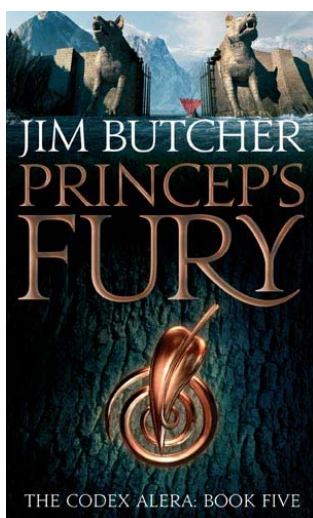
Jesse Bullington
“The Sad Tale of the Brothers Grossbart”
Published by Orbit, 425pp
Supplied by Hachette
Reviewed by Jacqui Smith

I have to say that I found myself reading this book with a sort of grim fascination, watching the vile brothers and their misadventures, and wondering what sort of sticky end the author was planning to inflict on them. It is rare that you encounter a book where it seems that all the characters are either mad or bad, and anyone you can truly sympathise with gets killed remarkably quickly – and yet you still keep reading! Part of the reason I kept reading is that this novel is truly unique. Most medieval fantasy is just that – pure fantasy, and far removed from the realities of medieval life and belief. This novel places you right there, where the plague still lurks in dark corners, and there really are monsters on the edges of the maps. Many of the things found in modern horror stories have their roots in medieval legends – and here they are, beasts and demons both. The brothers themselves are bad enough - a pair of grave-robbing murderous brutes, careless of killing or wanton destruction in the entirely selfish interests of their own survival and their determination to find and rob the golden tombs of Gyptland... Will they get there? What nasty fate awaits them? You just have to grit your teeth, read on, and find out!



Jim Butcher
“Princeps’ Fury: The Codex Alera: Book Five”
Orbit Books
Supplied by Hachette
Reviewed by Steven Litten

Once again, we enter the world of Tavi of Calderon in this, the fifth book in the Codex Alera. Having achieved an accommodation with the Canim, Tavi decides it is time to declare his birthright, which is the grandson and heir of Gaius Sextus, First Lord of Alera. Unfortunately, this will also put himself in the way of potential assassins. Due to some decisions he made as Captain of the First Aleran, while morally proper and appropriate to the situation, are not entirely legal, Tavi decides that the sensible thing to do is go into exile with the Canim as they return to their homeland. But the Vord, a threat he thought he had

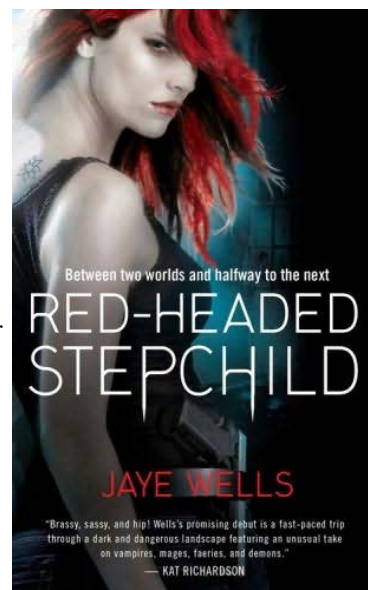


eliminated in an earlier adventure, are carving great swathes through the Canim homeland. And Tavi and the returning Canim are not welcomed with open arms. To make matters worse, the Vord are also invading Alera. Thus, Tavi’s Uncle Bernard and his wife Amara, as well as mum Isana are having a hard time of it too. This book follows the formula of the others in the series: a seemingly invincible enemy, impossible odds and a hero who uses his brain to solve problems. Regular heroes and villains pop up, but not too frequently; Tavi is on another continent, after all. Butcher weaves the various strands together well, and leaves one wanting more. It is just as well the final part has been released, or I may not have coped with waiting to find out what happens next.

I recommend the book (and the series) to anyone who enjoys intelligently written fantasy. I thank Hachette New Zealand for supplying me with the review copy.

Jaye Wells
“Red-Headed Stepchild”
Published by Orbit
Supplied by Hachette
Reviewed by Jan Butterworth

Digging grave is hell on a manicure, but I was taught good vampires clean up after every meal. With an opening line like that, I was confident of a good story and found this an excellent read. As well as having built a new take on the genre, hilarious comedic elements are



mixed in with a desperate race to find out who the bad guys are. If you enjoy urban fantasy, this is a must read! I’m looking forward to the next in the series.

