



LAMBDA SCI-FI



DC Area Gaylaxians

PO Box 656, Washington, DC 20044 - (202) 232-3141 - Issue #132 - March 2001

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Lambda Literary Award Nominees Announced

The nominees for the 13th annual Lambda Literary Awards were announced on February 1st. Here are the nominees for the "Horror/Science Fiction/Fantasy" category:

- Perry Brass, *Angel Lust*
- David Gerrold, *Jumping Off the Planet*
- Jim Grimsley, *Kirith Kirin*
- Anne Rice, *Merrick*
- Michael Rowe (ed.), *Queer Fear*

There are a couple of other nominations that are possibly of interest to GLBT fen. In the "Gay Studies" category, one of the nominees is Samuel R. Delaney's *Shorter Views: Queer Thoughts and the Politics of the Paramilitary*. (Delaney has written dozens of SF novels over the years and was Guest of Honor at Gaylaxicon '91 in Tewksbury, MA.) And among the nominees in the "Fiction Anthology" category is Lawrence Schimel's *Kosher Meat*. (Schimel is the author of the short story collection *The Drag Queen of Elfland* and has been a guest author at several Gaylaxicons.)

The winners will be announced at the gala annual banquet on May 31st in Chicago. That gives you about 3 months to read them and decide what your choice would be. For more infor-

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The LSF Book Discussion Group



If you're interested in lively discussions of F&SF books (with an emphasis on elements of interest to the LBGT community), we invite you to join the LSF Book Discussion Group. Each month, for over a year now, we've been conducting fascinating round-table discussions of works by significant F&SF authors.

The LSF Book Discussion Group generally meets on the 4th Thursday of every month, starting at 7:00 PM. The next meeting will be held on Jan. 25th, at Peter & Rob's house, 1425 "S" St., NW. (For directions or more details, call 202-483-6369.)

Here's the Discussion Group's schedule for the next several months:

--- **Thurs., March 22** - *Forever War*, by Joe Haldeman; facilitator: Mike P.

--- **Thurs., April 26** - *Kirith Kirin*, by Jim Grimsley; facilitator: Rob.

--- **Thurs., May 24** - *The Wild Boys*, by William S. Burroughs; facilitator: Tim.

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mation on the Lambda Literary Awards and a complete list of nominees, visit their website at www.lambdalit.org/

March 11th LSF Meeting

The next Lambda Sci-Fi meeting will be held at James Crutchfield's apartment 1414 17th St., NW, #413, on Sunday, March 11th -- 1:30 PM for business meeting.

The social meeting will begin at 2:00 PM. Please bring some munchies or soft drinks if you can. See you there!

Remember: One proposal will be voted on. (See article on Feb. LSF Minutes for details.)

Minutes of the Feb. 11th LSF Meeting

submitted by Scott, edited by Carl

LSF Speaker Nan opened the business meeting with a discussion of Rob's two proposals submitted at the January meeting:

Proposal #1: That LSF donate 100% of all future money received from our relationship with Amazon.com to the Spectrum Awards.

Proposal #2: That LSF donate the other \$132.36 already received from Amazon.com to the Spectrum Awards.

Results of the vote of the two proposals: Proposal #1 passed (8 to 7); Proposal #2 passed (11 to 2)

Speaker Nan submitted a proposal for consideration:

Proposal: The present rule: "A (continued on page 2)

WHAT'S INSIDE?



A Stitch in Time (a "dual" book review, pg.2); *Dark Life* (book review - pg. 3); *A Whisper of Wings* (book review - p. 4); "The Ender Quartet" (series review - pg. 4); *About Lambda Sci-Fi: DC Area Gaylaxians* (pg. 6); *Con Calendar* (pg. 6)

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written proposal for vote must be provided to the Secretary and an exact copy to the Speaker at the meeting where the proposal is made.” be amended to read: “A written proposal for vote must be provided to the Secretary and an exact copy to the Speaker at the meeting where the proposal is made, and that exact text provided by e-mail to the Speaker, the Secretary, and the Newsletter editor, if at all possible.”

