



— JON HAWARD 04—

colour ALAN CRADDOCK

For more about the Trigan Empire see “Uncorked” on Page 5 ...

Issue Otto - August 2010

N O V A N N E

Musings from Under the Mountain

I really did mean to be a good girl and read all the offerings for the Hugo Awards before voting, I really did... But I didn't. Not all of them. But I did vote on the majority of the categories.

I did read the short stories. One of them could only be described as porn, and didn't seem to go anywhere—how did this dross get nominated? One was plain depressing. One was weird. One just didn't grab me. But one I liked, so Mike Resnick's "Bride of Frankenstein" got my vote.

With the longer categories, I went for the "does this story want me to read it" principle. After all, it's what mostly determines whether or not a story gets published in the first place. On that basis, I actually ending up reading one of the novellas, "Palimpsest" by Charles Stross, in its entirety—it wanted me to read it that much. And so I voted for it. Stross also got my vote for his novelette "Overtime". Not only did I like that one, I could see scope for an entire RPG campaign in the background. (I can imagine doing that with "Palimpsest" if it wasn't for one thing—time travel makes my teeth ache...)

As for the novels—when I found myself reading selections from Cherie Priest's "Boneshaker" aloud to all and sundry, I knew I'd found the book to vote for. I've even ordered a hard copy of "Boneshaker" to take with me (if it arrives in time). It has to be said that the practice of making electronic copies of the written works available for all voters to read is a great plan, and means that more people will be able to vote, and vote intelligently.

That brings me to the dramatic presentation categories. After having forced myself to watch Dollhouse, and deciding that it probably hadn't been worth the effort, I stuck with my favourite of the Doctor Who episodes, "The Waters of Mars". Not that I'm expecting many nominations for Doctor Who next year—it simply hasn't been that great this season. I will admit that I hadn't seen "Moon" though I'm told it's pretty good. I have seen "District 9" and I have seen "Avatar" and "Star Trek", and when I asked myself which I'd like to watch again, "Avatar" won hands down. (I'm sorry, but potty-mouthed South African whiners don't do much for me, however excellent the moral of the story).

All of that said, I'm forced to wonder—were these really this year's best offerings in science fiction?

Jacqui

From the Cramped Office

SF can be found in all sorts of places. Recently, I've taken to participating on an internet forum about military history, but one of their sub-fora is *Alternate History*. This is the realm of SF (and in many cases, fantasy). There's the usual fanboy stuff, "what if the Germans/Nazis did this, that or the other?" The usual answer is "Still would have lost, dude." WW2 is pretty heavily researched, and the Nazis weren't renowned as great financial planners. But on another, deeper, forum, there are purely SF related questions – *Aliens v Predator* stuff (okay, the site tends to be visited by military geeks) and so forth. Naturally, because I like my forum to punctuated by intelligent comments and questions, <http://www.armchairgeneral.com/forums/forumdisplay.php?f=131> is a site you should visit.

Coming up in the not too distant future are the local NatCon, *Au Contraire*, in Wellington, and the 2010 Worldcon, *Aussiecon 4*, over in Melbourne. Presumably most of the club is going to one or other. As a result of these falling on consecutive weekends at the end of August and beginning of September, there won't be any official September SPACE. But that doesn't preclude those not heading off to Melbourne/Wellington from organising an informal SPACE. Discuss it amongst yourselves and go for it.

On a more positive note, Rose Loughran, artist and author of *Red Moon Rising*, will be visiting NZ for a holiday, and has been in contact with the Presidential household. We'll hopefully be able to drag her along to a club meeting as some sort of advanced show-and-tell, but more on that later, when I have more details.

Steve Litten

Contents

Editorial	2
Presidential Address	2
Book Reviews	3-4
Felicitations	5
Uncorked	5
Movie Review, Obits	6
Sky at Night	7
Board Games	7-9
Upcoming Events	10

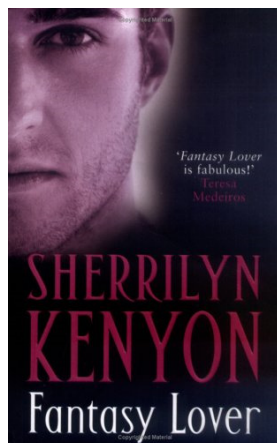
Fantasy Lover

Sherrilyn Kenyon
Published by Piatkus
Supplied by Hatchette
Reviewed by Jan Butterworth

"I would date if I could ever find a man worth shaving my legs for."

