



# Tied-In

The Newsletter of the International Association of Media Tie-in Writers



## Cavelos Takes on Jack

IAMTW member Jeanne Cavelos has a piece in a new book coming out March 1: *Jack Bauer for President: Terrorism and Politics in 24*. Her essay is titled: "Living with Terror: Jack Bauer as a Coping Mechanism in Post-Traumatic-Stress-Disordered America." The collection is edited by Richard Minitzer and is published by BenBella Books.

Jeanne is a writer, editor, scientist, and teacher. She began her professional life as an astrophysicist and mathematician, teaching astronomy at Michigan State University and

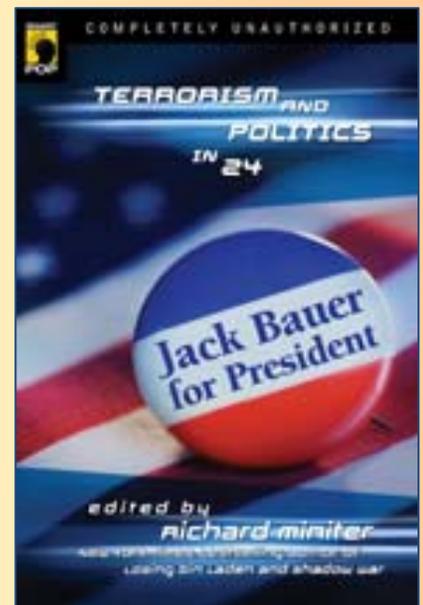
Cornell University, and working in the Astronaut Training Division at NASA's Johnson Space Center.

Her love of science fiction led her to earn her MFA in creative writing. She moved into a career in publishing, becoming a senior editor at Bantam Doubleday Dell, where she created and launched the Abyss imprint of psychological horror, for which she won the World Fantasy Award, and the Cutting Edge imprint of literary fiction. She also ran the science fiction-fantasy publishing program.

In addition, she edited a wide range of fiction and nonfiction. In her eight years in New York publishing, she edited numerous award-winning and best-selling authors and gained a reputation for discovering and nurturing new writers.

In 1994, she left New York to pursue her own writing career. She is currently at work writing a near-future science thriller about genetic manipulation, titled *Fatal Spiral*.

Her latest novel to hit the stores is *Invoking Darkness*, the third volume in the best-selling *The Passing of the Techno-Mages* trilogy, set in the Babylon 5 universe (Del Rey). The Sci-Fi Channel called the trilogy "A revelation for Babylon 5 fans. . . . Not 'television episodic' in look and

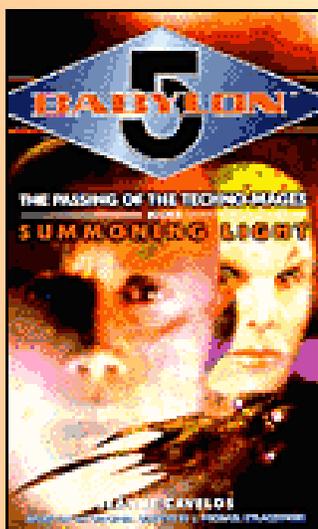




feel. They are truly novels in their own right."

The first volume, *Casting Shadows*, was called "The best Babylon 5 book to date" by About.com. Jeanne's nonfiction book, *The Science of Star Wars* (St. Martin's) was chosen by the New York Public Library for its recommended reading

list, and CNN said, "Cavelos manages to make some of the most mind-boggling notions of contemporary science understandable, interesting and even entertaining." The