Peter turned over to Scott some **documentation on incorporation**. Peter advised that there had been interest in the past in LSF incorporating itself, but that there did not appear to be current interest.

Jack reported that the final accounting for **Gaylaxicon 2000** was still “up in the air” because not all of the bill have been reconciled. Carl reported that he would soon be able to collate the feedback results from the survey distributed at the con.

Kay reported that the newly-formed Atlanta group is considering joining the Network. She also advised that the **Network’s new website** is up and running. The URL is:

www.gaylactic-network.org

Then Speaker Nan --- wooden spoon in hand --- began the social portion of the meeting with a name circle. We were all glad to see some old faces and a number of first-timers. Nan then briefly reviewed the list of suggested events for 2001 that she had distributed at the January meeting.

Jack and Kendall distributed colorful flyers about the **gaming party** at their home in Alexandria, VA scheduled for Saturday, February 24th. The event will start at 2:00 PM. Attendees are encouraged to bring their favorite games. Since it is a potluck affair, attendees should also bring non-alcoholic drinks, appetizers, entrees, etc. Carl displayed his old Avalon Hill *Dune* game and invited anyone interested in playing it to review the rules ahead of time.

Barrett distributed a newsletter from an Israeli science fiction group called Cyber Cozen. Curt passed around a copy of the “Celebrate the 60’s” stamp

A Stitch in Time

(a *ST:DS9* paperback)

comments from Scott & James

Says Scott Roberts:

As you recall at last month’s LSF meeting, I selected James’ contribution in the blind book exchange, a paperback entitled *A Stitch in Time* by Andrew J. Robinson. The plot focuses upon the life of Elim Garak, the Cardassian tailor on Terok Nor/Deep Space 9. I just finished the book and wanted to briefly comment on it.

The author was surprisingly good at character and plot development. The novel includes the story of Garak’s childhood in the Cardassian service class, then his unusual rise into the higher social class and into the “spy training” academy. His father turns out not to be his father, but rather his benefactor. Garak, while having low-level attractions for some of his male peers, falls in love with the wife of an enemy, which leads to his eventual downfall and disgrace; and he is forced to become a tailor. His benefactor of the Obsidian Order, dumps him off at Terok Nor (which eventually becomes Deep Space Nine). Of course, his fate of becoming a lowly tailor slips right into the Garak character on the TV show; so it all fits well together.

set (including one stamp featuring *Star Trek’s* Starship Enterprise) and volunteered his Capitol Hill home for a video party.

Rob distributed a flyer for a speculative fiction reading in Baltimore from *Dark Matter*, distributed Balticon and Wiscon flyers, distributed a copy of the latest issue of the newsletter from the Albany group, and distributed a comic book based on the *Shadow of the Vampire* movie (which has some passing GLBT content). He also reminded everyone about the upcoming books for the LSF Book Discussion Group (see article elsewhere in this newsletter). Rob also let us know that he received his first official rejection letter for a short story he’d sent off for publication and advised that Worldcon is working on panels with GLBT content. Next, he and Peter



I had thought that the book would be poorly-crafted dreck, but that is not the case! I enjoyed it very much!

Says James Crutchfield:

This book was written by Andrew Robinson, the actor who played “Garak” on *ST:DS9*; and, unlike many of such *Star Trek* books, I think he actually did much (if not all) of the writing. Robinson kept a journal the whole time he played Garak, and he has said he’d make entries in the journal as if he *were* Garak.

When asked at a sci-fi convention if Garak was gay, Robinson replied: “Of course.” The book itself does not provide a clear answer to this. The story begins as if it were written after Garak has returned to Cardassia to help rebuild the planet; and the action moves between the “now” and the “past”, while building more of a history of what Garak is and how he came to be that person. In discussing his friendships with a male and a female while in training, Garak leaves you wondering if he is attracted to one or the other – or if much of his attraction is based on his deep-rooted need of friendship.

