



# Tied-In

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

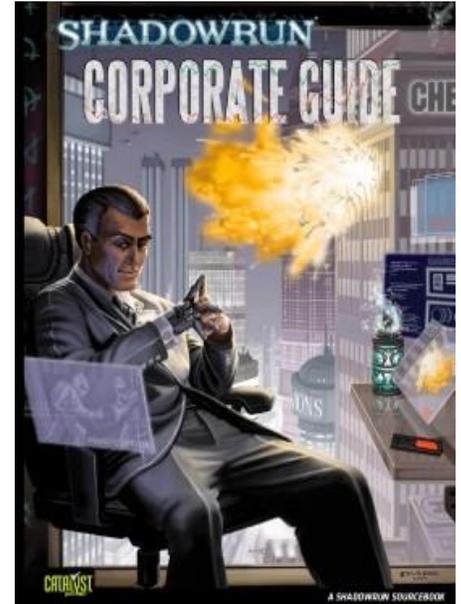
## Savile Gets Computerized

IAMTW member Steven Savile has received word that he has been named the lone author on an upcoming Electronic Arts/DICE computer game. EA is behind Bad Company, Battlefield 1942, and other games. Savile will be penning the script for the game, a considerable change of writing pace from his usual short stories and novels. □

released Shadowrun product by Catalyst Game Labs: Corporate Guide. It is available as a print publication and as a PDF file.

When not writing, Brandie works as a SQL server database administrator. She has appeared in more than 20 stage productions and worked at least once in every possible backstage theatre position over the years. She has appeared in industrial films, local commercials, and print ads.

She is also a member of the Science Fiction and Fantasy Writers of America. □



## Tarwin Finds The Shadows

Longtime IAMTW member Brandie Tarwin has a chapter all to herself in the newly-

## Playing 20 Questions With William C. Dietz

**William C. Dietz** graciously agreed to “play 20 questions” with Tied-In. Dietz is the best-selling author of more than thirty novels, many of which have been translated into German, Russian, and Japanese. Dietz worked as a medic with the Navy and Marine Corps as a medic, lived in Africa for many months, and has traveled to six continents. Although now a full-time writer, he once worked as a surgical technician, college instructor, news writer, television producer, and director of public

relations and marketing for an international telephone company. He and his wife live in Washington State. In addition to the IAMTW, Dietz is a member of the Author's Guild and the Science Fiction and Fantasy Writers of America.

1. BILL, YOU'RE A BUSY SOUL. CAN YOU TELL US WHAT WILL BE HITTING THE BOOKSHELVES FOR YOU IN THE NEXT SEVERAL MONTHS?

Nada.

2. WHAT'S UP NEXT? WHAT PROJECTS ARE YOU WORKING ON THIS VERY MOMENT?

Where tie-ins are concerned I'm in the final approval stage for **RESSISTANCE: A HOLE IN THE SKY**, and I'm doing my homework (playing the game) for a new project I can't name yet.

3. DO YOU DRIVE A HARDTOP OR RAGTOP?

I live near Seattle so there's no point in owning a convertible. I have a moon roof though. I wonder if it still works?

4. IN ADDITION TO YOUR TIE-IN WORK, DO YOU HAVE ANY ORIGINAL NOVELS YOU'RE WORKING ON THAT YOU'D LIKE TO TELL US ABOUT?

I'm almost done with the ninth and final novel in the **LEGION OF THE DAMNED** SERIES. It's called **A FIGHTING CHANCE**, and will be followed by a prequel trilogy already under contract to Berkley/Penguin.

5. WHAT TIE-IN PROPERTY DO YOU DREAM ABOUT WORKING ON?

My own! And I'll get the chance since I just signed a contract to write a series of comics based on one of my novels. **SLAM!** **BANG!** **POW!**

6. ICE CREAM . . . CHOCOLATE, VANILLA, STRAWBERRY, OR BUTTER PECAN?

I love them all. But if I had to go with one I guess it would be Chocolate.