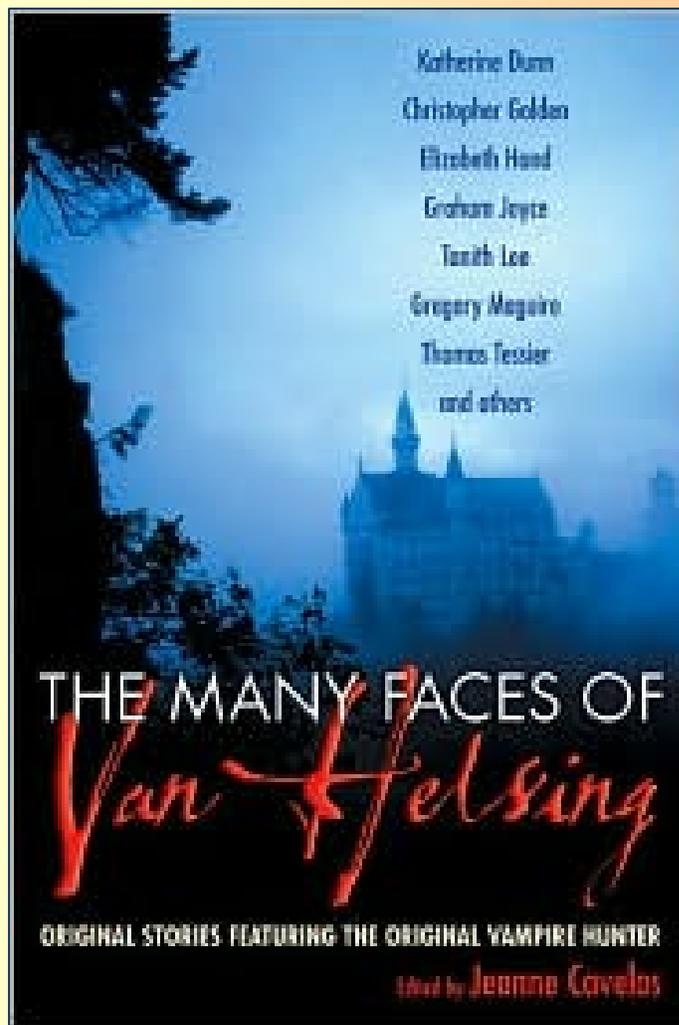


highly praised *The Science of the X-Files*, (Berkley) was nominated for the Bram Stoker Award. Publishers Weekly called it "Crisp, conversational, and intelligent."

Jeanne's first published book, the Babylon 5 novel, *The Shadow Within* (Dell), went out of print a few years ago. Due to

popular demand, it has been reissued by Del Rey with a new cover. Dreamwatch magazine called it "one of the best TV tie-in novels ever written."

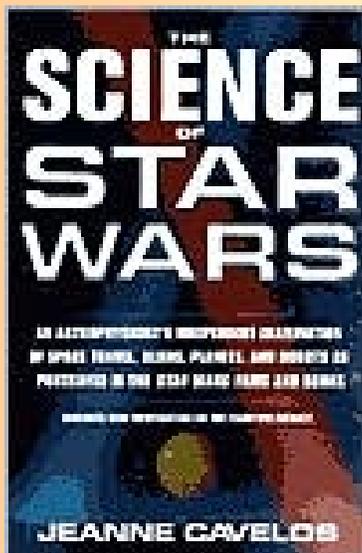
Recent works include the novella "Negative Space" (which was given honorable mention in The Year's Best Science Fiction), in the anthology *Decalog 5: Wonders* (Virgin Publishing), and several essays: "Living with



Terror: Jack Bauer as a Coping Mechanism in Post-Traumatic-Stress-Disordered America" in *Jack Bauer For President: Terrorism and Politics in 24*, "Stop Her, She's Got a Gun!" in *Star Wars on Trial*, "Down the Wormhole: Cognitive Dislocation, Escalation, Pyrrhic Victory and Farscape" in *Farscape Forever*, and "Innovation in Horror," which appears in

both *On Writing Horror: A Handbook by the Horror Writers Association* and *The Complete Handbook of Novel Writing* (Writer's Digest Books).

She has published short fiction, essays, and reviews in many magazines. The *Many Faces of Van Helsing*, an anthology she edited, was released by Berkley in 2004 and was nominated for the Bram Stoker Award. The editors at Barnes and Noble called it "brilliant. . . . Arguably the



strongest collection of supernatural stories to be released in years."

She also runs Jeanne Cavelos Editorial Services, a full-service freelance company that provides editing, ghostwriting, consulting, and critiquing services to publishers, book

packagers, agents, and authors. Among its clients are major publishers and best-selling and award-winning writers.

Since Jeanne loves working with developing writers, she created and serves as director of Odyssey, an annual six-week summer writing workshop for writers of fantasy, science fiction, and horror held at Saint Anselm College in Manchester.

Odyssey is a place where developing writers can focus on their craft and receive detailed, in-depth feedback on their work. Guest lecturers have included George R. R. Martin, Harlan Ellison, Terry Brooks, Ben Bova, Jane Yolen, and Dan Simmons. During the school year, Jeanne is an English lecturer at Saint Anselm College, where she teaches writing and literature.

