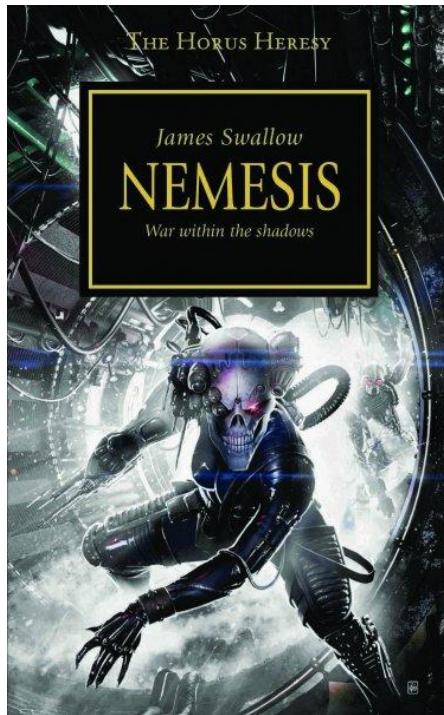




Tied-In

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



James Swallow is Released

Facing the Nemesis and Other Stories

This month saw the release of NYT-bestselling *Nemesis*, the newest novel in the million-selling **Horus Heresy** saga - a tie-in series that's part of the world of **Warhammer**, a global science fiction and fantasy wargaming

phenomenon enjoyed by millions of players and fans.

Author James Swallow, who previously contributed to the **Horus** series with *The Flight of the Eisenstein* and five other novels for the **Warhammer 40,000** gothic sci-fi world, is enthused to be a part

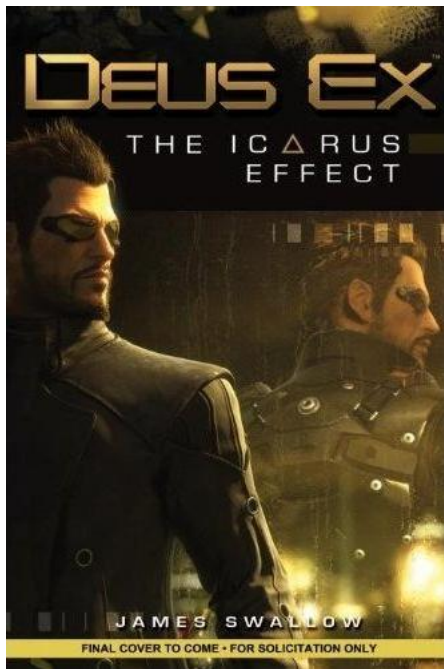
... and the material created for the game is just so rich with possibility that we could keep going for years ...



of this ongoing endeavor.

“For **Warhammer** fans, the **Horus Heresy** is the ur-myth of that fictional future,” he explains. “It informs every part of the **Warhammer 40,000** backstory, so getting to bring this legendary tale to the printed page is a pretty big deal, and the expectation of the audience is high. For Games Workshop, the creators of the **Warhammer** games, and their publishing imprint Black Library, this is the crown jewel of their intellectual property.”

After 14 novels, one might wonder if the series has any more stories left to tell, but according to Swallow, they're just getting started. “If anything, we've done the



overture and the first movement of the symphony. We've got a lot more notes to play - the **Horus Heresy** is this galaxy-spanning tale of betrayal between brothers, epic battles and cataclysmic events, and the material created for the game is just so rich with possibility that we could keep going for years before we reach the climactic siege that takes place at the finale. Readers often ask me how many books we're going to write, and my answer is always 'As many as we need to!'

Nemesis is a tale of warring assassins set against the unfolding drama of a galactic civil war; "It's **Day of the Jackal** meets **Dune**," he says. "For a tie-in writer, working in a franchise like **Warhammer 40,000** or its swords-and-sorcery companion, **Warhammer Fantasy**, is very different from something like, say **Star Trek** or **Star Wars**. With those fictional worlds, the writer is provided with a core set of established characters as well as a history, locations and

props; in the **Warhammer** universes, while you still have important personas in the backstory, the fiction rarely centers on them. Instead, the writer is free to come up with a cast of their own to play against the backdrop of the established world. It's a great challenge."

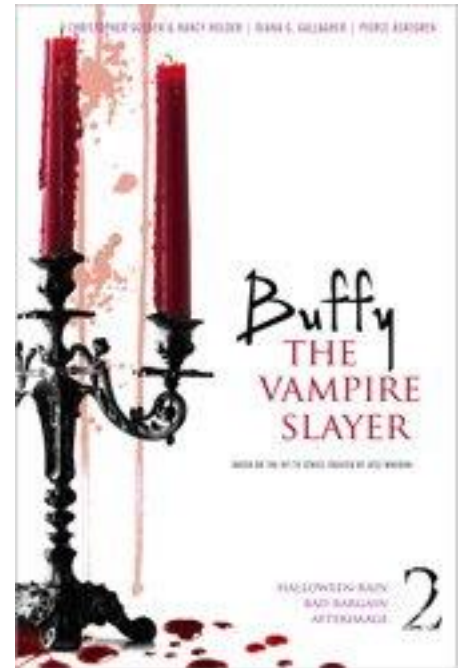
But the **Warhammer** novels are not Swallow's only foray into the world of tie-ins. **Doctor Who**, **Stargate**, **2000AD** and **Star Trek** stories also appear on his resume; for the latter series he won the IAMTW's 2009 Scribe Award for his novel **Day of the Vipers**. As well as books and audio dramas, he's also developed a profile in the videogames industry, working on scripts and story development.