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offered to work on arranging a reading by author Severna Park (who lives in Maryland) at perhaps the April or May LSF meeting – which could include a dinner out (for which Rob offered to cover the expenses for Severna’s dinner). Finally, Rob advised everyone about the recently-announced list of Lambda Literary Award finalists (see article on page 1 of this newsletter for details).

Peter distributed the updated LSF Recommended Reading List, a list of ideas for nominations for the 2000 Spectrum Awards, and blank Spectrum Awards nomination forms. Peter encouraged completion and submission of the Awards Nominations form. A few meeting attendees thankfully did submit forms.

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***Dark Life:
Martian Nanobacteria,
Rock-eating Cave Bugs,
and Other Extreme
Organisms of Inner Earth
and Outer Space***

(Macmillan/Scribner, 1999)

reviewed by Carl Cipra

Every now and then, my reading slips over from “science-fiction” to “science” -- and, based on the title of the book I’m reviewing here, I’m sure you figured out that *this* is one of those times. And I’m *also* certain that the sub-title of this book has pretty much clued you into what this book is all about. A couple of months ago, I happened to run across a description of *Dark Life* through Daedalus Books (one of those buy-books-by-mail companies), and it intrigued me enough to buy it. I’m actually glad I did.

The author is Michael Ray Taylor, a “caver” who became interested in microbial life forms within the cave environments he often explored. He eventually became intrigued by the possible relationships between cave microbes and the microbial life forms inhabiting volcanic vents in the lightless depths of the oceans and other extreme environments (such as frigid lakes concealed beneath the Antarctic ice). And this led him even *further* afield, into the controversy over microbial fossils on the famous “Martian meteorite” and the speculation about the existence of microbial life elsewhere in the Solar System (such as the oceans believed to exist beneath of ice crust of Europa, one of Jupiter’s moons). *Dark Life* is a “popularized narrative” of Taylor’s personal experiences with these issues and with the scientists and researchers exploring them. (In other words, it’s informative without being dry-as-dust academic; and it’s not clogged with page after page of referential, explanatory footnotes.)

The science fascinated me.

The book’s title is explained as follows: Taylor defines “dark life” as “a vastly diverse class of previously unknown microbes [that] inhabits the deep subsurface of our Earth” -- “they form complex ecosystems and food chains wholly independent of sunlight, photo-

synthesis, oxygen, and other standard requirements for ‘life as we know it’”. (Some scientists call this type of microbial life “extremophiles”, because of the severe environmental conditions in which they survive.) Taylor goes on to say that much of what is known about these microbes has been learned since 1990 and that “new discoveries occur almost daily”.

According to the most recent studies of ribosomal RNA, there are actually three major “domains of life” -- and they *aren’t* the old “3 Kingdoms” of animals, plants, and fungi that I learned as a kid! “Everything alive belongs in either eucaryotes, bacteria, or the archaea.” All “animals, plants, and fungi” are but a very little twig on the branch of life known as eucaryotes (organisms composed of one or more cells, with visibly evident nuclei). *All the rest of life* -- including most of the “eucaryotic domain” -- *is microbial*. (Which, by the way, makes microbial life *the* dominant lifeform on Earth, no matter how you cut it -- it’s been here longest; it’ll certainly survive any disaster short of the destruction of the planet itself; it’s more widely diverse than non-microbial life; and it has *always* made up most of Earth’s biomass.)

A short word of explanation on the “archaea”. The term refers to a vast class of microbial life: heat-loving, deep-dwelling organisms that seem closest to the root of all life on Earth. (Hence “archaea”, based on the name for Earth’s most ancient geological period.) The archaea were “quietly evolving and adapting for billions of years before the first single-celled algae began to give off oxygen and make larger life possible.” (And they’re apparently *still* evolving and adapting.)