A Spartan general in ancient Greece, Julian of Macedon had a curse placed upon him by the gods, to become a love-slave and spend eternity pleasing women while never being pleased, his essence magically held in a book that is passed down from woman to woman. The book finds its way to a secondhand bookshop.

Grace is a sex therapist who hasn't dated for 4 years. A friend gives her the book for a birthday present, so she can summon a love-slave and enjoy herself. She ends up wanting to break the curse so Julian can be free and has to deal with the Greek gods in order to achieve her goal. This story is the prequel before the Dark Hunter series, this is more a stand-alone romance, but Julian and Grace are definite fixtures in the series. A slightly raunchy book, you might want to read it first before passing it on to teens, but it also has moments of humour, such as when the Greek god Eros turns out to be a modern day xxxxxxx. No, read it to find out. It's a light-hearted fun read.



Infinity

The Chronicles of Nick Book 1
Sherrilyn Kenyon
Published by Piatkus
Supplied by Hatchette
Reviewed by Jan Butterworth

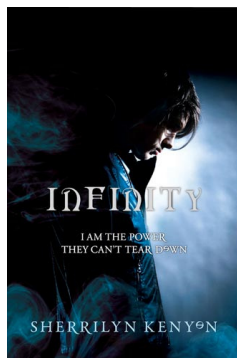
"Normal zombie attacks – That made Nick wonder what would qualify as a abnormal zombie attack.

"- are done by dead people brought back from their graves. They're under the control of their masters and attack humans to get a taste of blood. But this the kid wasn't dead yet. Makes no sense to me."

"Maybe someone spiked his wheaties,"

I'm not a zombie fan but this book is hilarious. This is a prequel to the Darkhunters series that features Nick Gaultier in high school. It tells the story of how he came to be working for Kyrian and features a lot of familiar faces, such as the Peltiers and the vampire hunter Tamara. This interesting group works together to track down the reason for the zombie outbreak and saves the day. A lot of Nick's demon background is explored and a better portrait of his father is shown.

Halfway through the book I had an a-ha moment and twigged to a very important part of the book. I won't say more as you can discover it yourself. This book is an entertaining read that is suitable for teens, and a good introduction to the Darkhunter world. Though this book was written for the teenage market, Darkhunter fans need to read this book, you won't be disappointed.



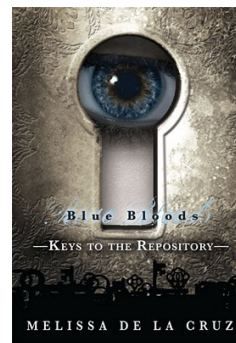
Keys to the Repository

Melissa de la Cruz
Published by Atom
Supplied by Hatchette
Reviewed by Jan Butterworth

This is a companion book to the Blue Blood series, not a new book in the series. It was very interesting and enjoyable though.

It contains a summary of events so far, a profile of every character in the book and brief biographies of the main characters. It also contains short stories that are a continuation of the Blue Blood books, such as Schuyler and Jack's first meeting at the Perry St apartment and an account of their last meeting that is told from Jack's viewpoint. Melissa de la Cruz has begun writing the Wolf Pact series, which follows Bliss Llewellyn as she sets off to find the Hounds of Hell, and gives a sneak peak of the first book in the form of a short story.

This is a book that is set out well, the profiles are written as though they are official Repository records. This is a must read for Blue Blood fans and any newbie should read this book to get a taste of the story and writing style of Melissa de la Cruz. It was interesting to read more about the characters motivations and histories, and the author's notes were a great insight into why things happened.



Night Pleasures

Sherrilyn Kenyon
Published by Piatkus
Supplied by Hatchette
Reviewed by Jan Butterworth

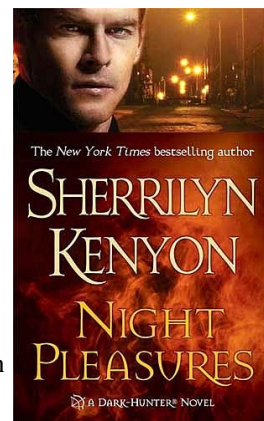
The only normal one in a family of witches and psychics, and with a twin who is a vampire hunter, Amanda Devereaux is an accountant who lives a quiet life. Imagine her shock as she

survives an attack meant for her sister - Tabitha - and wakes handcuffed to a tall, blonde, sexy stranger! At first she thinks it's another attempt by Tabitha at extreme match-making, but soon realises she's handcuffed to a vampire, her sister's sworn enemy.