"My most recent project has just come to an end, a two-year stint on an upcoming blockbuster cyberpunk adventure game called **Deus Ex: Human Revolution**."

The game ships early in 2011, and he has followed up his work on it with **Deus Ex: Icarus Effect**, an original tie-in novel for Del Rey that will parallel the plotline of the videogame.

"I was in a unique position," he notes, "having worked as a core writer on the game and having the skill set as an author of tie-in fiction, I was perfectly placed to create a story that compliments the narrative of **Human Revolution**. I'm hoping that gamers will enjoy the additional insight Icarus Effect gives them into the **Deus Ex** world."

Keep up with James Swallow at his blog - www.jmswallow.livejournal.com



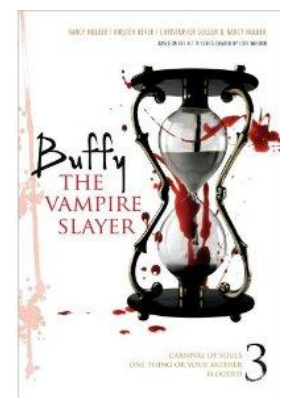
Buffy is Back ... in Reprint

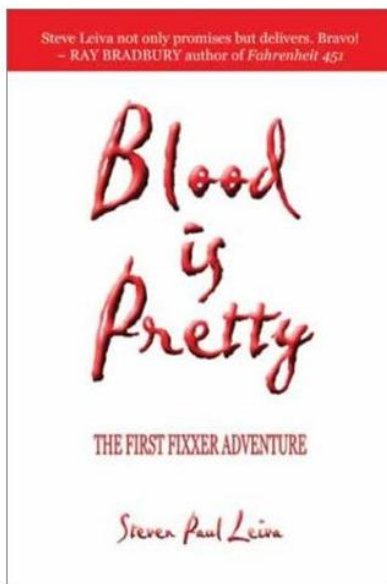
Simon & Schuster is putting some of the Buffy the Vampire Slayer tie-in novels back in print, intending to release three collections this year. Each book contains three tales that had been published before but have fallen out of print.

Released in August was Buffy the Vampire Slayer 2, which featured a story by IAMTW's Nancy Holder.

Other others included in the projects are Christopher Golden, Alice Henderson, Arthur Byron Cover, Pierce Askegren, and more.

There is no word yet on whether Simon & Schuster will release new Buffy material.





Blood is Pretty to IAMTW's Levia

By Steven Paul Levia

I am happy to announce that Crossroad Press has just published my novel ***Blood is Pretty: the First Fixxer Adventure*** in an eBook edition, and it is now available for \$2.99 at these fine digital locations:

Crossroad Press - available in MOBI (Kindle) EPUB, PRC (Mobipocket), and PDF (Adobe) formats.

Smashwords - available in Online Reading (JavaScript) Kindle (.mobi) Epub (open industry format, good for Stanza reader, others) PDF (good for highly formatted books, or for home printing) LRF (for Sony Reader), Palm Doc (PDB) (for Palm reading devices).

Amazon Digital - for the Kindle.

ABOUT THE BOOK

Meet the Fixxer – with wit and aplomb he works the fruitful fields of Hollywood fixing the sins and correcting the stupidities of the denizens

therein. In *Blood is Pretty* he comes to the rescue of “the most beautiful woman I have ever seen” to extricate her from the grip of the soul-sucking sexual desires of a producer born in slime, and takes on the task of buying off with money and muscle a film geek who won’t cooperate with a director of miniscule talent who simply wants to claim “V” – the geek’s “Holy Grail” of a film treatment – as his own.

When the film geek is discovered dismembered, the Fixxer is compelled to know why and finds worlds of evil, both real and virtual, centering around Veritas, a computer program that has the potential of making its owner the richest and most powerful human on Earth. With the aid of Rooe, his friend, companion and cook who can kill quickly and silently in several different ways; the Captain, officially with the Los Angeles Police Department, unofficially with the Fixxer; Petey, extraordinarily brilliant and comically strange; and “the most beautiful woman I have ever seen,” the Fixxer goes forth to do battle.

Playing 20 Questions With David Mack

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

Until October 2010, comic-book fans can pick up new issues of *Farscape: Scorpius*, for which I wrote the



scripts based on series creator Rockne S. O'Bannon's story treatments. The first four-issue arc, *Let Sleeping Dogs Lie*, will be published by Simon & Schuster in November as a trade paperback.

