



Issue Duo - February 2010

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Musings from Under the Mountain

Ah, summer...

It's hot and muggy. The plants are suffering in the sweltering heat—except the weeds for some reason which are growing madly.

The Joust has been and gone, and fun it was too. The next major event in the calendar occurs this coming weekend—dubbed “the mad weekend” by the Smith household, since Keith managed to get himself triple-booked, with Battlecry, TopGear Live and helping out at a barbecue. The persons running the barbecue were politely asked to find someone else, and we've figured out that Keith and Paul can slip away from Battlecry for a while to go see Mr Clarkson et al. Problem solved.

It has to be said that the frequently opinionated and often politically incorrect Clarkson isn't to everyone's taste—but I tend to think that the world could use a little less political correctness. Did science fiction predict political correctness? Well, I'd like to think that it didn't, but then George Orwell came up with “doublethink” in “1984” didn't he?

And now I find myself watching a grown man talking to a dog in the interests of selling over-priced American pet food. Why would I want dog food? I have cats, you silly advertiser! Not sure where the cats are—they get New Zealand made cat sausage for tea, and they seem to like it. Speaking of which, apparently Cadbury have been bought by some American conglomerate, and now their Crème Eggs are imported. And they're not the same... Sad, isn't it?

Enough prattling—again I have managed to conjure up an entire editorial out of nothing. Speaking of which. Useless fact of the month... The word “editor” comes from the Latin phrase “*editus*” which means “to put forward”. The “*editor ludorum*” in Ancient Rome was the person who put on gladiatorial combats!

So... please be nice to each other, and make lots of nice stories, articles and artwork for me. Then maybe I won't start contemplating tying you lot to posts and sending in the wild beasts...

Jacqui Smith

PS... Next month we'll be celebrating the first anniversary of the death of Arthur C Clarke—so I'd like to do a memorial issue. I know some of you have photos... and I'm sure there's stories to tell, and articles to write....

From the Cramped Office

Well, I received confirmation the other day that reviving the 'zine was a good idea. Some drunk masquerading as a potentate from Phoenix SF Soc. Inc. phoned me up to congratulate me on restarting it. So glad when fools seldom differ. Now all I need to do is inspire other people to contribute articles to the 'zine. That and promote the club. Okay, inspire contributors, promote the club and get the members enthusiastic about the club.

Before this turns into a *Monty Python* skit, I am serious about these activities. The members have to be enthusiastic about the club. We have to promote it. I've just had an idea – we brainwash a couple of Mormon missionaries to proselytise for us – “I'm Elder Ken and this is Elder Barbie and we'd like to ask you if you've let SF into your life?” Anybody with a better idea, or great brainwashing technique, please contact the Crew.

And for all you budding writers and contributors out there, just remember that columnists like Alan Robson and Broderick Wells only got any good writing rubbish to begin with. The ease with which they now appear to throw words around is a product of practice, practice, practice (and editing, editing, editing). Jacqui doesn't expect deathless prose; you aren't vampires or zombies. No wait, that's undead prose. Now to slip into a nice cool hardback.

Steve Litten

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Keri Arthur

Circle Of Fire: Damask Circle Book 1

Published by Piatkus Fiction

The Damask Circle is an organisation that is made up of people with supernatural talents that fight supernatural evil. Jon Barnett is hawk shape shifter who is investigating the disappearance of sixteen teenagers, some of whose bodies have been discovered drained of blood. When he's shot and left for dead, he appeals to Maddie Smith in her dreams. Maddie is a clairvoyant fire starter who has never accepted her gifts and, being thought crazy by her family, has retreated from the world. She ignores Jon until her nephew vanishes and she needs Jon's help to find him.

Though I never figured out who the first panther was, I enjoyed the story. This book has Keri Arthur's slow build up to the adventure and action, then its nonstop excitement. The story has classic romantic tension, with the hero saving the day. A light, entertaining read, I'm looking forward to the next in the series.