This is a world where there is a fragile peace between vampires and mages, being of mixed blood is a real liability, and Sabina Kane finds it hard to fit in. The only role that the vampire society offers half bloods is as an assassin, and the fact that Sabina is one doesn’t exactly help her make friends. Her grandmother is the leader of the ruling vampires and sends Sabina on a mission to infiltrate a rival vampire cult and assassinate the leader. She acquires a demon cat and finds a sexy stalker who’s also a mage, as she starts untangling the messy political web around her orders, while trying to avoid starting a war between the vampires and mages.

Jaye Wells has created a unique world, where all vampires as descended from Lilith and have red hair – the shades differ according to age, the darker the red the older the vampire. There’s also a demon cat – her stalker summoned a demon to kill her but he was unsuccessful and became stuck on this realm, bonded to Sabina. He took a cat form but an attempt to spell him home failed (mainly because Sabina had no idea what she was doing and translated the spell from the wrong language) and he became trapped in a cat form – a hairless cat form.

NZ April 2010 Board Game Releases

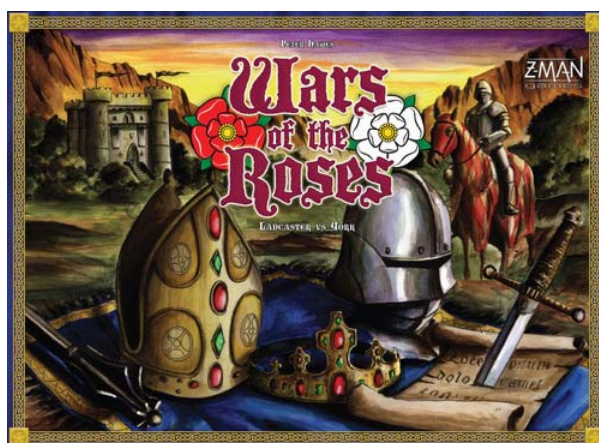
Only a small number of new release games this month, and a few more expansions.

War of the Roses: Lancaster vs. York

Year: 2010
 Publisher: Z-Man Games
 Designer: Peter Hawes
 No. of Players: 2-4

I've tried to reword what I've read about this game, but the complexity of the theme and mechanics mean that it's probably best to take the easy road and use a quote that does it well.

"Two Lancastrians and two Yorkists draft cards that give them control of major towns, nobles, bishops and royal castles. Income generated by these enables them to raise armies and to bribe nobles, bishops and ship captains to change allegiance. Players then use secret planning and simultaneous deployment to gain control of the six areas in England and Wales and, hopefully, enough votes in parliament to crown their royal heir as king." – Boardgamegeek.com



Nuns on the Run

Year: 2010
 Publisher: Mayfair Games
 Designer: Frederic Moyersoen
 No. of Players: 2 - 8

I'd never heard of this game until I started putting this article together, and I want it. It's exactly what the cover implies, you play a novice that wants to fulfill their secret wish (could be quite innocent, or a bit naughty) but to do so they need to get the key to the locked room where the item is and make it back to bed without being caught. Mechanically it sounds like a cross between Scotland Yard and Kill Doctor Lucky. There's the 'line of sight' mechanism of Kill Doctor Lucky (if you are seen the guard can come after you), but without the war of attrition that KDL tends to have.

The theme appeals to me and it sounds like it's fixed the things that Scotland Yard & KDL which can bug some people (ok the things that bug me...).

Ablaze!

Year: 2010
 Publisher: Mayfair Games
 Designer: Heinrich Glumpler
 No. of Players: 1 - 4

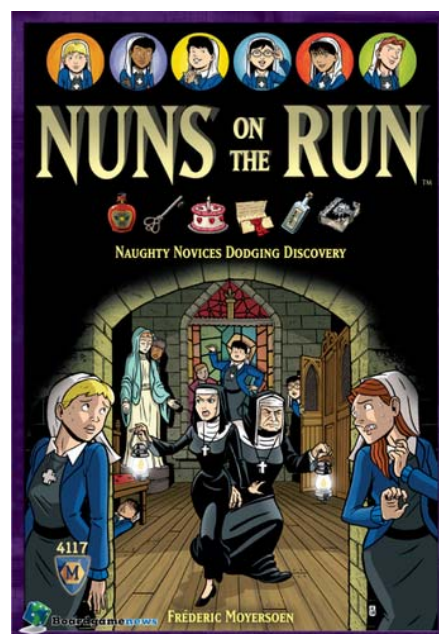


This box in fact contains three games that all use the same components, previously only available in German (but with a few slight rule changes).

Wild Fire! - Players are firefighters trying to contain a spreading wildfire.

