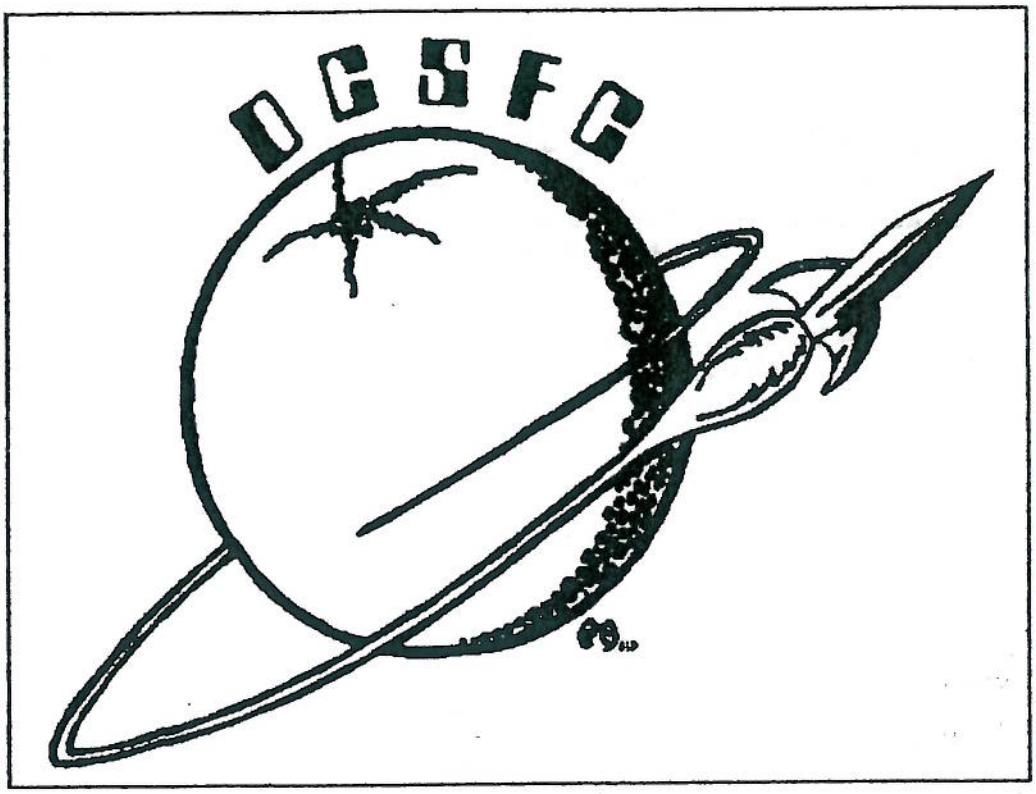
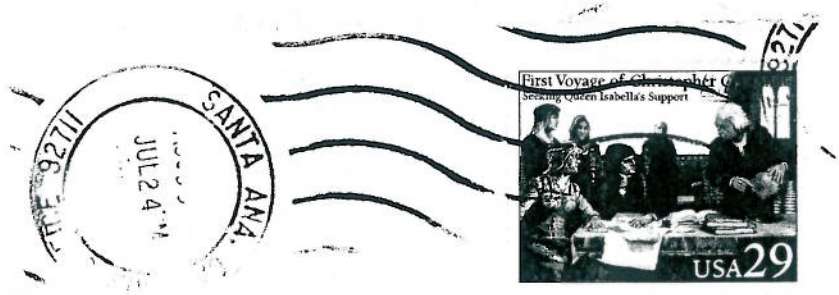



**ORANGE COUNTY**
**SCIENCE FICTION CLUB**

5727 E. Stillwater Av. #9
Orange, CA 92669




NEXT MEETING: **July 29, 1992 7:30PM***

ISSUE #35

# THE ORANGE PULP

*Doors open 7:00PM (or so)

NEWSLETTER OF THE ORANGE COUNTY
SCIENCE FICTION CLUB

ISSUE #35 VOL. 6 NO. 4, JULY 1992

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|---|---|
| EDITOR | Jeff Stein (don't call me chief!) |
| ASSOCIATE EDITOR | Dave Silva |
| SUBSCRIPTIONS | Ken Williams |
| PROGRAM DIRECTOR | Marcia Starke |
| COVER ART | Mac McMahon |

Next Meeting: Wednesday, July 29, 1992 at 7:30 pm. Fullerton Savings, 2400 East Chapman, Fullerton, a half mile West off the Orange Freeway.