Sherrilyn Kenyon

Born of Ice

Published by Piatkus Fiction

Alix Gerran has three weeks to save her mother and sister from rape and execution by the Ritadarion Government. To free them, she must find evidence of treasonous activity by Devyn Kell, a spaceship doctor and smuggler, so she obtains a position as an engineer on the same ship. If she fails to find proof, Alix is to plant the evidence needed to legally hang him. Once in service to the League, Devyn now smuggles supplies to those in need of basic sustenance in order to survive. .

The League Series was first published years ago by different publishers for each story and is now being reprinted by Piatkus. Normally a huge fan of Sherrilyn Kenyon, I found this book very hard to get into and my attention wandered frequently. The characters seemed a little spoiled and the evil half-brother who turned out to be a self sacrificing hero was a bit unbelievable. If you want light reading with a bit of action, this would be ok.

Kim Harrison, Jeaniene Frost, Vicki Petterson, Jocelynn Drake, Melissa Marr

Unbound

Published by Eos

A collection of stories by five urban fantasy or supernatural writers, classified in the YA library collection for unknown reasons. Melissa Marr's 'Two Lines' was different, a woman is fighting to stop turning into a glaistig, while her family are encouraging it, all the while she is hunting down a zombie making bad guy she has the hots for. Glaistigs swallow the last breathe of mortals or strangle them – preferably during sex. I really enjoyed Jocelynn Drake's 'The Dead, the Damned, and the Forgotten, about a vampire who has to put down uprisings in her territory and figure out the person behind the conspiracies.

Jeaniene Frost's 'Reckoning' has more of Bones, the vampire bounty hunter. This is before he met Cat and follows him as he hunts down a pair of undead sadistic killers. (Yes, she watched a little too much Buffy before creating him but you can never have too much Spike). The other stories didn't grasp my attention, but fans of the authors might enjoy them.

Keri Arthur

Circle Of Death: Damask Circle Book 2

Published by Piatkus Fiction

Kirby Brown's best friend is killed by a madman who is now after Kirby - and she has no idea why. Doyle Fitzgerald is part of the Damask Circle and has been sent to Melbourne to hunt the killer, where he finds Kirby and uses her as bait to draw the killer out. Kirby's past is the secret to the killer's identity. She eventually remembers being part of a circle of witches in her teens, witches who are being drained of their power then ripped apart.. Another enjoyable paranormal romance from Keri Arthur, full of her trademark action, adventure and romance. I enjoyed this book, there was action from page one, with grisly murders, witches, vampires, shape shifters, and zombies. More is learnt about the Damask Circle and what it does. Looking forward to the next.

Edited by P. N. Elrod

Strange Brew

Published by St. Martin's Griffin

This is a collection of stories by urban fantasy authors, and I found they were well selected and kept my attention. I also discovered a couple of authors I hadn't read before and am interested in reading more of. There are some familiar story settings; 'Seeing Eye' .by Patricia Briggs has a blind witch helping a werewolf find his cop brother. They're not part of the Marrock's pack but the setting is after he outed werewolves. I found this story very enjoyable and my only complaint is it ended to soon. Finding out more about the witch and her family (her father took one eye then she removed the other) would be very interesting. I hope to see more of the cop brother in a spin off series. 'Bacon' is by Charmaine Harris and is about a very old vampire joining forces with a witch from an ancient bloodline to find out who killed her beloved werewolf husband. I love the ending! There's a Nocturne City story by Caitlin Kittredge, about Luna's cousin Sunny. It was a pleasant surprise as she shows she's just as tough as Luna. There's also 'Last Call', a Harry Dresden story where the wizard takes on the darkest of dark powers – the ones who dare to mess with his favourite beer.