Kyrian of Thace is a Dark-Hunter, an immortal warrior who spends his nights hunting the vampires and daimons that prey upon mankind. Betrayed in ancient Greece by his wife, he was tortured and died vowing vengeance on his betrayers, which is why he was chosen to be a Dark-Hunter.

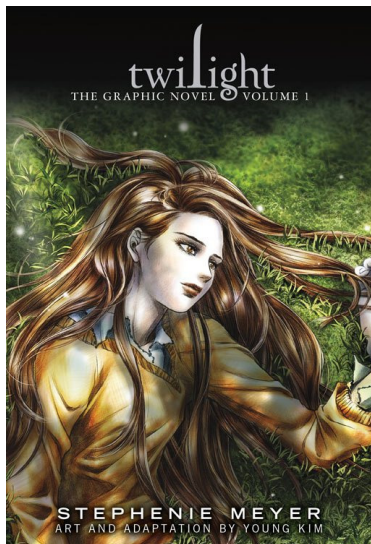
The first in the Dark-Hunter series, the how, why and what of Dark-Hunters is fully explained and important characters are introduced quietly in the background. Amanda and Kyrian just have to find a Greek god to break the handcuffs, track down and destroy the daimon tormenting them and destroy him, oh, and Amanda decides to find and return Kyrian's soul.

This is a paranormal romance, fun, fast-paced and rather steamy, so parents might want to read it before allowing tweens to read it. The first Dark-Hunter book – squee! Thank you Hatchette for re-releasing it!



Twilight the Graphic Novel: Volume One

Stephanie Meyer
Published by Yen Press
Supplied by Hatchette
Reviewed by Maree Pavletich



Even if you are not familiar with the Twilight series (you have been under a rock obviously) you will enjoy the pretty pictures of this anime-inspired re-telling. After all, everyone's beautiful in this universe. The graphics have all the dazzle and zip you would expect and the story translates very well to the graphic format. I am not surprised that the novel is split over several volumes as there is a lot going on and the graphics are large for the page.

My issues with the whole romantic vampire thing notwithstanding, (vampires DO NOT SPARKLE gholdarnit!) it is nice to look at. You will, of course, get more from the original novel but this would do for reluctant readers and ones wanting to quickly get on board with Team Edward or Team Jacob.

Feed

Mira Grant
Published by Orbit
Supplied by Hatchette
Reviewed by Chris Kerr



Twenty years after the zombie uprising, most people get their news from feed sites on the internet. Successful reporting teams tend to be made up of Newsies (who write factual reports), Irwins (who poke dead things with sticks and dictate travelogue-style accounts if they survive) and Fictionals (who provide the serialised fiction, poetry and other entertainments). The book follows a team of three young bloggers who are breaking into the big time when they, out of all the blogging teams who bid for the role, are selected to follow a presidential candidate as he campaigns his way across a country barricaded against the constant threat of zombie outbreak. There's an inventive and interesting story in this book, but unfortunately, you have to wade through a solid hundred pages of exposition before it starts. The exposition continues throughout the rest of the book, and the tone is immersion-breakingly uneven. It's not uncommon for a breathless paragraph about lurching zombies to be followed by three more dry ones going into an unnecessary level of detail about anti-infection precautions in the world following the Rising.

Grant has clearly thought her background out in depth, and makes the mistake of thinking readers are going to

have the same level of interest in, for example, the contrasting reliability factors between different brands and models of blood testing equipment. This is all information the CHARACTERS need to obsess over, and I'd expect that to be reflected in the story, but those characters have a habit of reciting dry facts directly to the reader while waiting for that same equipment to tell them if they've been exposed to the zombie virus and are about to mindlessly attack their friends, or if they're safe. Characterisation is also a little weak outside of the few who are constantly in the spotlight. Most of the secondaries are one-note personalities. They tend to reveal their nature when they're introduced in the text, and stay true to it until the end.

In spite of these things, this is an imaginative and well-paced story if you're prepared to sift it from the exposition. America after the Rising is a country utterly transformed (but also eerily familiar) after two decades of paranoid vigilance to keep the infection from spreading, and the reader gets a ground-level tour of it. Feed presents a believable scenario where ordinary people carry on with their lives while the constant threat of death or infection hangs over them. Grant has a powerful imagination and I enjoyed her take on the living dead as a tool of political terror.