7. WHAT TIE-IN PROJECT WAS THE MOST DIFFICULT FOR YOU, AND WHY?

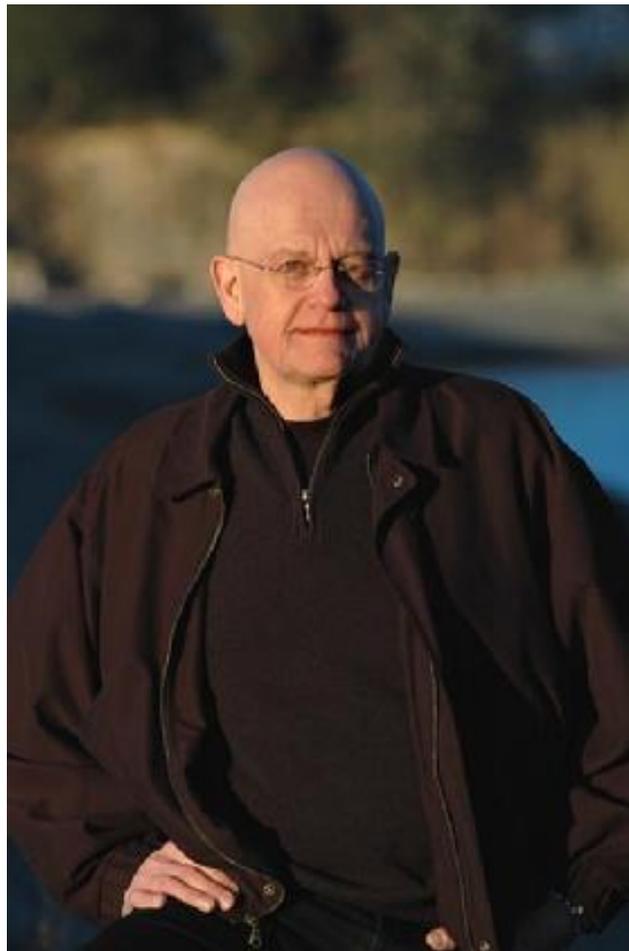
**HITMAN**: The **Enemy Within** was very difficult because the main character is a psychopath, the folks at Eidos were insistent that he would never knowingly do anything good, and I had no desire to write an entirely amoral book. So I came up with a plot in which he unknowingly did something good, and they were willing to accept that.

8. LET'S LOOK AT THE OTHER SIDE OF THE COIN. WHAT TIE-IN PROJECT WAS THE EASIEST, AND WHY?

**RESSISTANCE**: The **Gathering Storm** was as much work as any other novel, but it was a pleasure to write because the **Insomniac/Sony** team is so nice, and I have soft spot for first person shooters.

9. WHAT DO YOU MOST ENJOY ABOUT TIE-IN WRITING?

As you know, writing is a famously lonely profession. I enjoy working with a team once a year, and oh yeah, there's the money!



10. WHAT'S YOUR FAVORITE MUSICAL?

**PAINT YOUR WAGON**, with Clint Eastwood.

11. PUBLISHING HAS TAKEN SEVERAL HITS IN THE PAST FEW YEARS . . . LAYOFFS AT THE BIG HOUSES, A CUT IN TITLES. HOW DO YOU THINK THE TIE-IN INDUSTRY HAS BEEN IMPACTED?

These are tough times. Books have to compete with the Internet, TV, games and Heinlein's famous six pack of beer. So even as overall media expands, publishing contracts. But it has never been easy. When my first book was published in '85 my agent told me that the business was about to tank. But we're still here.



12. WHAT ADVICE DO YOU OFFER AUTHORS WHO ARE TRYING TO BREAK INTO TIE-IN WRITING OR ESTABLISHED AUTHORS TRYING TO GET MORE WORK?

First, with the exception of company insiders (ala the Halo games) I'd say it's almost impossible for an unpublished author to get a tie-in assignment. As Betsy Mitchell at Random House/Del Rey told me, they aren't interested in midlist tie-ins, they're looking for tie-in best sellers. And one of the things they can do to help accomplish that goal is to hire authors who have a track record.

Second, where established authors are concerned, they should (1.) Make sure their agents know they are interested in writing tie-ins, (2.) Develop a rep for being easy to work with and delivering on time, because that's the kind of writer editors want to work with, and (3.) Write the type of original fiction that would qualify them to write

the kind of tie-in they are interested in. (Because I write military science fiction I get hired to write tie-in military science fiction.)

13. CAN YOU DESCRIBE ONE OF YOUR TYPICAL WORK DAYS?

I get up at 5:00, work out, have breakfast, and start writing by 7:00. I have lunch about 11:00, take a half hour nap on the floor of my office, and work until four. Then it's time to join my wife for a gin and tonic and tell her how abused I am. I usually work six days a week.