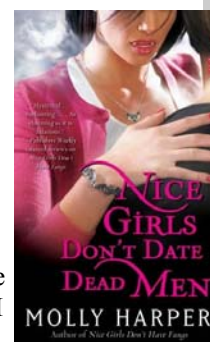
Molly Harper

Nice Girls Don't Date Dead Men

Published by Pocket Star Books

The next light-hearted book about Jane Jameson, a former librarian who was fired and changed into a vampire, both on the same day. Vampires are now part of society and have rights, the same as in Sookie Stackhouse books, except I found this a much funnier read.

Jane is bridesmaid in her best friend's wedding, who is the groom. The bride s a werewolf, a fact they've hidden from his family, who prefer Jane as the bride and have missed the fact she is a vampire. While she's dealing with the Titanic-themed wedding and hostile werewolf in-laws, Jane is also trying to deal with un-dead dating with her rich, good-looking sire Gabriel and her Black Widow grandmother's new fiancé - who smells musty and has a string of dead spouses. This book kept me laughing and I'm waiting for the next in the series 'Nice Girls Don't Live Forever'.



Books Provided by Hatchett

Reviews by Jan Butterworth

AVATAR

Starring Sam Worthington, Zoe Saldana, Sigourney Weaver, Stephen Lang.
Directed By James Cameron

Yes, it's making a Tonne of money and looks set to surpass Titanic as the number one of all time. Yes, it features Groundbreaking SPFX- Courtesy of Weta Digital. And the cast is uniformly good and in one case, outstandingly so. But I Have major issues with the story and some of the events in the movie. Of course your opinion may vary. So let me say straight off I give it 7.5 out of ten. And that's on behalf of all the "Good Stuff" presented, and there is a LOT of that. For a movie just a few minutes shy of three hours, it seems like a fast 90 minutes, and the last movie like that for me was "The Right Stuff".

This has been a particularly difficult review to produce. Probably because I have such mixed opinions about this movie. I had heard so much about it that I had the force myself to lower my expectation a Lot so that I could give it a fair and unbiased viewing- in fact I started to avoid reading about it in advance. I got to see it between Xmas and New year in a decent theatre and not in 3D- I am saving that for my next visit...

But the critic/nitpicker in me was a bit unhappy at times so I would offer these points for consideration:
FIRST: Let's get this absolutely straight – the whole world GAIA thingy is an **overused Bore**, and the idea of



by
Brett
Peacock

plugging into like it was some kind sodding USB 5.0 is... I'm sorry.... JUST PLAIN STUPID!!

SECOND: It's not exactly a terribly original story idea. In fact I would not be amazed if they got sued by at least half a dozen authors including Ursula Le Guin ("The Word for World is Forest") and about twenty who've done Avatar based stories and novels.... I'm reliably informed the Lawyers are already circling...

THIRD: There are more than a few "Say that again" moments, the most obvious of which I'll summarize: It's never made clear if Pandora has Plus or Minus Earth Gravity. If it's Plus 1G then what's with the Floating Mountains? And why are the Na'vi like, nine feet tall? BUT - If it's Minus 1G then why are the Na'vi so freaking physically strong and why is Jake cautioned about careless movement in his new body?

At the end of the film the surviving humans are packed off home-like naughty kiddies. Mr Cameron has plainly forgotten his own previous films. because the first thing that ran through my head watching the Company Guy get onboard was a short scene from Aliens – you know the one, Hick says "Let's just take off, and Nuke the site from orbit. It's the only way to be sure." And, on considering the odds, then that would have been MY suggestion if Earth's survival was at stake.