Volcano! - Players now control air tankers that need to drop water in order to extinguish or isolate sections of a fire created by an active volcano. Save the most land, and you will win.

On the Run! - Lightning has started a brush fire in the forest, and the animals are fleeing. Save the most animals to win.



War of the Ring Collector's Edition

Year: 2010 (original game 2004)
Publisher: Fantasy Flight Games
Designers: Francesco Nepitello, Marco Maggi, Roberto Di Meglio
No. of Players: 2 - 4

Not a new game, but when I saw the size of the box compared to the original (which is a big box in its own right) and the quality of the figurines I just had to make a note of it.



It's a middle-earth strategy wargame, the collector's edition as well as being gorgeous comes with extra bits & scenarios plus updated rule book (based on feedback). Only 2000 have been made.



Expansions:

Last night on Earth: Survival of the Fittest
Last night on Earth: Zombies with Grave Weapons Miniature Set
A Touch of Evil: Something Wicked
Wings of War: Balloon Busters
Prophecy: Dragon Realm

The list of games was taken from the list at www.pixelpark.co.nz. All pictures in this article were found at www.boardgamegeek.com and I thank those who spent their time taking them.

Uncorked Broderick Wells

Where did that bottle go? I could've sworn I put a full one down halfway through the last vampire flick, and now it's gone! Wait a minute, it's all coming back, and up – the film was so bad I decided finishing the bottle was better than watching Edward and whoever not consummate their undead love. That is the problem with modern vampires: they're all too Apple Pie American and clean. Safe, even.

Back when my favourite tippie was just a grain growing in Scotland, Dracula was bringing his East European sensibilities to London. Naturally, the old boy wanted to emigrate and live among the most refined people on the planet. Must have thought the French were a bit déclassé for allying with the Turks. So Dracula decides to assimilate with the English, as Johnny Foreigner should, but he's not going to leave his unsavoury Eastern habits behind. Thus Bram warns us of the dangers of foreigners: they may look like English gentlemen, but they can't behave like them, no matter how well read they are. Nosferatu gives us a similar warning about East European Jews, sucking the life out of poor widows in Germany. Nasty things, vampires (or Jews, or foreigners) you can't trust them to be nice to the locals. Actually, I only heard this explanation of the two classics today on the radio. It had never occurred to me before. But the explanations do sort of tie in to the rampant cultural xenophobia and superiority complex the Brits had, and the anti-Semitism being expressed in Weimar Germany.

True Blood and Twilight both cater toward American tastes for wanting a nice, safe foreigner you can invite into your home, and who has no desire to bonk your daughter. Suddenly Dracula and company have gone from rapacious sexual predators to sexless soul-buddies. Blugh! A vampire has needs and generally this involves blood, yours (mine is too thin and alcoholic). To transform him or her into some sort of romantic, ageless, wise and platonic companion is not just wrong, it is diminishing horror. All right, Bram Stoker was a syphilitic hack with one great book to his name, and Nosferatu is just a rip-off of it, but they were drawing on fine tradition of having villains doing evil deeds, like eating people, and not just for kicks. For vampires, people are the only game in town. Hence the need to hunt them down. You did not invite them into your house, as it then became not your house.

So, I'm going to watch Daybreakers and cheer every time one of those blood sucking creatures dies.