14. DO YOU HAVE A FAVORITE CUISINE AND DISH?

I love pot roast! Damn those pot roast pushers. They're on every corner.

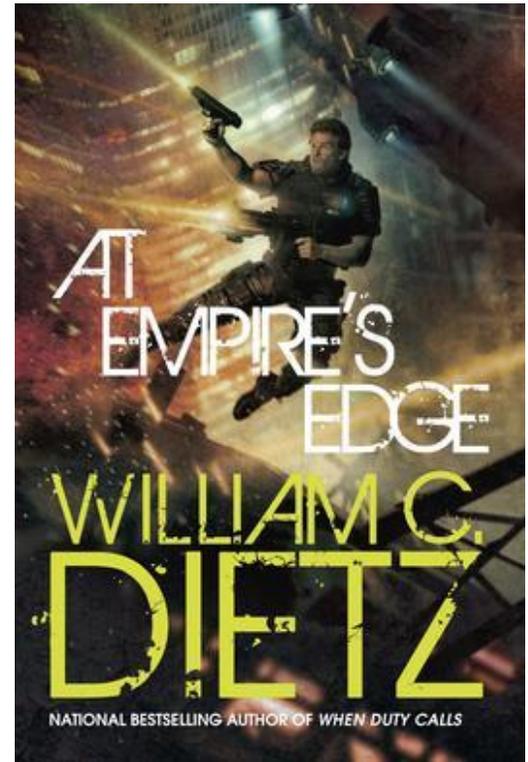
15. WHAT WAS YOUR FIRST TIE-IN NOVEL AND HOW DID YOU LAND THE PROJECT?

My first tie-in project was to write three books for Lucas Films. They are beautifully illustrated novels tied to the DARK FORCES games. It was a great gig. I got it because my publisher had a piece of the action, I had a rep for being reasonable, and a track record writing military science fiction.

16. IF YOU COULD BE A SUPER-VILLAIN, WHO WOULD YOU BE?

Goldfinger. First because the price of gold is up—and second because it would be really cool to have an assistant named Oddjob.

17. DID YOU HAVE OTHER CAREERS BEFORE WRITING?



I was a Navy medic, a surgical tech while going to college, a news writer, director, and producer at KOMO in Seattle, a college instructor at the University of Washington, and held a variety of marketing communications jobs. The last was Director of Marketing and Public Relations for an international phone company. Oh yeah, and I sold magazines door-to-door out of high school. Talk about a tough job.

18. WHEN AND WHY DID YOU DECIDE TO BE A FULL-TIME WRITER?

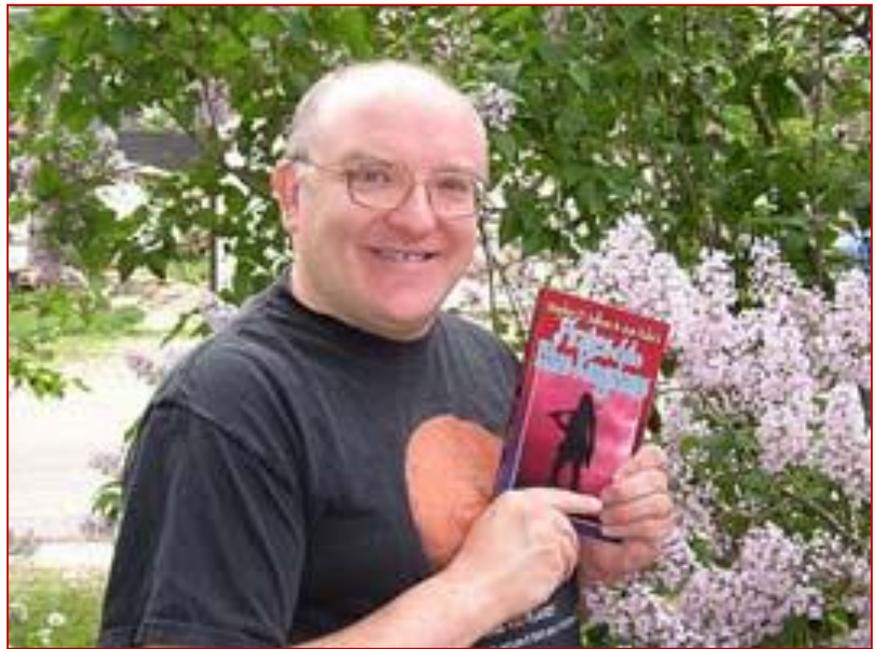
I made the decision to become a full-time writer at 20, but never got around to writing a book until I was 39, and it sold the moment I sent it in. Not because I was incredibly talented mind you, but because in the words of my editor at the time, "We need some of that kind of crap right now." And I'm grateful.