Feed isn't a book for everyone, zombie fan or not, and I can only honestly recommend it to people with the patience to filter the story from the padding. If you're one of those people and you read for clever ideas in fiction, then it might be worth looking at.

The Digital Plague

Jeff Somers
Orbit, 342pp
Supplied by Hatchette
Reviewed by Jacqui Smith



Now, if you got infected with a nanoplague that killed everyone you'd come in contact with, but left you alive, you'd do the obvious thing and lock yourself up somewhere nice and private, and away from other people, wouldn't you? You might, but you're not Avery Cates. He wants to find whoever did this to him, and then he wants to kill them. And so, if you thought the body count was high in "The Electric Church", it gets a whole lot higher in "The Digital Plague". Much higher, since everywhere Avery goes, he takes the plague with him... and millions will die an unpleasant death. And the world that was teetering on the edge in "The Electric Church" simply can't take that kind of punishment.

You need to be aware that this is very much a sequel, although it is complete in itself, and that these books need to be read in the correct order. And of course, I'll slap the metaphorical R18 (language and violence) label on this one too. That said, it's an action thriller, it's noir, and if that's your martini... it's nicely shaken, and a bit stirred as well.

Greetings and Felicitations

[For those of you who missed it.... We were recently lucky enough to enjoy a flying visit from a former member, Felicity, who was kind enough to sit at my computer and write us this brief article, telling us what she's been up to in Blighty...Ed.]

I haven't been to New Zealand for nine years, and although I have been here for three weeks it has felt more like a flying visit. I now live in Britain, just outside of London and spend most of my time looking after my family. Sam is nine and Elizabeth (Lisie) is seven.

I have high hopes for both my children; Sam is very bright, addicted to board games and computer games, reads endless sword and sorcery fantasy and generally has enough of the geek quotient to end up as a science fiction fan. Lisie I was less sure of until she developed a taste for *Doctor Who* (saying that she likes it because it is about space), and surrealistic children's picture books such as *When We Lived on Uncle's Hat*. I suspect an anime fan in the making.

SF-ography

Costuming

- We all entered the 2005 Worldcon masquerade as fairies (because the children were in their fairy phase)
- I have run several small costume conventions and started a costuming group
- Mostly I now make costumes when given briefs like 'Oh, that's right, I need to be a person from the great fire of London at school tomorrow. Goodnight.'

Reading

- Lynn Flewelling (fantasy)
- Robin McKinley (adult rewrites of fairy tales, I especially recommend *Spindle's End* based on *Sleeping Beauty*)
- *Rainbow Magic Fairies* series by Daisy Meadows (out loud and under protest)

Viewing

- *Harry Potter*
- *Star Trek* (the new one, I structured Christmas Day around it – you can do that if all your relatives are Jewish and they don't know how the day is meant to go.)

I next hope to return to NZ for a visit over Easter 2012. It would be perfect if there were an Auckland SF convention to go to then. (Hint, hint). As former club member Les Barrett said, there is so much creative talent in this club, together its members can do really amazing things...

Felicity Brown nee Fletcher

Uncorked by Broderick Wells

At the last *BOOK* held at the Presidential Palace, I chanced to overhear a conversation between Matt P and El Presidente concerning an ancient comic strip, *The Trigan Empire*. I remember this running in a now defunct British comic called *Look and Learn*. So, being the inquisitive and acquisitive sort that I am, decided to chase it down on both Wikipedia (if it ain't on Wikipedia, it ain't real) and on Amazon (source of half the world's debt, 'coz everything's so conveniently priced). It turns out that *The Trigan Empire* started out in *Ranger*, which merged with *Look and Learn*, and continued until the latter's demise sometime in the 1980s. And yes, the entire series of over 800 episodes can be had, for a mere £699.

The stupefied Broderick Wells picked himself up from the floor and checked both the contents of his glass and his glasses to make sure he'd read that price right. Yep. For just under £700 (plus postage) you get 12 volumes containing all the stories of *The Trigan Empire* in a lovely set, each one beautifully handcrafted, colour illustrated, blah blah blah. Of course, for most punters, the initial price may be a bit off putting (that's more than my car is worth), so I investigated individual volumes, or other, less expensive (Wells, you're a cheapskate) options. One can buy individual volumes, at about £70 a throw, lovingly handcrafted (yes, yes, we know all that). There are no alternatives. No cheap black and white knock offs to satisfy the poor. Only the oleaginous luxury of full colour handcrafted volumes at seventy quid plus postage.