Woven into his discussions of caves and deep-sea volcanic vents and sub-Antarctic lakes, Taylor includes a fascinating narrative of the on-going controversy and academic feuds surrounding the study of microbial fossils in the Martian meteorite called “ALH 84001” (from its discovery in the Allen Hills of Antarctica in 1984). I found this incredibly fascinating, particularly his descriptions of all the research and scientific speculation that got overshadowed

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Kay passed around five *Farscape* action figures (in their original packaging) and advised that she would be obtaining the action figures from *Matrix*, too.

Carl suggested an LSF trip to Luray Caverns in Virginia and will research the details. He also passed around bookmarks from the ALA featuring DC superheroes, while will be passed out at the LSF table at the DC Pride Day celebrations this year.

Nan revisited the list of suggested LSF activities for 2001 and solicited volunteers to host the suggested activities.

TV News: Consensus is that *Black Scorpion* is worse than *Lex*. The previously-announced *Voyager* tribute (that was to be aired before the final episode in May) has been canceled. Alas. **Book News:** Carl reported that Melissa Scott-and-Lisa Barnett’s newest fantasy novel, *Point of Dreams*, is now out in hardback. **Movie News:** *Hannibal* has gotten mixed reviews -- too much blood and gore for some. (Brains, anyone?)

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owed by all the “hoopla” of the evening news and the daily newspapers. This alone was “worth the price of admission”.

Only one down side to this book that I can think of: Taylor is, as I said, a “caver” and he positively “waxes rhapsodic” in some his descriptions of the subterranean explorations he and other scientists have made around the world. Not my cup of tea; but I’m sure it helps to make the book more attractive for those who want a little “manly adventure” (and “womanly adventure”, I hasten to add) mixed in with their science. This is a minor quibble, however; and I suppose these “caver narratives” also help the reader get a feel for just where and how and at what personal cost some of these scientific discoveries are being made. *Dark Life* is a good read and I certainly learned something from it -- I guess that’s all that counts.

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A Whisper of Wings

by Paul Kidd
(Vision, 1999)

reviewed by
Colleen R. Cahill



A friend who attended the recent AnthroCon lent me a title he acquired there called *A Whisper of Wings*. Never having read any anthropomorphic or “furry” literature, I was curious. I must admit that the cover of this work put me off a bit: a female with furred human body, head and tail of a fox, wings and antenna of a butterfly seemed not the stuff of great stories. Paul Kidd, however, has taken these creatures, called Kashra, and made a wonderful tale of power and war, magic and love.

A Whisper of Wings is not a warm and fuzzy book; it is complex and often dark, with intrigue and murder as important to the story as the magic and wonder. The Kashra are an old society, with many long-standing traditions and blessed with a thousand years of peace. War is scrupulously avoided; and to this end a class system was set up. Unfortunately, the system has become hide-bound and is breaking down. The upper classes are defined by their colorful wings, as opposed to the brown wings of the common folk; and they care more for their rights and privileges than for the people they rule. Famine is a reality, as the Katakani (one clan of the Kashra) have over-hunted their forests without thought. Shadarii, a mute and talented dancer with healing powers, is one of the few Kashra that still communes with the woods. She strongly senses the Ka (or spirits) around her; and she feels more at home in the forest than among her people, who treat her with pity or contempt. Shadarii is loving person but not strong in will; and she often shies from conflict, even if it is at her expense. She is the younger daughter of the clan Lord; and her older sister, Zhukora, is as different from her as night from day. Zhukora is strong in body and will; she wants the best for her people and is not class-conscious. She can, however, be cruel and intolerant of those who do not share her views.