19. IF YOU COULD BE A CONTESTANT ON A PAST OR PRESENT GAME SHOW, WHICH SHOW WOULD YOU PICK?

AMERICAN GLADIATORS in the out-of-shape "that guy should never wear tights" category.

20. WHAT DO YOU HOPE THE IAMTW CAN ACHIEVE IN THE NEXT SEVERAL YEARS?

As books become increasingly electronic, and start to incorporate sound tracks, video, and side links the old paradigm is fading away. Tie-in writers, and their professional organization, are perfectly positioned to understand and profit from "new" books. So rather than aspire to the type of careers that literary authors of the past enjoyed, I think the members of IAMTW can and should position themselves to provide content to all forms of media, where they can help to shape the future not simply react to it. □



tie-in writers have been asked the same thing. I hear it from fans at conventions, in email, and on Facebook and other social networking sites. So, when will I write a sequel to that book you love? Here's the sad-but-honest answer:

**Never.**

I'm probably never going to write a sequel to that book you love. I may *want* to write a

**Work-for-hire** is the contract system under which most authors write those cool-tie in novels—from *Iron Man* to *Dragonlance* to *Legend of the Five Rings* to *Spider Riders* to whatever. Basically, it means that anything we create in the course of writing that book belongs not to the authors, but to the company that owns the property/character/project in question.

Now, though fans may not like it, in some cases this makes perfect sense. After all, when I was doing the *Iron Man* movie adaptation, it would be kind of crazy for Marvel to let me walk off with the rights to Tony Stark or Iron Man or Pepper. (Even though, if I do my job right in an adaptation, by the time I'm done, I've invested myself in every portion of the story and really feel like I "own" it.) We all know that Stan & Jack (and Larry & Don, etc.) created Iron Man and company. Though, ironically, under work-for-hire rules, Stan & co. don't own those characters, either -- Marvel does.

# Unwritten Sequels

by Stephen D. Sullivan

**OR WHY THE SEQUEL TO  
"MY" BOOK YOU LOVE  
WILL NEVER BE WRITTEN**

"I really loved that book. When are you going to write a sequel?"

People ask me that question all the time. I bet the rest of you

sequel. I may love the characters and setting and everything about the original book. I may even have a great idea for a sequel, but chances are it's just not going to happen. Why? What could keep a writer (like me) from doing a sequel to a popular book? The fact that the original book was a work-for-hire project.

But, even if the case of Iron Man seems clear to you -- it's pretty clear who's playing in whose sandbox, as it were—other cases are not so obvious. Suppose I create a story for *Catworld* (yes, I'm making that up), and though I set my story in *Catworld*, I create all the characters and story situations from the ground up. I create the hero, the villain, the city, a bunch of minor characters, and even some new cat-technology and such. It's all original, right out of my brain and onto the page. Surely that stuff is mine.

Chances are I'd like to, but it's not up to me. You could write to the publisher, start a petition, and ask them to have me write another book in the series. There's a remote chance that might work. But I have a better idea (both for me, and for other authors in my position):

### **Support our creator-owned work.**

Even if I never write another Dragon Isles story, I can always write stories set in the Blue Kingdoms—and if you like Mik

Most authors know what they're giving up when they sign a work-for-hire agreement, but most authors like to eat, too.

Nope. Under work-for-hire, I don't get to own any of that. It doesn't matter how cool the character is or how much the fans like it, or the fact that it had never been done before in all of *Catworld* history. Under work-for-hire, even if I create all that stuff from whole cloth, I still have no control over the fate of any of it. It doesn't belong to me because I signed my rights to that work away when I signed the work-for-hire contract and took the money. Most authors know what they're giving up when they sign a work-for-hire agreement, but most authors like to eat, too.