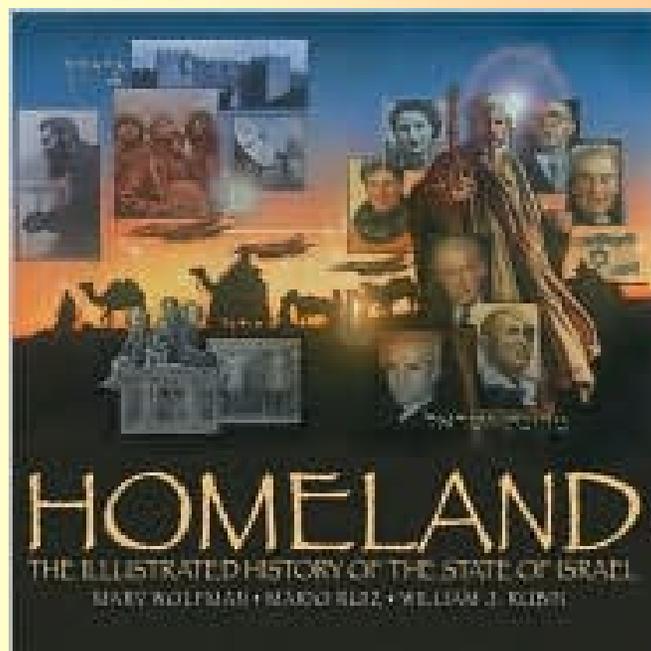
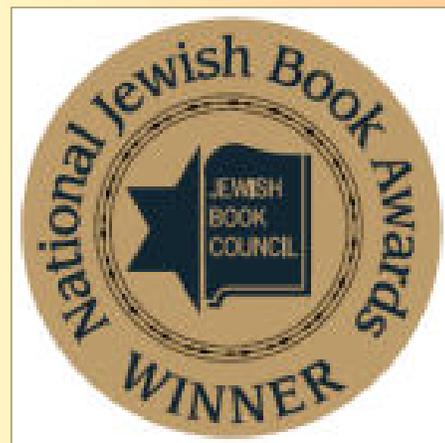
Jeanne has lectured widely on topics such as the latest scientific discoveries and their implications, the relationship between science and science fiction, the writing process, and the publishing industry. She has spoken at venues as varied as the Smithsonian

Institute, the United States Air Force Revolutionary Technologies Division, the American Chemical Society, Dartmouth College, the Intel International Science Fair, the Discovery Channel, the Sci-Fi Channel, the History Channel, Turner Entertainment, the Art Bell radio program, and many radio shows, bookstores, and conventions.

## Wolfman's *Homeland* Wins

*Homeland: The Illustrated History of the State of Israel*, by IAMTW member Marv Wolfman, with Mario Ruiz and William Rubin, has captured the best book of 2007 in the Children's and Young Adult Literature category of the National Jewish Book Awards.

*Homeland* previously won the Moonbeam Children's Book Award for non-fiction, the SAboknews.com adult award for history/politics, and received a Notable Book for teenagers by the Sydney Taylor Book Award for the Association of Jewish Libraries.





## Trekking to Germany

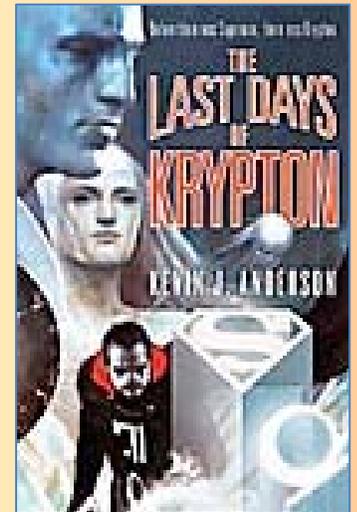
IAMTW member David Mack truly has become international. Two of the novels from a series he co-developed, "Star Trek Vanguard,"



are being translated into German. The German-language edition of the first book in the series, *Harbinger*, will include an exclusive interview with Mack. Other titles from the series that are scheduled to be translated and published this spring are *Summon the Thunder* by Dayton Ward & Kevin Dilmore, and *Reap the Whirlwind*, by Mack. Visit David's web site at [www.davidmack.org](http://www.davidmack.org).