FOURTH: For the first time I think Cameron is caught doing something he has, in the past, called a cardinal sin in directing: Yes, folks he was "Show-casing". There a Large number of SPFX shots that were there to look pretty, not to advance the story at all.... Oh dear. I'd normally forgive him that, simply because they were indeed very pretty shots, but... he kept on doing it!! (grinding gritted teeth)

The best thing in the film is NOT the FX or the Story. The BEST thing in the movie is Stephen Lang as Col Quaritch the MERCENARY leader. (I capitalised it 'cos there are reviewers who still think he was a Marine Colonel, not a hired gun.) What a freaking awesome performance he turns in! This has the hallmarks of a Star Turn. The movie is worth seeing for him alone but it was good to see Sigourney Weaver onscreen again as well, and she plays a pivotal sympathetic role well. And BTW if the female lead seems familiar (the Blue chick not wearing very much) it's because you last saw her actually in Star Trek. Zoe Saldana is the "new" Lt Uhura!

Well, kids that will do for now. I've had a while to think this one over, and despite the flaws, overall I was impressed by the film, it's certainly worth seeing, and deserves to be a bona fide hit. My overall summary is fairly easy: it's a Good film with an outstanding acting performance by Stephen Lang, but I really doubt that it's the Quantum shift in filmmaking that's it's claimed to be.

(ED: I'm not going to argue with Brett—what I am going to say is that we took the Kid to see Avatar, and he seemed to quite like it—apart from complaining to Mum about forgetting the popcorn. It's a beautiful, elegant film, but it is derivative. It wasn't until I got home until I realised where I had seen this before—in a little-remembered animated movie called "Fern Gully: the Last Rainforest". The whole big tree and the overgrown bulldozer image... it's all there. Is there anything new in the movie business?)

SACRED 2: Fallen Angel & Ice and Blood expansion

The original game of “Sacred” was a fairly straightforward “Diablo 2” clone, written around the basic idea of why mess with something that works well. And if you like “Action RPGs” like “Diablo” then chances are you would like “Sacred”. It did have its flaws but overall I’m still playing it after five years on my system so it works fairly well. Considering I haven’t touched “Diablo 2” in 4 years or more then it had to have something I like.



And I’m glad to report that developer Ascaron (& now also Deep Silver who bought them) have not changed too much, addressing the flaws and polishing the

game and improving game-play while putting it all onto a shiny new, very nice 3d engine, superior in every way to the original Sacred engine. Most noticeably the is now full camera control, not just a zoom in and out, but now 360 pan and yaw.

There are six Characters to play:

A Seraphim – a race of Female Angels (must play the “Light” campaign)

A High Elf Female – apparently the males are a bunch of wusses!

A Dryad Female (relatives of the Elves who have gone green- You arrive with a male but he gets his head chopped off!)

A Temple Guardian Male – A Dog headed Cyborg with a customisable gun instead of a left hand- Ouch!

A Shadow Warrior Male – A Zombie warrior

An Inquisitor male – A Male High Elf Priest/mage who wants to rule the UNIVERSE (Shadow campaign only)

Ice and Blood Expansion adds new features to this base:

Dragon Mage male – Carrier Imp & 2 new Lands to explore and Many new Items to find and use

I have not yet gone very far into the expansion but it does feature two new lands and best of all a carrier imp – basically a walking storage warehouse! And one new character ; the Dragon Mage. And that’s on top of the original game (2 DVDs worth) which is really, really, really large and mostly pretty seamless- there are loads when you enter buildings and dungeons or transit to new districts/lands but otherwise there is little interruption to the Hacking and slashing and /or spell-casting. The Game box claims there are in excess of 500 Quests to solve and you can play either a “light” campaign or a “Shadow” campaign. The expansion adds “many” more to this. So you won’t be finishing it in a weekend of playing either. I foresee a long life on my PC for this one.

Dragon Age: Origins

Do you remember the underwhelming “Neverwinter Nights 2”? No, very few do. [I do, because I just finished it. And I liked it, so there!—Ed.] Bioware developed a Lion engine and used it to drive a.. mouse. It took Polish developers CD-Projekt Red to release “The Witcher” for people to realise just how much could be accomplished with the Bioware Obsidian engine- including just how flexible the gameplay could be. Now Bioware have taken the Obsidian engine a step further.