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HOW TO TRAIN YOUR DRAGON

Dreamworks, 2010

Directed by :
Chris Sanders & Dean DeBlois

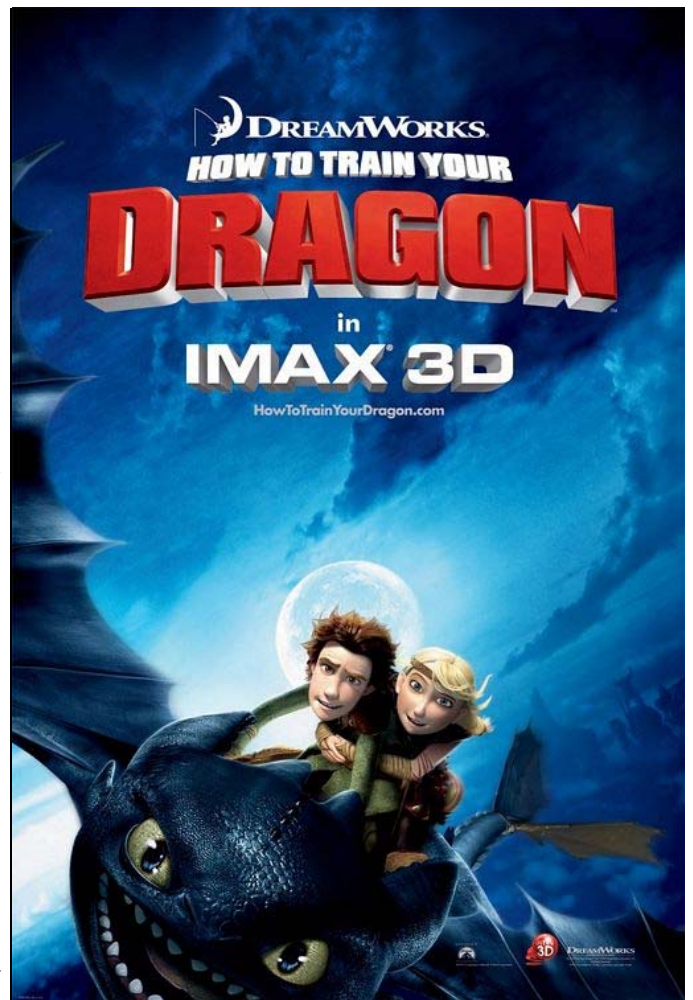
Produced by :
Bonnie Arnold, Doug Davison, Roy Lee, Michael Connolly, Tim Johnson

One of the things about being the parent of a pre-teen boy child is that you have an escort to school holiday movies. You don't feel awkward among the swarm of kids and their parental units, because you're part of them. Of course, you get to help choose the movie—and occasionally you can insist. Last holidays, Mum insisted that we went to see "Avatar", even though it wasn't a kids' movie and I was glad I did (the kid was rooting for "Alvin and the Chipmunks: The Squeakquel" which sounded absolutely dire).

This holiday it was a toss-up between Tim Burton's take on "Alice in Wonderland" and "How to Train Your Dragon". Now, I had been planning to take the family down that rabbit-hole... but then I read the comments on "Alice", which could only be described as indifferent—some liked it, some didn't. By comparison, the Wikipedia and IMBD entries on "How to Train Your Dragon" were more than enthusiastic. When you read that "Rotten Tomatoes reports that 98% of 140 professional critics have given the film a positive review" you know that you're looking at something which ought to be pretty damn good. So, that settled it. Besides which, it's a movie about dragons—and you know how keen the Smith clan are on matters draconic.

So, we booked our tickets on-line as you do, and headed down to Manukau, armed with popcorn (I got into big trouble for forgetting the popcorn at "Avatar") and other snack-fodder. For those who live in parts northward, the Manukau cinemas have been re-located to the main shopping centre, and they're very nice—comfy chairs, woot! We did choose to go 2-D by preference, but I have to say that the movie had a very 3-D feel to it.

So, what was it about? It's all a bit unlikely, even for a fantasy. We have a colony of Viking warrior-types on a island called Berk with a rather draconic pest problem. We have this boy, with the unlikely name of Hiccup (voiced by Jay Baruchel), who's a bit of a misfit, whose father is Stoick (voiced by Gerard Butler), the chief of the tribe. Needless to say, the father and son have a major misunderstanding problem. Boy tries to please father, Father doesn't get it. The usual problem. Hiccup is also something of a mechanical genius, and manages to bring down that rarest of dragons, the Night Fury, trapping it in a canyon. Hiccup learns how to train not only his dragon which he names Toothless and help him to fly again, but also learns how to make friends with dragons in general. So he and the other young people of the village get to



rescue the fleet, and set the dragons free from the big bad monster. Oh, and in the end Hiccup not only gets the girl, he is of course, reconciled with his father.

All very predictable, you're thinking. And, yes, it is very straightforward, but you have to remember that this is a family movie, aimed at children and their parents. Many of them will see the relationship between Hiccup and his father mirrored in their own families—and see the potential for the same positive resolution. So, it's just another feel-good kiddie movie? No, it's not. There is a lively sense of humour—I laughed out loud when we learned where Hiccup's helmet had come from! And there are those wonderful CGI dragons. They are very, very well-drawn. The only dragon I wasn't more than happy with was Toothless, who struck me as too bat-like and round-headed. Mind you, they did give him the most awesome breath-weapon—an explosive plasma bolt which was critical to the plot, to blow up the big bad. Over all, the movie had some of the best CGI I've ever seen. Stoick's beard has to be seen to be believed.

So, in conclusion, great movie... go find yourself a pre-teen escort and go see it. I'd be curious to hear how it looked in 3-D and on the IMAX, but I enjoyed it perfectly well in 2-D, which means it should go pretty well on the same screen, and will probably look good as a computer game. More than that, I liked the positive emotions watching "How to Train Your Dragon" left me with. Nothing wrong with coming out of a movie feeling good, and smiling at the world.