## Another "Super" Novel

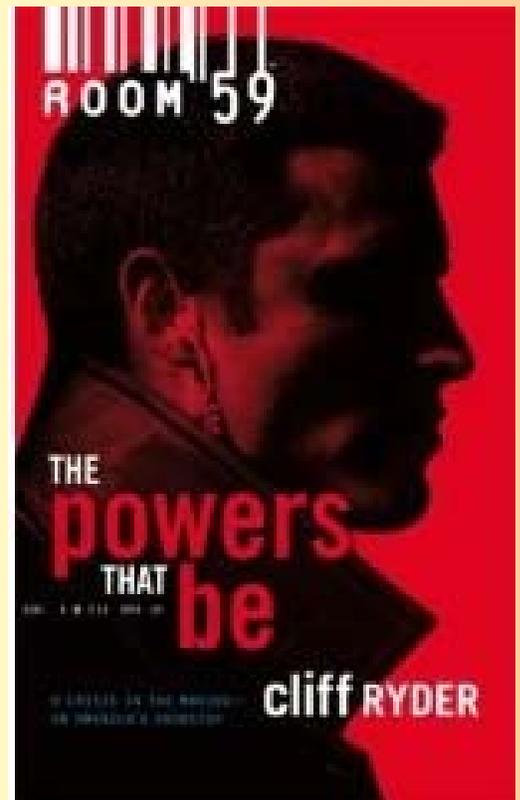
Kevin J. Anderson, an IAMTW member and award-winning author, will follow up his *Last Days of Krypton* for DC and HarperCollins with a new novel, *Encounter*, which tells of the first meeting between Superman and Batman during the 1950s at the height of the Cold War and the flying saucer craze.



## Room 59 Receives Raves

John Helfers' first book in the Room 59 series has been drawing lots of stars at the Amazon web site. *The Powers that Be* was released in January. The second installment, *Aim and Fire*, is set for July, and the third, *The Finish Line* will hit the shelves in the fall.

Helfers, an IAMTW member, has signed on to write another three books in the series. He lives in Green Bay, WI, with his wife and four cats.



# Symposium Panels Set

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Several IAMTW members are scheduled to appear in the Writers' Symposium at this summer's Gen Con Game Fair. They are: Tim Waggoner, John Helfers, Brad Beaulieu, Steven Schend, Donald Bingle, and Jean Rabe. A Scribe Award for best game-related fiction will be presented at the convention, which is expected to draw more than 25,000 attendees.

The list of Symposium fiction writing seminars is presented here—both in the event other IAMTW members might need topic ideas for convention panels and to make this issue of Tied-In longer.

The Gen Con Game Fair will be held August 14-17<sup>th</sup> in Indianapolis. For more information on the convention, visit: [www.gencon.com](http://www.gencon.com).

**The Write Approach:** So you want to write. What's the best way to go about it? How to you snag the time each day? What about deadlines, family, friends, free time, discipline, and the tools you'll need? Our panelists explore these topics and more to help you figure out the right approach to writing for you.

**Readers Room:** We'll discuss the books: fiction, non-fiction, and ones on the craft of writing, that every author should read.

**Food in Fiction:** Don't starve your main character. Don't force your villain to drink the wrong vintage of wine with his macaroni and cheese. Little details like food help make your fiction real and add depth to your characters. In fantasy and science fiction, it can also reveal important information about climate and culture.

**Make 'em Bleed:** And make them suffer and die, too. There is an art to portraying death and suffering that can add realism and emotion. Learn how to write about your character's imminent demise without crossing the line in the realms of morbid, gross, boring, and toomuchinformation.

**Penning Power Struggles:** Political intrigue plays a role in many science fiction/fantasy tales. Our panelists suggest how to incorporate politics, how to foreshadow political events and conflicts, and how to make political intrigue as dynamic as any fight scene.

**Urban Fantasy:** This fast-growing subgenre has made stars out of folks like Jim Butcher with his Dresden Files. Is urban fantasy just a trend, or is it here to stay? Our panelists discuss the elements of urban fantasy and the markets for your city-fiction.

**Characters Welcome:** Creating dimensional, dynamic characters can be the difference between a manuscript that sells and one that gathers dust under the bed. So how do you create a vivid, living, breathing character? There are probably as many ways to build characters as there are writers. Join our panelists as they share their methods, with concrete examples, for penning amazing, interesting characters.

**Edit Yourself:** Learn to look at your work critically. Examine everything from plot to language, and learn how to tackle rewrites and take and give criticism.

**Mapping Your Fiction:** So you're building a world for your fantasy novel? Great! Do you need to set that world to paper? And, if so, how much detail should you provide? Can a map inspire your fiction? Learn the pros and cons of cartography as it applies to writing.

**Magical Realism, Threat or Menace:** There are great stories being written under the heading of Magical Realism. Is it a subgenre of fantasy? Or is it something else entirely? Is it just a way for academics to study a few select authors while still keeping the rest of the fantasy genre outside their ivory tower? And if you want to pen your next novel in this subgenre, what is the best approach?