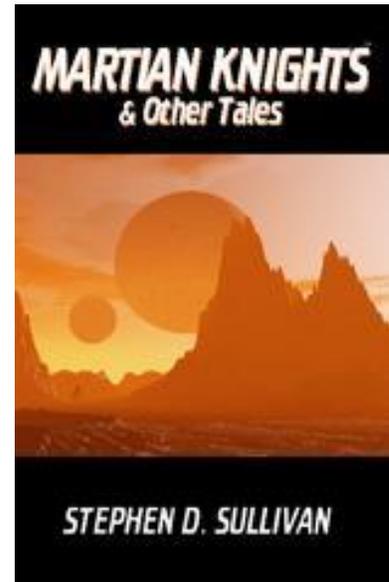
Sadly, sometimes having money for food means giving up the rights some of your favorite "children."

So, I'm sorry if I won't be writing your favorite L5R or Dragonlance character again.

Vardan and his mates, you'll probably like Ali al Shahar and the crew of the Starcutter. If you like Catriona, you might like Crimson or my upcoming character Snowraven. Fans of my Mage Knight work will likely enjoy the Coralshell Sisters.

For every character locked in work-for-hire limbo by a huge corporation, there's another just-as-good character owned by the creator. After all, isn't that how Image Comics started? It's why Jean Rabe and I started the Blue Kingdoms, too: so writers (like us) could do their best work *and* take it home afterward.

So, that's what I'm doing: working on my own stuff. (It's what Jean and a lot of your other favorite authors are doing, too.) And it's *very cool*. Please give some of our "less famous"



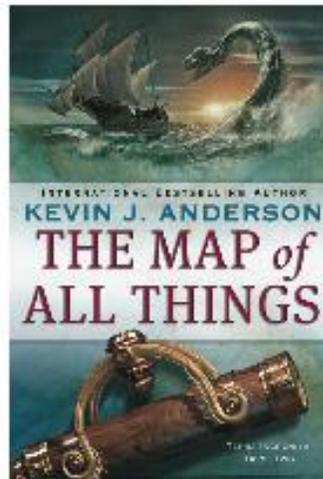
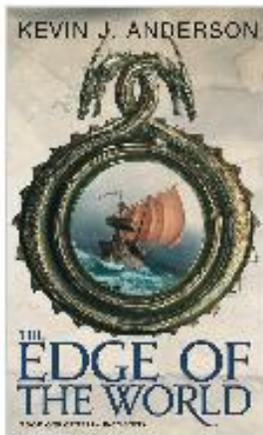
characters and stories a try -- either in print or electronically. I guarantee you'll like what you find. After all, that's what my slogan "Adventure guaranteed. (Monsters optional.)" stands for—good stories, every time. And while you're thinking of it, why not sign up for my free newsletter at my web page: [www.stephendsullivan.com](http://www.stephendsullivan.com) □

## **KJA Breaks New Ground**

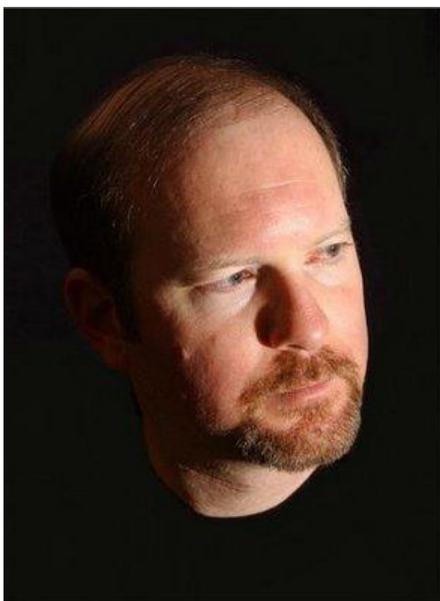
**Groundbreaking New Crossover Project from Bestselling Author Kevin J. Anderson: Epic Fantasy Novel and Rock CD**

Terra Incognita: *The Map of All Things* (novel, Orbit Books)  
Terra Incognita: *A Line in the Sand* (rock CD, ProgRock Records)

Following last year's success of his Terra Incognita novel/CD project, international bestselling author Kevin J. Anderson has again teamed up with Orbit Books and ProgRock



Records to create the second installment in the tale of sailing ships, sea monsters, and the crusades. The simultaneous release of the new novel and music CD is a unique event in the genre.



The novel, *The Map of All Things*, is a 600-page epic expanding the story of exploration, adventure, and a clash of religions. The companion CD, *A Line in the Sand*, contains a storyline not found in the novel. “This CD features a different, grittier part of the epic, focusing on the devastating generations-long war between continents, and it

has an entirely different sound,” said Anderson.