## Submissions to The Orange Pulp

Send your short story, article, or other items for publication consideration to:

Jeff Stein
1700 W. Cerritos #312
Anaheim, CA 92804

# CALENDAR OF EVENTS

| | | |
|---|---|---|
| July | 29 | Orange County Science Fiction Club Meeting 7:30 |
| August | 1 | Jedi Knights Water Wars |
| | 12 | Movie Night |
| | 16 | Jedi Knights Regular Meeting |
| | 26 | Orange County Science Fiction Club Meeting 7:30 |
| Sept. | 3-7 | MagiCon, World SF con at the other Orange County |
| | 9 | Movie Night |
| | 20 | Jedi Knights Regular Meeting |
| | 30 | Orange County Science Fiction Club Meeting 7:30 |

For Jedi Knights information call (714) 826-5625
For movie night information call the Galactic Archives (714)693-0673 on the movie date

## PREVIOUS MEETINGS

Our May meeting featured Barry Short of 21st Century Comics. Barry brought a selection of comics to show us both high priced and low priced and provided the means for a very informative discussion. With comic book fans being willing to pay higher prices for the new comics, the manufacturers can now produce a much higher quality product using good paper and printing methods that one would never have seen during the 50's and 60's.

In June we had our 10th anniversary party. There were no special guests but Ken brought the scrapbook containing the history of OCSFC and Marcia provided punch and cake. It was fun just to sit around and chit chat about the club.

### NEXT MEETING

Our July meeting will feature Carlos Mondragon of Alcor Life Extension. He will discuss his company and cryogenics. The idea of freezing someone and bringing them back some time in the future has been used a great deal in science fiction. This should be a very interesting evening.

### UPCOMING MEETINGS

In August Chuck Fete will report on the Tesla convention that he attended. If you enjoyed our Tesla program earlier in the year, you will enjoy this program too.

Dave Silva will do a presentation on Hard Cover books later this year. Please see Dave's article on the Axolotl Press in this newsletter.

### MOVIE NIGHTS

June 10-- Here is Marcia Starke's review of our June movie:

Wednesday, June 10th the club completed the last episode in the "bug trilogy", Aliens III. We were all mostly in agreement that the movie fell short, plot-wise. I mean, a vital piece of information was given away at the very beginning of the movie that would have better been left for last. No suspense. Just chasing a bug around a god-forsaken industrial slag heap inhabited by god-forsaken criminals that have a supposedly religious bent. Sigourney is her usual self. The English co-stars were very good, along with the set designs. The head honcho of the on-planet gang, Charles Dutton, was also very good. If they had just straightened out the mish-mosh of a screenplay, I think we would have gotten our moneys-worth. You should feel truly "bugged" after viewing this one. RAID!

July 8-
HOLY BOXOFFICE RECEIPTS!, we went to see Batman!
This is a very dark movie, not scary, just dark. In it Batman has two foes. The Penguin and The Catwoman. There was not very much of a story and the audience never got to know the characters, however, on further thought the audience is given just about the same amount of information as one would see in a Batman comic book, so they were true to the comic book version of Batman. Its just that I expect a little more from a $6.50 movie than a comic book story.

BOOK DISCUSSION GROUP

Our Book discussion for May and June was The Difference Engine by Gibson and Sterling. The story is set in an alternate world where computers are an active part of life in the 19th century. Most of us found the reading to be difficult. The reader is required to know a great deal about history, computers, and mathematics as well as follow a complicated plot. Some of the characters which were interesting at the beginning of the book went away and never returned.

For July the book to be discussed will be This Immortal by Zelazny. Our book discussion usually takes place at the restaurant across the street after the main meeting.

THE SCI-FI CHANNEL

News through the computer net tells us that the new SCI-FI channel is set to launch September 24, 1992 with Star Wars. Some of what you'll see is Buck Rogers, Dr. Who, Space 1999, Flash Gordon, Battlestar Galactica, Alien Nation, Hitchhikers Guide to the Galaxy, Star Trek- The Animated Series, Night Gallery, Amazing Stories, and lots more which I didn't copy from the article. It says that the SCI-FI channel is "A USA NETWORK" which may or may not mean that you'll see it on cable TV on the USA channel. Will keep you informed.

## *COMPUTER GAMES*

**Many people think that video arcade games are the only kind of computer games. In most video games the player has to jump, kick, shoot and avoid obstacles to get more points and achieve higher levels. This article is about sophisticated computer games with high quality graphics where the object is to complete the story, solve puzzles, and the action is kept to a minimum.**

**Legend Entertainment Co. has just come out with the computer game Gateway, based on Frederik Pohl's novel of the same name. In the novel,there is an artifact in space left by an unknown civilization, called the Heechee. On the artifact are spacecraft preprogrammed to go to different destinations and return at the push of a button. The problem is that some of the journeys are not survivable by humans because they may be too far away and supplies won't last the entire journey or the destination has changed since the ship was programmed or for other reasons. Prospectors pay to go to the artifact called Gateway and go on the trips in hopes of bringing back Heechee technology and making lots of money. In the computer game of Gateway you become one of these prospectors having just arrived on Gateway. You attend the class on operating the Heechee ships and off you go. This game has good graphics and music. Since the player is "you" you don't get to animate the lead character around the screen. There is good animation showing the Heechee vessels moving in and out of Gateway and at other times. In sticking close to the novel there is a lot in the game which is there only for flavor and not an actual part of the game.**