This game runs on Obsidian 2- only now they call it Eclipse and it’s a beauty.

The gameplay itself is not unlike Neverwinter, but there is a streamlined feel to it that lifts it well above most RPGs and gets it close to feeling like a console game with an OTS view – which you can change to plan tactics.

Best of all, It’s not written for spotty teenagers who lack a real life and this is a complaint I have about 95 percent of all RPGs. The standard idea of a quest in these games is to go fetch something and kill anything in the way. And 95% of the RPGs out there are variants on this. The nearest Dragon Age comes to this idea is to have to choose between having to kill either an innocent, or one of your own in order to obtain the mcGuffin. And there ain’t no way out of it.

Like “The Witcher”, it forces the player to make some fairly difficult choices and each choice produces consequences – up to and including being attacked by someone in your own party if you tick them off enough! An awful lot of Role players will despise it for that reason alone - they are fence sitters in game - always trying to play all sides against their middle. That said, often moral cowardice is actually an option - but trying it leads to consequences too! And they can be worse consequences than the hard choices. And apparently - you can LOSE! As in “lose the game” = chaos and evil triumphs and the world gets annihilated.

Like the Witcher and the Neverwinter series, the engine is fully customisable and there is already a lot of Downloadable Content available, some of it excellent, some okay, and some just cheat items. And an expansion/ sequel adventure is due to be released around March or April.



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NZ January and February Board Game releases

Compiled by Louise McCully

Selection of January NZ releases

Valdora

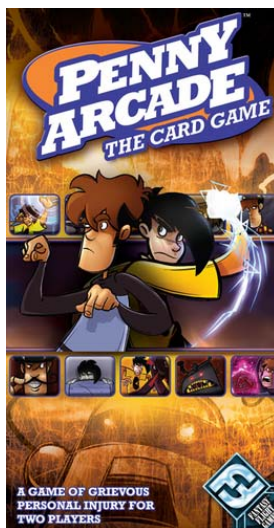
Designed by Michael Schacht
 Published by Abacus—Rio Grande Games
 No. of Players: 3 – 5 Ages: 8 and up
 A fun & beautiful pick up and deliver gemstones game. To decide on your contract you visit a city to choose a leaf out of a book (and you can choose to use up one of your actions to turn the page and hopefully find a better contract). This is the only one in this article I have played and I wouldn't turn down another game.



Penny Arcade

Designed by Corey Konieczka & James Hata
 Published by Fantasy Flight Games
 No. of Players: 2 – 2
 Ages: 13 and up

For those who follow the web comic, there's now a 2 player card game simulating the epic battles of Tycho and Gabe.



Expansions:

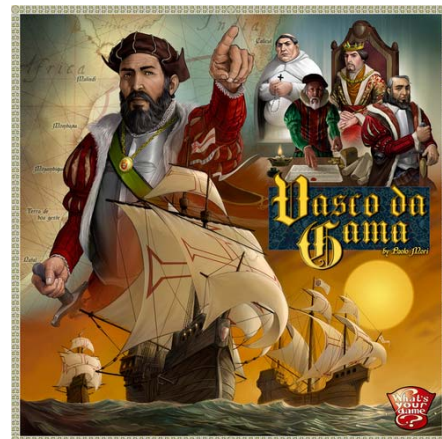
- Pillars of the Earth: World Without End
- Descent: Sea of Blood
- A Game of Thrones: Princes of the Sun
- Agricola: Farmers of the Moor
- Ystari Treasure Box: Contains expansions to six Ystari games: Amytis, Caylus Magna Carta, Metropolis, Mykerinos, Yspahan, Sylla

Selection of February Releases

Vasco da Gama

Designed by Paolo Mori
 Published by 999 Games
 No. of Players: 2 – 4 Ages: 12 and up