Felicity with Elizabeth and Sam

MOON

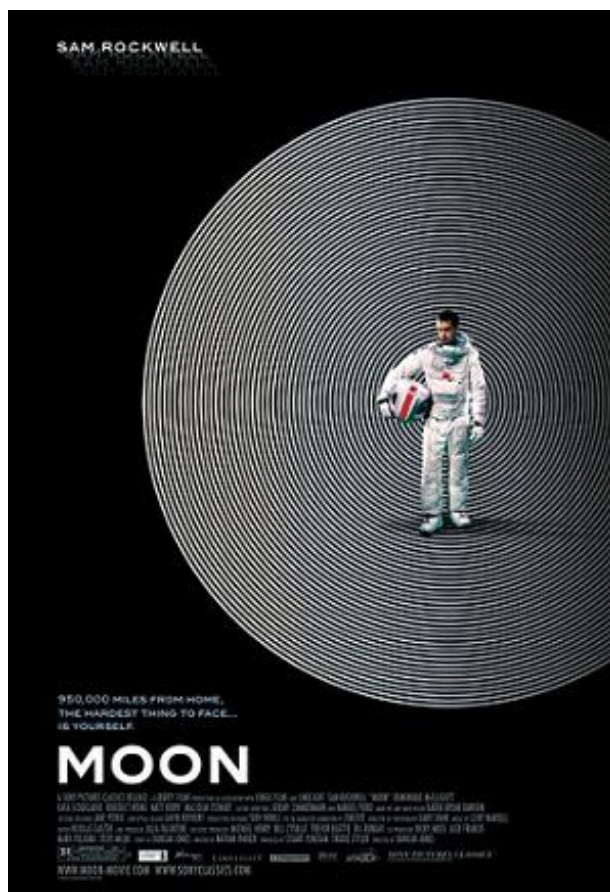
Directed by Duncan Jones
 Produced by Stuart Fenegan
 Trudie Styler
 Written by Nathan Parker
 Duncan Jones
 Starring Sam Rockwell
 Kevin Spacey
 Dominique McElligott

The Review by Malcolm Fletcher
 (no spoiler)

Moon is, in my opinion, everything 2001 should have been. Moon is not an action packed thriller but rather is thought provoking and flows along at a fairly slow pace but it still manages to hold you to your seat as you are caught up with the characters as they discover a truth.

The movie 'feels' like 2001 but in a good way. It is not stealing from the former, but rather, I suspect, paying homage to it. There are times when you are just as confused about what's going on as the characters in the story and you 'discover' what is going on as they do.. and it's a nice twist, nicely handled.

I would recommend Moon to anyone that likes something a bit more thought provoking and not block-bustery. I also really liked the soundtrack which is simple but I found myself replaying it just to hear some parts of the sound track which were really cool and fitted with the action beautifully!



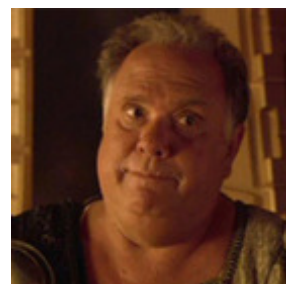
Obits

(compiled by Jacqui Smith)

July 24
Alex "Hurricane" Higgins (aged 61)
 Northern Irish snooker player.

July 27
Morrie Yohai (aged 90)
 American businessman, inventor of Cheez Doodles.

Maury Chaykin (aged 61)
 American-born Canadian actor, best known for his portrayal of detective Nero Wolfe. Played the Goa'uld Nerus in SG-1, and also appeared in Andromeda, CSI, and was the original sheriff in the pilot of Eureka.



July 28
Michael Batterberry (aged 78)
 American editor, founder of Food and Wine Magazine

July 29
Zheng Ji, (aged 110)
 Chinese nutritionist and biochemist, world's oldest professor.

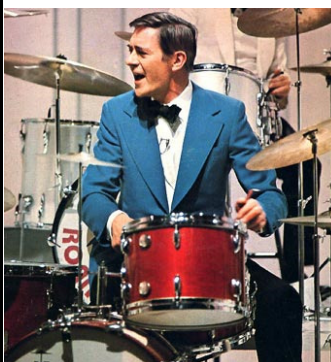
July 30
Robert M. Chanock (aged 86)
 American pediatrician and virologist who made major contributions to the prevention and treatment of childhood respiratory infections.