The politics of the Katakani

clan are rigid. The clan Lord is old and has no sons to replace him. He neglects his two daughters, preferring to dream of earlier days. Zhukora sees the hunger of the common folk and rebels against the current system. She judges people on their merit; and her companions are the strongest and brightest among the tribe: her closest friend (and lover) is a commoner. Her leadership is charismatic and her followers are happy to fight or die for her. Initially, she wants only what is good for the clan: more food, protection from enemies, and respect for all. But while Zhukora sees the problems of the tribe, she feels only her solutions are viable and does not look at their long-term effect. For example, she tries to harvest the entire school of fish heading upstream to mate, not considering that next year there may be no fish to return. She sees Shadarii as a cripple and scorns her for being weak and useless. The older sister has no moral trouble in caging her younger sibling handing her over to the religious leadership. This group recognize Shadarii’s great rapport with the Ka and plan to force her into the priesthood, willing or not. Shadarii initially wants nothing more than to dance the sacred dances of the tribe, but is eventually denied this due to jealousy of another dancer.

Meanwhile Shadarii finds love with Kotura, a Kashra from another clan and a commoner. Their love is forbidden by tradition, as not only are they from different classes, but the clans avoid contact with each other. Only after Kotura is left for dead and Shadarii escapes from her sister does she learn she has powers she did not know of and abilities undreamed.

The two sisters move in different paths, gaining powers and experiences that color their choices and, through them, effect the lives of all the clans of Kashra. This is not a predictable tale and there is no happy ending. The villains make understandable choices and are not evil incarnate; and the heroes have flaws that make them interesting and approachable. For those readers of furry literature, this is one to check out; for those who are curious, this is a good place to start.

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**“The Ender Quartet”
by Orson Scott Card**
a series review by Peter Knapp

I resisted reading Orson Scott Card’s work for a long time because of his personal beliefs against gay people. My partner Rob mentioned on several occasions that Card is a good writer. When my best friend recommended that I read *Ender’s Game*, which won both the Hugo and Nebula awards, I gave in. I’m glad I did, though not glad that I read all four books in the quartet. I should have stopped after two.

Ender’s Game - Earth has been attacked twice by insectoid aliens called buggers. To stop them once and for all, the government trains children in the art of war at the Battle School, hoping that one of their protégées will figure out how to defeat the buggers.

Andrew Wiggin is one such child. Taken from his parents at six, the Battle School begins brutally training Ender (Andrew’s nickname). He is picked on by fellow cadets and left to his own devices to survive and thrive. As Ender works his way through the school, he comes up with a way to defeat the buggers. But will he have the guts to implement his plan?

While Ender is learning how to kill, his brother Peter and sister Valentine are slowly taking over the world. Writing under the assumed names of Demosthenes and Locke, the two siblings influence world leaders with brilliant political commentary. They send their writings throughout the known worlds using the ansible, an instantaneous interworld network.

I thoroughly enjoyed this book. Throughout the story, Ender is portrayed as an underdog who is forced to fulfill his destiny whether he likes it or not. Being picked on as a kid, I can empathize with some of what Ender goes through. Card writes Ender in a believable and sympathetic way. While he is being trained to do a horrible thing, the path Ender travels during his training is compelling and enjoyable.

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“The Ender Quartet”

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I also enjoyed reading about the antics of Ender’s siblings. I found it fascinating that two children could influence the course of world events by words alone. I found that I couldn’t put this book down, and I recommend it highly.

Speaker for the Dead - At the end of *Ender’s Game*, Andrew Wiggin has changed occupations. He has become a *Speaker for the Dead*, a person who investigates a recently deceased person’s life and retells that person’s life story. Andrew also has a secret; he has saved a dormant queen bugger from extinction and is looking for a place that she can awaken and resurrect her species.

On the planet Lusitania, humans are studying the first intelligent life discovered since the bugger wars 3,000 years prior. One of the humans, Pipo is murdered by one of the natives, a pequinuno. Andrew travels to Lusitania to speak the story of Pipo’s life. As he researches Pipo’s life he learns a lot about the colonists who are studying the pequinunos and the pequinunos, who are not what they appear to be. To complicate matters, everyone is infected by the *descolada*, a virus deadly to humans but harmless to pequinunos

Because Andrew travels to planets near the speed of light, he has attained a kind of immortality. No one knows that he is Ender, who committed xenocide 3000 years ago. They also don’t know that he has hooked up with an artificial intelligence named Jane that lives in the ansible network of computers and can provide him with whatever information he needs.