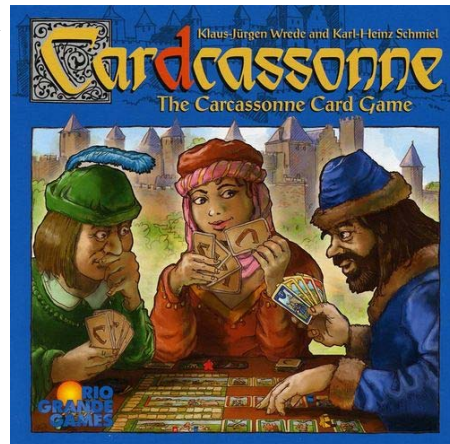
A resource management game with a nautical theme.



Card Carcassonne

Designed by Karl-Heinz Schmiel & Klaus-Jürgen Wrede
 Published by 999 Games
 No. of Players: 2 – 5 Ages: 8 and up

Otherwise known as Cardcassonne. Yes like Settlers of Catan they have adapted the game mechanics to a set of cards.



Kill Dr Lucky... and his Little Dog Too!

Designed by Mike Selinker
 Published by Titanic Games
 No. of Players: 3 – 7
 Ages: 12 and up

Not only is the Cheapass Games legend available in a new edition that is normal priced, and visually pleasing with colour, but now they have included the Little Dog expansion with it. So in theory it's new... but not really.



Ship Yard

Designed by Vladimír Suchý

Published by Rio Grande Games

No. of Players: 2 – 4 Ages: 12 and up

Another resource management game with a nautical theme but from a manufacturer's point of view.



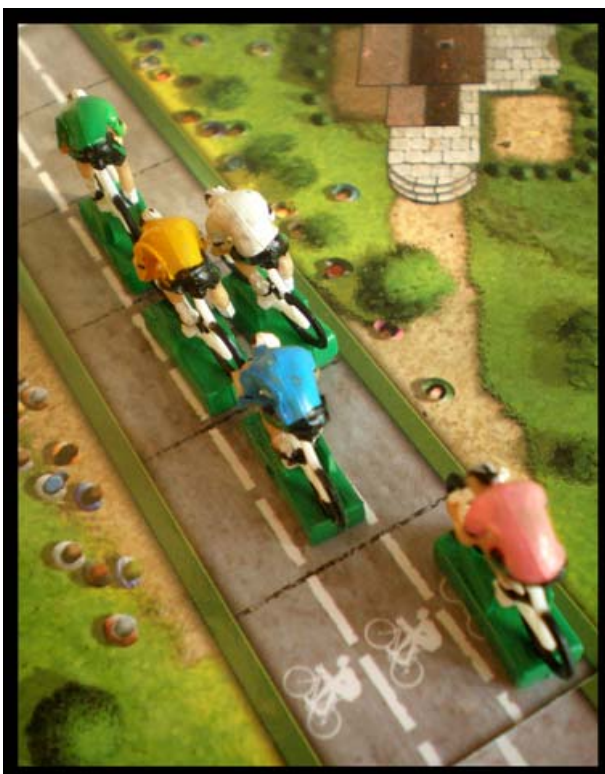
Giro D'Italia

Designed by Christophe Leclercq & Alain Ollier

Published by Rio Grande Games

No. of Players: 2 – 4 Ages: 12 and up

This is a simulation of a cycling race, with really good detail, right down to three different types of cyclists. It comes as both board and card game versions. This is very similar to last year's Leader1 board game simulating the Tour De France. I've got a copy of Leader1... still need to sit down and read the rules ☺



Dungeon Lords

Designed by Vlaada Chvátil

Published by Z-Man Games

No. of Players: 2 – 4 Ages: 12 and up

This game was the top in terms of interest level at this year's Essen games trade show (in Germany it's THE place to showcase new games). This is a dungeon crawl game except you are the goblins trying to keep those pesky adventurers from messing up your turf. I am very tempted to buy this, but I will be patient and try someone else's copy first.