July 31
Tom Mankiewicz (aged 68)
 American screenwriter (James Bond, Superman)

August 6
John Louis Mansi
 British actor, played Herr Engelbert von Smallhausen in 'Allo 'Allo!



August 8
Jack Parnell (aged 87)
 British musician and bandleader—conducted the orchestra on "The Muppet Show".



August 11
Sir Ron Trotter (aged 82)
 New Zealand businessman

by
 Jacqui
 Smith

The Sky at Night – August 2010

By Keith Smith

Not much going on planetary wise in the evening sky at the moment. Mars and Venus are low on the western horizon after sunset and Saturn is no longer visible. However Jupiter rises a bit later on in the night after sunset so it's high overhead after midnight. Currently located between Aquarius and Pisces.

If you have a dark sky, in a location far away from city lights, the Milky Way runs overhead. Right overhead are the stars of Scorpio and Sagittarius and when you're looking towards Sagittarius, you're looking towards the heart of the galaxy. Sagittarius and Scorpius are rich in objects that can be seen with small telescopes such as the Trifid Nebula (M20) and is well worth a look.

Located near the northern horizon is the bright star Vega in the constellation of Lyre. Vega, Altair (currently higher in the north-east) and Deneb make up what is called the Summer Triangle in the Northern Hemisphere. Also due north is the constellation of Hercules which contains M13, another globular cluster like Omega Centaurus.

(Information taken from information provided in the NZ Astronomical Yearbook and the Astronomical Society Newsletters.)

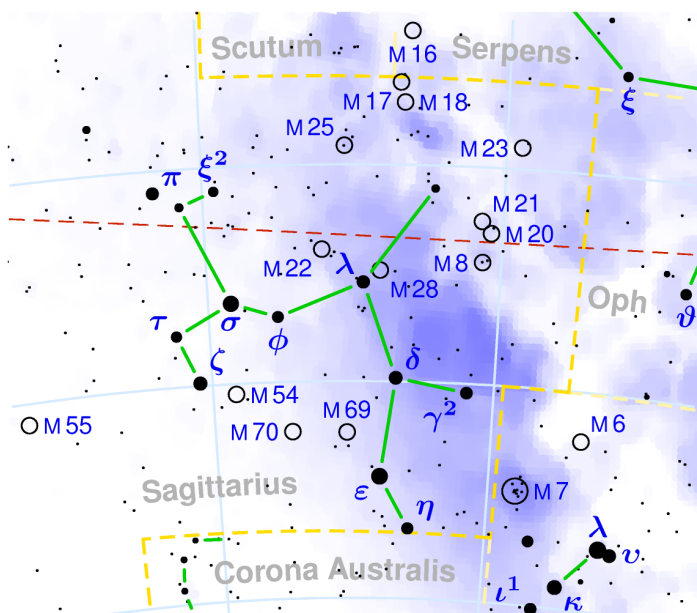
The diagram shows the constellation Sagittarius. The star Alpha Sagittarii is also known as Rukbat, famous in science fiction as the star around which Pern revolves.

M22, M28, M54, M55, M69, M70 and M75 are all globular clusters (not surprising because you're looking towards the centre of the Galaxy).

M20 is the Trifid Nebula.

M8 is the Lagoon Nebula.

M17 is the Omega Nebula.



New Zealand August Board Game Releases

S
K
Y

A
T

N
I
G
H
T



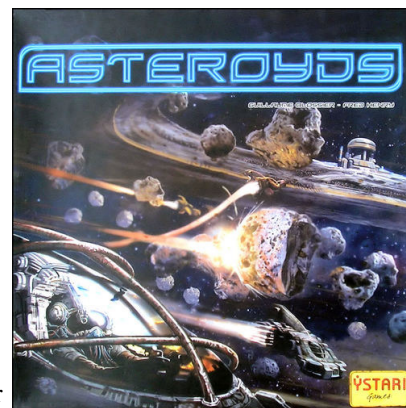
Arcana

Publisher: Alderac Entertainment Group
Designer: Damien Denous
No. of players: 2 - 4
Time to Play: 60 mins

Set in the fantasy RPG city of Cadwallon is a light card game of trick-taking, bluffing, bribery (not Diplomacy style!) and gorgeous artwork.