While *Ender’s Game* focuses almost exclusively on humans and their perceptions of being at war with an alien species, *Speaker for the Dead* not only continues the story of Andrew Wiggin and the humans in his life, but also explores four alien species: the buggers, the pequinunos, the artificial intelligence, and the trees who share a mysterious symbiotic relationship with the pequinunos. The world-building

that Card does in this book is intriguing and believable. The details surrounding the death of Pipo add an element of mystery to the book. I thoroughly enjoyed the book and am glad that I read it. It complements *Ender’s Game* nicely, and I recommend it. Not surprisingly, this book also won both the Hugo and Nebula awards.

Xenocide - While Card could have finished the Ender saga with the second book, he choose to continue the series with a story that he leaves unfinished 592 pages later. This time, the Starways Congress, the rulers of humanity, decide to destroy the planet Lusitania rather than risk the *descolada* virus traveling to other planets and wiping out humanity. They send a fleet of starships to Lusitania but lose contact with the ships. Jane, who lives in and can control the ansible network, shuts down communication to the fleet.

The Starways Congress asks a young girl named Qing-joa, who suffers from obsessive compulsive disorder and also is a genius, to find out what has happened to the ships. Meanwhile, Andrew Wiggin and his family and friends start working on the problem of how to neutralize the *descolada* virus and how to flee from Lusitania before the fleet arrives to destroy the planet.

The first part of the book I found interesting. The protagonists had an almost impossible task on their hands. The solution unfortunately ruined this book. Jane, the artificial intelligence learns instantaneous travel from the Hive Queen by imagining a place outside of space and time, envisioning a ship there, and then thinking of the place the people in the ship want to go to. I found this *deus ex machina* quite a cop out, similar to the last five minutes of many episodes of *Star Trek*.

Unfortunately, Card doesn’t wrap up the story at this point. To complicate matters, Andrew accidentally creates duplicates of his long dead brother Peter and his living sister Valentine. Both duplicates have the bodies of children but the memories of an adult Andrew. These “children” are sent out by Andrew to try to stop the fleet and change the *descolada* virus to

something benign.

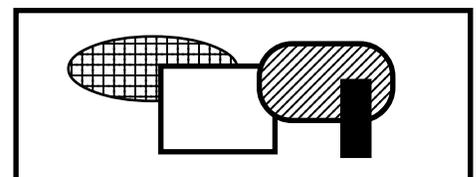
After Jane figures out how to travel anywhere instantly though a place outside of space and time (where a person’s desires can become reality), there’s really not much that the heros can not do; they have instantaneous space travel, complete control of humanity’s communication system, and a Never-Never Land where dreams become reality. In my opinion, Card takes the easy way out of what previously had been an interesting story. With, in essence, super powers, the heros can’t help but solve their problems. I was no longer able to suspend my disbelief, not to mention my ability to enjoy this book. I recommend that you don’t bother reading it.

Children of the Mind - Being a sucker for punishment, I had to finish reading the quartet. The fourth book is really the second half of *Xenocide*. (Card says as much in the acknowledgments.) The Starways Congress, having learned of Jane’s existence in the last book, is determined to stop her by turning off all the computers at the same time. The starships sent to destroy Lusitania in the last book are still threatening to blow up the planet. Can Andrew, Peter, Valentine, Jane, and all the other characters populating Lusitania prevent their planet from being blown up? Can they save Jane? The answers are, of course, yes.

Finding out how that happens should have been interesting, but having relied on a *deus ex machina* in the last book, Card repeats the trick again. What’s the point of writing intriguing characters and plot lines if everything is resolved by the wave of a magic wand?