**Ars Loca, Humor in Fantasy:** Being funny is serious business. When should you inject humor into your manuscript? And how can you do it effectively? Our panelists teach you how to tickle readers' funny bones.

**Painting with Words:** Do you read or write for the love of language? Is your favorite author one who can transport you into the setting? Learn how observation and imagination can put life in your writing and make your readers see, smell, and feel what your characters do.

**Pagan Topics in Writing:** Our panelists examine history to help you craft strong, believable characters from a pagan point of view. This year we'll concentrate on witchcraft and warlocks.

**Ghosts and the Afterlife:** Ghost stories are on the rise. The latest crop of paranormal writing is thick with clairvoyance, necromancy, and ghosts. Let's take a look at what's out there, what's been done-to-death, and how to include fresh spirits in your fiction.

**The Japanese Invasion:** Hungry ghosts, hidden demons, and interactive nightmares come to us in books and movies from Japan. We'll look at the history of the Japanese story vs. the American tale, including a discussion of Campbell, Kurosai, and how the genre can influence your writing.

**Setting the Scene:** Where you place your story can be as important as the story itself. What elements should you put in and leave out? Our panelists show you how to sprinkle in details to enhance your story and characters . . . and teach you how not to overdo it. We'll include tidbits about how to pick a setting and research tools.

**Points on Plotting:** Coming up with a solid, interesting plot can be one of the most difficult aspects of writing. We'll discuss just what makes a good plot and offer advice on how you can avoid plot-jams and plot-holes that can ruin your fiction.

**Combat, Small-Scale Fights to Massive Battles:** Much of fantasy fiction is filled with fights, from one-on-one duels to well equipped armies slaying thousands in years-long wars. Learn different approaches for writing combat scenes, how to make your struggles feel real, and when it's time to end the bloodshed so your readers don't get bored.

**Fight Another Day:** Learn how to write edge-of-your-seat action scenes without a character throwing a single punch. We'll cover chase scenes, escapes, word choice, settings, and much more.

**Write What You Don't Know:** Some say it's best to "write what you know." We thumb our nose at that notion! Otherwise, how could you ever write fiction set in medieval times or on one of Saturn's moons? We'll teach you how to do just enough research to set your fiction pretty much anywhere. And we'll cover what elements to include, what to leave out, and how to explore writing in genres outside your proverbial comfort zone.

**Non-standard Ways to Build Your Craft:** You can become a better writer without signing up for a college course or reading a stack of "how-to" books. Our panelists discuss what they do to improve their writing and show you how to hone your skills along some nontraditional routes.

**Avoid Clichés Like the Plague:** They are a dime a dozen! Ever worry whether your plot has been overused and that your characters are trite? Plots and character types tend to become overused because they work, and clichés become clichés because they convey something a lot of people want to say. So how do you make your writing stand out? To use a cliché, the devil is in the details! Out with young orphans who become great wizards, evil sorcerers who try to destroy the world, androgynous elves with longbows! We'll show you some tricks for keeping your writing rich and innovative.

**The Art of Terror and Fear:** Let's discover those things that go bump-in-the-night. Learn how to send shivers down the spines of your readers. You don't have to write in the horror genre to deliver a good scare.

**Eye of Argon:** Back by popular demand (or maybe we just don't know any better), join us for a round-robin reading of the most awesomely bad (yes, you read that correctly) story ever published in SF fandom. This year we will be reading according to the new "hardcore" rules. Just try to keep from laughing . . . we dare you!

**Worldbuilding, Recreating the Wheel:** Some writers love to create a world from below the ground up. That can be exciting, but it's not always necessary. Using Earth's own rich culture and history, you can be just as creative and perhaps a bit quicker. Learn how our panelists take historical tidbits and tweak them to add authenticity to their own worlds.

**Worldbuilding, Class Struggle:** What makes society divide into caste and class? We'll take a look at historical and present-day structures and how to use various elements to develop classes in your world.

**Worldbuilding, Build from the Ground Up:** Build from the physical world and not the culture. Learn how geography influences a society's development. For example, deserts create a reverence for water, and migratory patterns for sustenance. Learn how to let the terrain shape your people.

**Worldbuilding, Hired Goons, Mercenaries, and Assorted Thugs:** So you need a few good men and women . . . and you're going to get them where? We'll cover topics such as the single assassin, gangs, bodyguards, professional mercenaries, accidental warriors, and the military, and how to fit them into your world.