**Lucas Arts just released Indiana Jones and the Fate of Atlantis. I am told that this game is just like a comic book of the same name, but I have not seen it yet. You can tell that this game is made by people who know how to make movies. The game plays like a movie and as you play it the story unfolds just like in a movie. There is a feature to the game which makes the story slightly different each time you play and different according to choices you make during the play. The game starts out with Indy up in an attic looking for a particular statue. You use the**

## Computer Games Continued:

mouse to click on various items in the attic, Indy walks over to them and says what it is, then he falls through a trap door and the opening sequence continues through several rooms until he finds the statue. He brings the statue back to his office and hands it to another man. The other man turns out to be a Nazi who escapes through the window with the statue. This starts the adventure which sends Indiana Jones and his partner Sophia on a journey through at least 4 countries in search of lost Atlantis.

These games both feature high quality music and graphics and they each need about 10 MB of disk storage. The cost of the games is about $50 each but the price should come down when the next set of new computer games becomes available. To get completely through the games takes many long sessions so the cost per hour of entertainment also becomes reasonable.

### AXOLOTL PRESS: EXALTING THE NOVELLA
by Dave Silva

Two of this year's Hugo nominees in the novella category, "Beggars In Spain", by Nancy Kress and "The Gallery of His Dreams" by Kristine Kathryn Rausch, were published by Axolotl Press. Also, "Beggars in Spain", a story about children who have been genetically altered to be sleepless, recently won the Nebula award. Last year, Axolotl Press published another Hugo nominee; "Bully", by Mike Resnick, an alternate time story about Teddy Roosevelt in Africa.

Axolotl Press is a division of, that maverick of the publishing business, Pulphouse Publishing Inc., who in 1988, gave us *Pulphouse*, the hardcover magazine. Pulphouse, which has recently incorporated, seems to have carved out a niche in the science fiction and mystery fields by daring to be different. For instance, they publish a line of hardcover short stories, at $20 each. On first impression this might seem like a recipe for economic disaster. And yet, they've published sixty of these short story hardbacks, and some titles are sold out.

Pulphouse limits their short story hardcovers to 100 signed and numbered copies, each about 48 pages. They use the same philosophy with Axolotl Press, which only prints novellas. There is a 900 copy press run for each novella: 525 trade paper at $10, 300 cloth signed and #ed at $35, and 75 leather deluxe at $65. So, they are targeting a select collector oriented market. Typically the trade paper edition sells out first, followed by the deluxe leather edition. While the idea of spending $65 for a novella might be mind boggling to most readers, apparently, there are 75 people out there who think it's a good deal. If your serious about collecting Axolotl books, or any other Pulphouse imprint, you can get a subscription rate. For a four book cloth subscription, you will pay $125. That's a savings of $15.

## Axolotl Press Continued:

Axolotl Press has some other things going for them, such as, good writers. They only publish established pros like Pohl, Sheckley, and Silverberg, or hot new writers like Rusch, Kress, and DeLint. Before hardcover novellas an author could sell a novella to one of the few decent paying magazines that are left out there. Maybe they could include it in a collection, or get it in an anthology. But, with the awkward length of a novella this was often impractical. For marketing reasons writers would frequently expand their idea into a novel, or contract it into a novellette. Writers probably don't get a lot of money for a hardcover novella, but now they can sell it twice. Most of Axolotl Press's stories are also sold to magazines, particularly Isaac Asimov's. Sometimes the novella is the ideal length for a story, long enough to develop characters and plot, yet short enough to maintain the action without a lot of padding.

Pulphouse also published *Author's Choice Monthly*, a 30,000 word single author short story collection. Each volume has an introduction by the author and features a cover portrait of the author by George Barr. Volume 35, due out August, is Algis Budrys. The cloth and leather editions are signed and numbered: cloth is lmt. 300 and is $25, leather is lmt. to 50 copies and is $50. Again there is a substantial savings on subscriptions.

A recent publication from Pulphouse, that may be of interest to some of you, is *THE REPORT*, subtitled *The Fiction Writers Magazine*. The April, 1992, issue #6, has an interview with Stanley Schmidt of Analog, marketing sections, an article titled "Wasting Your Time With Word Processors", among other SF related topics. *THE REPORT* has a cover price of $3.95 and is specifically targeted for people who want to write science fiction.

## And *Finally...*

Little Lorelei just couldn't sleep. "Please mother, tell me again about your wish to visit the planet Alura." And her mother sang in reply...

Tour Alura, Laura
(to her Lorelei)
Tour Alura, Laura
That's my "I wish" lullaby

Good night all!