Obits

(in no particular order)

Major General Robert M White, age 85

X-15 pilot. First man to exceed Mach 4, 5 and 6. First man to fully open the throttle on an X-15. (Quote: "Boy, what a ride that was.")

First winged astronaut.

Commander of the Air Force Flight Test Center at Edwards in the early 1970s.

Shot down over Germany in 1945 (POW). Flew fighters throughout the Korean War. Flew 70 missions over North Vietnam. Awarded Air Force Cross. Died in bed of age-related problems.

<http://www.latimes.com/news/obituaries/la-me-robert-white24-2010mar24,0,1367170.story>

Robert Culp, age 79

Actor, best known for playing Agent Kelly Robinson in "I Spy" i.e. Bill Cosby's senior partner.

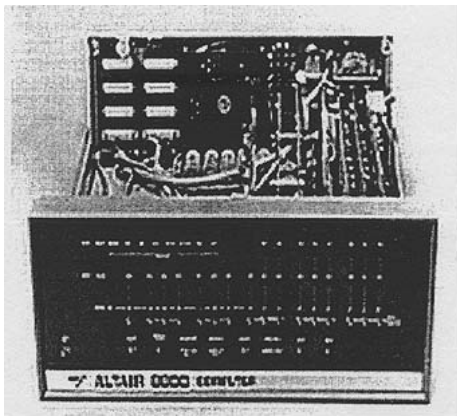
Herb Ellis, age 88

Jazz guitarist, played with damn near everyone worth a damn.



John Forsythe, age 92

Actor. Major roles in 'Charlie's Angels,' 'Dynasty' and 'Bachelor Father'.



Ed Roberts, age 68

Creator of the Altair 8800, the world's first "Personal Computer"



Wilma Mankiller, age 65

First woman chief of the Cherokee Nation.

Malcolm Maclaren, age 64

Most famously, manager of the "Sex Pistols". At the time, his clothes shop was named "Sex".

John Shoenherr, age 75

Artist, his work appeared in Analog of the 60's and 70's.

Dick Giordano, age 78

Comic artist. Produced some of the best Batman ever, including "There is no hope in Crime Alley".



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presented
by
Kevin
MacLean

C O N T E X T

ConText 2011 SF Convention in Auckland

ConText will be held over Queen's Birthday weekend in Auckland, Friday 3rd to Monday 6th June 2011. The venue is the Centra Auckland Airport Hotel.

<http://mymail.ezmsgs.com/em//message/email/view.php?u=5349&id=52063>

The con crew are currently in discussions with Catherine Asaro, an American author of both science fiction and fantasy novels, in becoming the GoH. The fan GoH will be Lynelle Howell, editor of Phoenixine and an active Wellington fan. The crew are also in negotiations with other potential guests.

This is a marvellous opportunity for anyone who enjoys science fiction to participate in 4 days of sharing their hobby with other fans. There will be discussion panels, organised gaming, costuming events, the Quiz, a video stream and a chance to buy science fiction related items. The winners of the 2011 Sir Julius Vogel Awards for Excellence in New Zealand Science Fiction, Fantasy and Horror will be announced on the Sunday night at the Conjunction Banquet.

Full and day memberships will be available if you wish to attend for one or two days only. Organised events will be going into the early evening. The bar will be open all day until late.



C O N T A C T S

Stella Nova Wiki:

http://stella-nova.sf.org.nz/wiki/index.php/Main_Page

Nova Zine Back Issues:

<http://stella-nova.sf.org.nz/wiki/index.php/StellaNova:Novazine-new>

Postal Address:

Stella Nova
PO Box 74-013
Market Rd
Auckland 1543

President:

Stephen Litten president at stella-nova.sf.org.nz

Editor:

Jacqui Smith editor at stella-nova.sf.org.nz

C A L E N D A R

This Month:

- BOOK Monday 26 April
- SPACE Friday 7 May—Chez Smith
- BOG Saturday 15 May—Presidential Palace

Next Meeting:

Wednesday 19 May
7:30pm
Auckland Horticultural Centre,
990 Great North Road,
Western Springs

Meet the new Crew!

Upcoming Events:

August 27-29 Au Contraire
2010 New Zealand NatCon Wellington
<http://www.aucontraire.org.nz/>

September 2-6 AussieCon IV
2010 WorldCon in Melbourne
<http://www.aussiecon4.org.au/>

September 23-26 GenCon Australia Brisbane
<http://www.genconoz.com/>