**Worldbuilding, Reality in Your Fantasy:** Your setting has to make a certain amount of sense for your novel to be believable. So how do you make your fantasy "real" and how do you stop from making it so real it ceases to be fantasy?

**Worldbuilding, Make it Your Own:** Avoid creating a stereotypical, generic, fantasy world. We'll show you how to make the planet your very own . . . and make it interesting.

**Worldbuilding, The Impact of Magic:** Magic should make more sense than science to hook your readers and enhance your fantasy world. We'll talk about things that will enchant your writing.

**Worldbuilding, Realistic Treatments of Sex and Racism:** Smut or sexlessness, where is the middle ground? And how much is too much sexism? Unless we're writing about a utopia, the

societies in your fantasy worlds are going to have sexism. And if you include it, are you, as an author, guilty of perpetuating sexism in the real world?

**Big on the Small Press:** Small-press publishers offer new authors great opportunities. Smaller presses are enjoying a renaissance right now and are becoming stronger than ever. Come find out the advantages of working with a smaller press. Our panel includes a publisher, editor, and authors who have sold books to some of the smaller houses. They'll discuss how to submit and who is buying what.

**Brainstorming to Defeat Writer's Block:** There's an old saying that "ideas are a dime a dozen." But sometimes you don't have the 10 cents you need to get a plot. Learn how to brainstorm ideas for fiction writing so your fingers fly across the keyboard and so you don't keep staring at a blank screen.

**Goal, Motivation, and Conflict:** There is no one formula that will help you write a bestselling or award-winning novel. But key ingredients for plots and characters, no matter the genre, are goal, motivation, and conflict. Join our panelists as they discuss how they incorporate these elements into their writing to make their fiction exciting and real.

**Writing by Tarot:** Tarot is said to be a window to the soul and the journey of The Fool. But have you ever thought that using Tarot cards or an oracle could aid your writing? You can use this method to help you get past a touch of writer's block, to resolve problem points in your plot, to flesh out your characters, even to plot an entire book. Bring your Tarot or your oracle to the seminar to share, or just listen in as our panelists give ideas and tips for drawing on the unconscious while writing.

**Slutty vs. Sultry and Everything in Between, A Look at the Female Character:** Want to put a real woman in your fiction? As a main character? A villain's henchman? We'll teach you how to avoid clichéd female characters and how to create vibrant women worthy of your readers' time.

**Hey, I've Got a Day Job:** You write on the weekends, during your lunch hour, or in the evenings. Maybe you even take a few days of vacation to jump start a book. How do you set aside the time? How can you make deadlines while sticking with your 9 to 5? Our panelists, novelists all, have regular "day jobs." They'll share their tips and inspire you to not give up.

**Making the Leap (From Talented Amateur to Publishing Professional):** What does a writer who's on the verge of writing professional level prose need to do to make that final leap? When do you know you've crossed the line to become a professional writer? When should you think about quitting the day job?

**Short Fiction Markets:** Maybe you don't want to write a novel. Maybe you've a burning idea for a short piece of fiction that you'd like to see in print. Or maybe you want to try your hand at a new genre, and a short story is the way to test your wings. Our panelists discuss the differences in approaching a short story vs. writing a novel and share market news on where you can send your tales.

**How to Buff, Polish, and Make Your Manuscript Shine:** Get an editor's attention. Find yourself moving up in the slush pile, not sitting forever on the bottom. There are things you can do to your manuscript to make it move a little quicker and to lessen the chances it will get rejected.

**The Fine Art of Schmoozing Your Way into Print:** Sometimes it's who you know that will help get you into print. Sometimes it's what you learn about the publishing industry, editors, and agents that will help you make a sale. Conventions are a great place to meet folks who can help your writing career and to get the low-down on fantasy and science-fiction markets. We'll teach you how to schmooze.

**Agents, Taxes, and Other Important Yucky Things:** Do you need an agent? And, if so, how do you get one? What can you declare as writing-related tax write-offs? What should you look for in contracts? These topics and more will be tackled by our panelists.

## Send Us Your News

We want to spread your news to the rest of the IAMTW membership and other interested readers. Please e-mail your news articles, writing advice, and classifieds to Jean Rabe at: [jeanrabe@hotmail.com](mailto:jeanrabe@hotmail.com) or [jeanr@sff.net](mailto:jeanr@sff.net) and mention tie-in or IAMTW in the message header.

What are you working on?

Any special appearances lined up?

How did you get into the tie-in writing business?

Do you have some sage advice for new writers?

Got some market tips to report?

Some news to share?

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