This time, the music is helmed by Henning Pauly (Frameshift, Chain), and the CD features an extensive new cast of performers. “Henning is absolutely perfect for this type of music, with hard-driving guitars, passion, and thought-provoking complexity,” said Shawn Gordon of ProgRock Records. “Kevin’s been a fan of Henning’s music for years, and this seemed to be a perfect match.”

Vocalists include rock legends Steve Walsh of Kansas (“Carry On, Wayward Son,” “Dust in the Wind”), Sass Jordan (Album Rock’s female vocalist of the year, and one of the judges on Canadian Idol), Michael Sadler (formerly of Saga), Charlie Dominici (Dream Theater’s original lead singer), Nick Storr (The Third Ending), and others. Anderson and his wife Rebecca Moesta, herself a bestselling author, wrote all the lyrics as well as the connecting text in the booklet; two of the songs are cowritten with multiple Grammy-Award-winning singer-songwriter Janis Ian (“At Seventeen,” “Society’s Child,” etc.).

“Progressive rock has always focused on story and ideas,” said Anderson, “but with two CDs and two novels, this takes Terra Incognita into unprecedented territory. The union of music and prose has never before been done on this scale.”

The first CD, *Terra Incognita: Beyond the Horizon*, received rave reviews worldwide; it was named Best Progressive Rock Album of the Year by Melodic Revolution and was prominently featured in *Classic Rock Presents* magazine.

IAMTW member Anderson is best known for his Dune novels with Brian Herbert, his numerous Star Wars and X-Files novels, and his original SF series, *The Saga of Seven Suns*.

Three sample tracks are available on the ProgRock Records website ([www.progrockrecords.com](http://www.progrockrecords.com)). More background is available on Anderson’s official web site, [www.wordfire.com](http://www.wordfire.com).

To request copies of the novel and CD, or to arrange interviews with Kevin J. Anderson or Shawn Gordon, please contact [anderzone@wordfire.com](mailto:anderzone@wordfire.com). □

# Convention Calendar

## Comic-Con International: San Diego

July 22-25, at the San Diego Convention Center, 111 W. Harbor Drive. A special preview night will be held July 21. According to the convention website, all memberships have been sold out. Many IAMTW members are scheduled to attend this event, where the annual Scribe Awards will be presented. For more information, visit [www.comic-con.org](http://www.comic-con.org).

## Gen Con Game Fair

August 5-8, Indianapolis, IN, convention center. IAMTW members will be out in force participating in the Writer's Symposium . . . including: Matt Forbeck, Michael Stackpole, John Helfers, Donald J. Bingle, Jean Rabe, Tim Waggoner, and more. Visit [www.gencon.com](http://www.gencon.com) for more information.

## Salute to Supernatural

October 8-10, at the Westin O'Hare in Rosemont, IL. Guests include many of the actors from the television series. For more information, visit the web site at [www.creationent.com](http://www.creationent.com).

## Bouchercon World Mystery Convention

October 14-17, at the Hyatt Regency San Francisco at 5 Embarcadero Center. Activities include receptions, awards, films, sunset cruise on San Francisco Bay, programs, walking tours of the city, autographing, and more. Visit the web site for more at: [www.bcon2010.com](http://www.bcon2010.com).

## WindyCon 37

November 12-14, at the Westin in Lombard, IL. Guests include: Steve Barnes and Nene Thomas. For more information, visit the web site at [www.windycon.org](http://www.windycon.org).

## Tied-In Needs New Blood

IAMTW member Jean Rabe is in her fourth year as editor of Tied-In. She thinks it is about time she passed the proverbial torch to another wordsmith who would like to take a turn at assembling this newsletter. Tied-In has been a bi-monthly e-publication for nearly its entire existence . . . well, maybe all of its existence, ye editor has a little age to her and so can't remember for certain. Any interested souls should contact Max and Lee at [tieinwriters@yahoo.com](mailto:tieinwriters@yahoo.com). □

Scheduled to attend a convention this fall? Promote it in Tied-In. Serving as a guest or a panelist at one of the big summer cons? We'd like to hear about your adventures. Send the information to: [jeanrabe@hotmail.com](mailto:jeanrabe@hotmail.com).

# IAMTW

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