I was glad when I finished the book; I could go on to something more interesting. Ah well, after two award-winning books, it’s hard to keep up the momentum. I don’t recommend this last installment of “the Ender Quartet”. Stick with the first two, which are winners, and skip the last two.

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****INFORMATION ABOUT LAMBDA SCI-FI: DC AREA GAYLAXIANS****

Lambda Sci-Fi: DC Area Gaylaxians (LSF) is an organization for gay men, lesbians, bisexuals, and transgendered (GLBT) people, and their friends who are interested in science fiction, fantasy, horror and related genres in all forms (SF/F/H). LSF's primary goals are to have fun, to provide a community, and to:

- promote SF/F/H, with particular attention to materials of interest to GLBT people and their friends;
- provide forums for GLBT people and their friends to share their interest in SF/F/H;
- promote the presence of GLBT elements within SF/F/H and within fandom; and
- promote SF/F/H within the GLBT community.

Annual membership fees are \$20, for which you will receive this monthly newsletter and a membership directory. Newsletter submissions are always welcome.

Meetings are usually held on the second Sunday of each month at a private residence. The next Lambda Sci-Fi meeting will be held on **Sunday, March 11th**, at James Crutchfield's home: 1414 17th St., NW, #413 (near DuPont Circle) - 1:30 PM for business meeting; 2:00 PM for social meeting. Please bring some munchies or soft drinks, if you can. Hope to see you there!

Lambda Sci-Fi: DC Area Gaylaxians is an affiliate of **the Gaylactic Network**, an international organization for gay people and their friends who are interested in science-fiction and fantasy.



Con Calendar

by Carl, Peter, Rob, Mike and Kendall



May 25-28, 2001 **BALTICON 35**. Wyndham Baltimore (formerly Omni) Inner Harbor Hotel (Baltimore, MD). GoH: Hal Clement; Artist GoH: Helen "Hala" Fleischer. Membership: \$40 until 3/31/01; \$45 at the door. Make checks payable to "Balticon 35" and send to: Balticon 35, PO Box 686, Baltimore, MD 21203-0686. e-mail: bsfs@balticon.org website: <http://www.balticon.org>

July 6-8, 2001 **FANEX 15 (Classic Filmfest)**. Hunt Valley Inn (Baltimore, MD). GoHs: Barbara Shelley & Blake Edwards. Membership: \$40. Make checks payable to "Midnight Marquee" and send to: Midnight Marquee Press, Inc., 9721 Britnay Ln., Baltimore, MD 21234.

Aug. 24-26, 2001 **THE BALTIMORE WEEKEND OF TERROR**. BWI Airport Marriott (Baltimore). GoHs: Bruce Campbell. Horror convention sponsored by Horrorfind.com and Frightvision, in association with the magazines *Scarlet Street*, *Rue Morgue*, and *Haunted Attraction*. Membership: \$20, until 4/1/2001. Make checks payable to "Horrorfind.com" and send to: Horrorfind.com, 9722 Groffs Mill Dr., PMB 109, Owings Mills, MD 21117.

Aug. 30 - Sept. 3, 2001 **THE MILLENNIUM PHILCON (The 59th World Science Fiction Convention)**. The Pennsylvania Convention Ctr. & Philadelphia Marriott Hotel. GoH: Greg Bear; Artist GoH: Stephen Youll. Attending membership: \$160 (at present; will go UP!). Make checks payable to "The Millennium Philcon" and send to: Millennium Philcon, PO Box 310, Huntingdon Valley, PA 19006-0310. website: www.milphil.org

Sept. 28-30, 2001 **CAPCLAVE 2001**. Sheraton College Park (Beltsville, MD). "A new convention for the new millennium." GoH: Gardner Dozois. Membership: \$25 until 4/1/01; \$30 after that. Make checks payable to "Capclave 2001" and send to: Capclave Registration, c/o Alexis Gilliland, 4030 8th St., Arlington, VA 22204