Asteroyds

Publisher: Ystari Games
Designer: Frederic Henry and Guillaume Blossier
No. of players: 2 - 6
Time to Play: 30 mins



A timed race set in space. Aim is to pass through all four 'doors' to win... but what makes it difficult these doors are located on the constantly moving asteroids.



Battles of Napoleon

Publisher: Fantasy Flight Games
Designer: Sergio Guerri and Ugo Di Meglio
No. of players: 2
Time to Play: 90 mins

A new wargame series that simulates the battles of the Napoleonic age.

Battles of Westeros

Publisher: Fantasy Flight Games
Designer: Robert A. Kouba
No. of players: 2
Time to Play: 60 mins

A Battlelore system wargame based on George R.R. Martin's A Song of Ice and Fire Series.



By
Keith
Smith

By Louise McCully

Ren Faire

Publisher: Atlas Games
 Designer: Michelle Nephew
 No. of players: 2 - 4
 Time to Play: 60 mins



The goal is to outfit your character (who turned up in entirely inappropriate modern clothes) with Renaissance style clothes. A light game with transparent cards, which the cards stack on top of each other to slowly transform your character.

Myth: Pantheons

Publisher: Alderac Entertainment Group
 Designer: Brent Keith
 No. of players: 3 - 6
 Time to Play: 45 mins



A trick taking game with Deity's and Gods powers thrown into the mix. Reviews regard this as a fun game but points out there are a few production issues that detract from the game, such as the money token backs are all the same colour which make it hard to identify in the money pile.

Buzz It!

Publisher: Asmodee
 Designer: Patrick Scharnitzky, Reiner Knizia and Rene-Jacques Mayer
 No. of players: 3 - 15
 Time to Play: 30 mins



A fast party game where players try to blurt out an answer based on the theme read out in time otherwise they get penalized by taking the card.



Fiji

Publisher: Rio Grande Games
 Designer: Friedemann Friese
 No. of players: 2 - 5
 Time to Play: 45 mins

An auction game where the player who owns the most shrunken heads win!

Some of the shrunken heads look very similar to characters such as Bart Simpson, Bert & Ernie and one of the band members from Kiss.

Dixit & Dixit 2

Publisher: Asmodee
 Designer: Jean-Louis Roubira
 No. of players: 3 - 6
 Time to Play: 30 mins



This year's German Game of the Year and its expansion are finally here... I've been waiting since playing this last year. Fun filler game where you choose from one of the images in your hand to give a subtle clue that most other players will get but not all. Other players find a card that could trick the other players into voting for theirs instead.



Egizia

Publisher: Rio Grande Games
 Designer: Acchittocca, Antonio Tinto, Flaminia Brasini, Stefano Luperto and Virginio Gigli
 No. of players: 2 - 4
 Time to Play: 75 mins

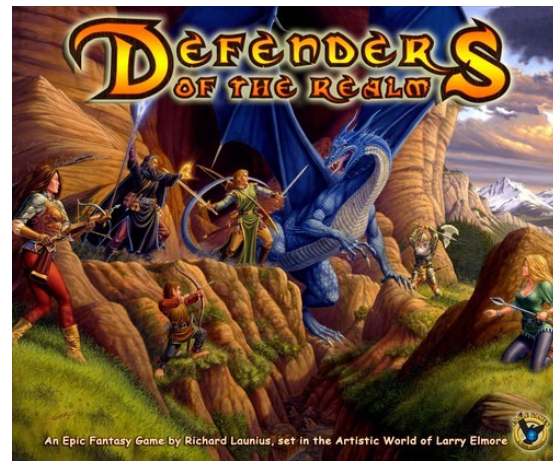
A worker placement game set along the banks of the Nile. Has an interesting mechanism where

everyone wants to sail their ships down the Nile to get the best resources, but the problem with getting to places quickly is that you can't go back and pick up the other stuff you passed by. I would accept a game of this, if it was offered.

Defenders of the Realm (& Barbarian Expansion)

Publisher: Eagle Games
 Designer: Richard Launius
 No. of players: 1 - 4
 Time to Play: 90 mins

It is a co-operative board game where you are one of the King's Heroes, protecting the city from being overrun by the Generals and their minions. If you have played

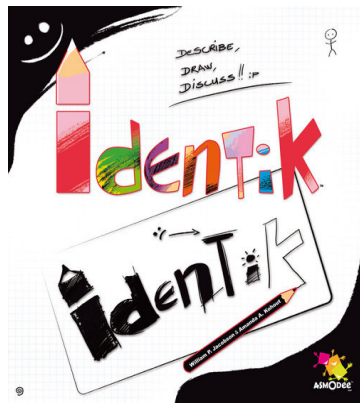


Pandemic the game play sounds very similar, but with a few tweaks, and a fantasy theme. The graphics are by well known fantasy artist Larry Elmore.