Alea Treasure Chest

Designed by Andreas Seyfarth, Andreas Pelikan, Rüdiger Dorn & Stefan Feld

Published by Rio Grande Games (Alea)



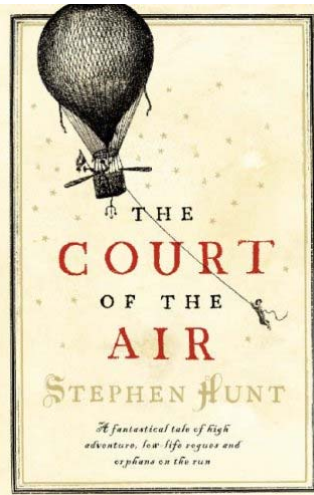
Contains expansions for 7 games. Puerto Rico, San Juan, Notre Dame, In the Year of the Dragon, Witch's Brew, Louis XIV and The Princes of Florence.

For the complete list of the January and February board game releases in New Zealand go to:
<http://pixelpark.co.nz/newgames.htm>

All pictures in this article were found at www.boardgamegeek.com and I thank those who spent their

Uncorked Broderick Wells

It's summer, and naturally a number of things can be counted on: the beer will get warm, the mosquitoes will bite, and computer devices will struggle with cooling. Giving them a beer is a **bad** idea; neither you, nor the beer, nor the computer will appreciate the results. The other day I wished I had given my computer a beer, because it emitted this wonderful "pop" and then failed to proceed. Mercifully the resident technician was on day-release from the sanatorium, and able to diagnose the failure to proceed. "It's broken," he said. He then started talking the sort of gibberish that got him restricted to day-release, while I warmed up several beers the organic way.



I read a book, *The Court of the Air* by Stephen Hunt. It started off not too badly; a sort of modified Victorian England presented in Steampunk fashion. They were facing off against a quasi-Revolutionary France replacement labouring under the joyless "commonshare", a government run by wowers of the first water. But after a few chapters, the author started to get too clever for his own, or the story's, good. The

complexity of the storyline expanded beyond need. What could have been a nice political thriller, or spy story, or simple adventure was ruined by the multiple layers thrown at it because the author hadn't learnt the beauty of restraint.

On the other hand, Bill Pullman's *Northern Lights* can also be described as Steampunk, but, with its clear commitment to a single story type (adventure) is a much more satisfying read. The characters remain a little more rounded, the thread of the narrative is more dynamic, the universe a little more believable, and the overall effect is much more satisfying. And yes, this is the one that was filmed as *The Golden Compass*. The film was not a bad translation of book to the screen. Curse Fundamentalist America for forcing the cancellation of films two and three.

Nurse advised me that the technician's medication had been reset so that his utterances would be comprehensible, and I soon learnt that my primary hard drive had shuffled off its mortal coil. Mostly. After trying several methods of data recovery, including the digital Ouija board, we realised that we would have to reduce the technician's medication to allow him to perform the dreaded "Frankenstein" manoeuvre. However, if it was successful, it would allow me to access everything that I hadn't backed up since, like, ages. (New resolution – do backups, religiously, every day).

Unable to play computer games, I retreated to the easy

chair and watched some episodes of *Angel*, one of Joss Whedon's more successful series. The series showed what *Firefly* could have become if the latter had been popular with the punters – funny, serious, challenging, rewarding. But such is life. I'm now on to season 4 of *Angel*, and enjoying it immensely. Lawyers never had it so bad. I might even forgive the technician for baying at the moon and declaring "I AM GOD, WORSHIP ME" after the lost data was recovered. Well, at least that last one was only said to the cat, and they only worship the food bowl.

The waiter has arrived with the necessary libations, and now I have to choose between the computer, the DVD player and a book. A decision like this requires several whiskeys....