Identik

Publisher: Asmodee
 Designer: Amanda Kohout and William Jacobson
 No. of players: 3 - 10
 Time to Play: 45 mins

A party game where the 'Art Director' describes a picture to the 'Artists', which at the end they are judged according to the ten hidden criteria attached to the picture.



Magnifico

Publisher: Asmodee
 Designer: Spartaco Albertarelli
 No. of players: 3 - 5
 Time to Play: 90 mins

An area conquest game that uses Leonardo Da Vinci's inventions but unlike Risk you need to achieve a certain amount of victory points to win (so you could still lose even when you control 70% of the board).



Railways of the World: Card game

Publisher: Eagle Games
 Designer: James Eastham and Steve Ellis
 No. of players: 2 - 4
 Time to Play: 30 mins

This is a light train game - a stepping stone from Ticket to Ride to train games that involve deliveries as well as building track.



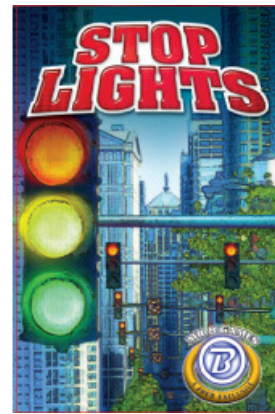
Settlers of America: Trails to Rails

Publisher: Mayfair Games
 Designer: Klaus Teuber
 No. of players: 3 - 4
 Time to Play: 120 mins
 Settlers of Catan turns into a train game with building rail networks and delivering goods. Before I read a review I looked at this game and thought, "Ho-hum, not another Settlers variant", but this one I actually want to play.

Stoplights

Publisher: JKLM Games / Mr B Games
 Designer: Sean Brown
 No. of players: 2 - 3
 Time to Play: 5 mins

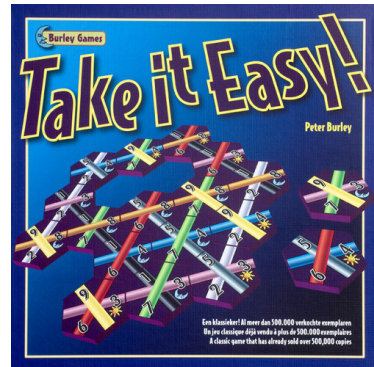
Try to connect 5 in a row of your colour stoplights by using the two card placement methods. Like the game Cartagena it's careful management of playing cards to progress and keeping your hand full of choices.



Take it Easy!

Publisher: Burley Games
 Designer: Peter Burley
 No. of players: 1 - 8
 Time to Play: 20 mins

Bingo but with skill! The Bingo caller lets you know what tile they pulled out of the bag, everyone locates that tile from their identical set and places it on their own board. You score points for unbroken single colour lines once all tiles have been placed.



Expansions

- Arkham Horror: Lurker at the Threshold
 - Game of thrones LCG: A King in the North
 - Game of thrones LCG: Lords of Winter
 - Gloom: Unfortunate Expeditions
 - Werewolves of Miller's Hollow: The Village
 - Rouge Trader: Into the Storm
 - Warhammer Fantasy Roleplay: The Winds of Magic
 - Warhammer LCG: The Burning of Derricksburg
 - Wings of War Flight of the Giants
 - Wings of War WW2: Miniatures series 2
 - Zombies 9: Ashes to Ashes
- The list of games was taken from the distributor's website 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.



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://context.sf.org.nz/wiki/index.php/Main_Page

Catherine Asaro, an American author of both science fiction and fantasy novels, is 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 four 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.



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@stella-nova.sf.org.nz

Editor:

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

This Month:

BOOK	Monday 23 rd August Chez Smith
SPACE	(to be confirmed)
BOG	Saturday 21 st August, 2pm onwards Chez Smith

Next Meeting:

Wednesday 16 September, 2010
7:30pm
Auckland Horticultural Centre,
990 Great North Road,
Western Springs

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/> (CANCELLED)