(Taupo Joust—contd. from page 9)



And as for the Romans—their idea of fun was a light bit of gladiatorial combat, followed a bit of gentle crucifixion. Very well done it was, too. Look at the expressions on those little boys watching the gladiators—I think they might have been thinking the blood was real! As for the scene below—I've seen worse acting at the movies...



Going Medieval at the Taupo Joust!

As far as I know, only the Smiths, the Pavletichs and Louise from the club went down to the Taupo Joust this year. Never mind, fun was had. We dressed up in our costumes—the Smiths went Roman all out this year, since we're officially members of Legion II Augusta. Maree and Matt were more or less medieval. Keith took lots of photos, and I intend to fill these pages with pictures. (As an challenge for you guys, try to figure out which one of these photos was actually taken by me and not by Keith.)



We drove down to New Plymouth to visit Keith's sister, and came into Taupo from the west on the Friday, which made for an interesting drive. Oh, and a tray of free-range eggs. Now you may remember that it been raining that week—what we didn't learn until we got there on the Saturday, and chatted to Helen Saggars, was that the venue had actually been flooded knee-deep in places... They'd done very well to get the area drained and ready to use. It looked wonderful.



There were belly dancers to be admired, if you're into that sort of thing... I'm sure they were having fun.

Actually there were two arenas—the big rectangular one used for the jousting and other horse events, and a smaller ring used for hand-to-hand fighting.

A third area was used as an archery and artillery range. I'll not sure that any artillery went down actually, though the Romans had their scorpions up and ready to fire. However there was no lack of archery as you can see.



You might recognise the two fighters on the left. That's Jason Saggars and Patch having it out in the Side-Sword event. Patch went on to win the event, and Jason placed a creditable fourth.

All in all, a fine weekend. Not as hot as last year, and that was a good thing. No children's battle, and no feast—but you can't have everything. We enjoyed ourselves and I'd certainly recommend the Taupo Joust to anyone interested on re-enactment—just don't forget to take your costumes.

by
Jacqui
and
Keith

(in no particular order)

David Brown (1916-2010)

David Brown began his career as a journalist, then was a magazine editor, a film producer, and a producer of Broadway plays. His journalism credits were diverse and include The Wall Street Journal and Women's Wear Daily. His films were some of the biggest of their era: "The Sting," "Jaws," and "Driving Miss Daisy" amongst others. He also wrote un-credited cover blurbs and other copy for his wife, Cosmopolitan editor Helen Gurley Brown.

Phil Klass, age 89

SF writer and teacher of writing. Wrote in the genre as "William Tenn". 'Nuff said?

Sir John Dankworth, age 82

Icon of British jazz. Saxophonist. Husband of Cleo Laine. Composer of the first "Avengers" theme, amongst many others.

Boa Sr

Last person fluent in the Bo language of the Andaman Islands

Richard Jones

Worked variously as a scientist, a painter whose art featured in the Summer Exhibition of the Royal Academy, and occasionally as a film extra. His parts included those of the Black Ewok and R2D2 in the Star Wars films, as well as those of the Mad Hatter in Dreamchild, Rwmababa in Labyrinth, and the village elder in Willow. In between filming, Jones would paint; he executed many of his finest works, especially male and female nudes, while on location at Elstree Studios, and his many buyers included the director Stanley Kubrick, as well as Victor Lownes, the Technical Museum in Malmo and the RAF Museum.

No fan of political correctness, he disliked coy euphemism for his stature, referring to himself bluntly as a dwarf or gnome, and "3ft 11½ inches on a good day".



by
Kevin
MacLean

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>

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This Month:

- BOOK Monday 22 February
- SPACE Friday 5 March
- BOG Sunday 14 March

Next Meeting:

Wednesday 17 March
7:30pm
Auckland Horticultural Centre,
990 Great North Road,
Western Springs

Note that this meeting will include the AGM.

Upcoming Events:

February 20-21 Battlecry 2010
<http://www.theamericclub.net.nz/battlecry2010>

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/>