My next novel scheduled for publication is *Star Trek: Typhon Pact - Zero Sum Game*, a fast-paced espionage thriller coming in October. After that, my next project to hit store shelves will be the trade paperback collection of the second *Farscape: Scorpius* arc, *Glorious Basterds*, followed by a novella in the anthology *Star Trek Vanguard: Declassified*, slated for release in July 2011.

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

I'm finishing up a nonfiction book titled *No Turning Back*, which I am co-authoring with a triple-amputee Iraq War veteran named Bryan Anderson, and starting work on the novella for the above-mentioned *Vanguard* anthology. Once those are both done, I'll start writing my next *Star Trek Mirror Universe* novel, *Rise Like Lions*.



3. DO YOU DRIVE A HARDTOP OR RAGTOP?

I haven't owned a car since 1991 — one of the perks of becoming a New Yorker.

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

I can't say much about my next original project because it's still in development and not yet ready to be shopped around. All I can say is that it's a modern-day, supernatural spy thriller.

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

I'd love to write novels based on

Leverage, the most recent incarnation of James Bond, and the SyFy series *Warehouse 13*. I also am still in mourning for the *Indiana Jones* novels — how I would have loved to have written a globe-trotting adventure for Indy...

6. BREAKFAST CEREALS . . . WHAT'S YOUR FAVORITE?

Cream of Wheat.

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

Promises Broken, my novel based on *The 4400* that was intended to serve as the series' finale in book form. At the time I accepted the gig, I had never watched the show, so I had to mainline four seasons of the show very rapidly. Also, because its principal setting is Seattle, a city to which I've never been, I had to do tons of research (mostly on Google Earth and Google Maps with Street View) to make sure that my geographical details of the city were correct. Last, but certainly not least, there was a tremendous sense of pressure that came with knowing I was writing something intended to serve as the end of the saga, and it was important to me that I not disappoint the series' fans.

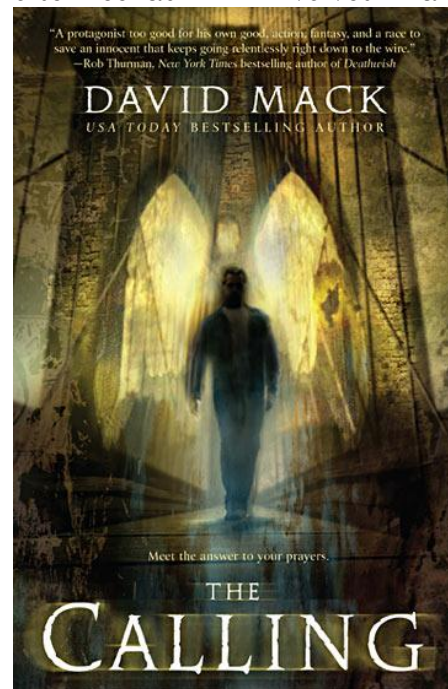
8. LET'S LOOK AT THAT PROVERBIAL OTHER SIDE OF THE COIN. WHAT TIE-IN PROJECT WAS THE EASIEST, AND WHY?

My *Wolverine* novel, *Road of Bones*. Although it required tons of research about many far-flung locations I've never had the opportunity to visit, there

were a number of things that made it a dream project. The licensor told me that I didn't need to worry about making my story track with any particular elements of the past or ongoing comics continuity, so long as I remained faithful to the concept of the character. Also, I was not required to reference events from other *Wolverine* novels being produced at that time, nor did I have to set up any elements for future books by other authors — tasks that I had been performing in abundance on the *Star Trek* novels (and continue to do). Consequently, I was able to just cut loose and write a James Bond-style thriller with Logan as my proxy for Bond.

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

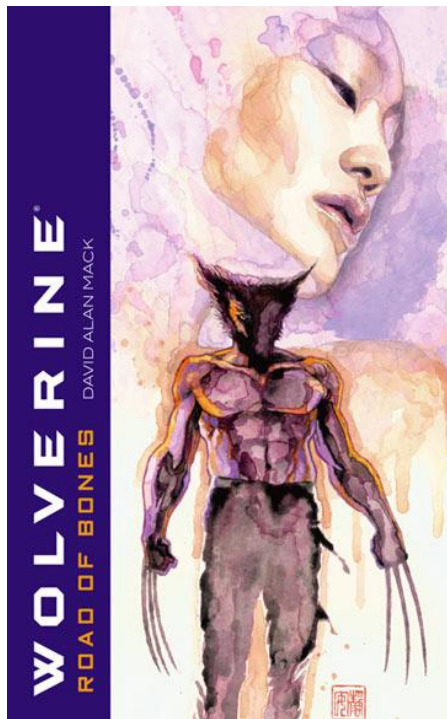
I continue to get a kick out of being able to add something to or make my mark upon series that I've enjoyed. When writing for *Star Trek*, in particular, I often feel as if I'm involved in a



great collaborative creative effort with many other talented writers. In a profession that can be very solitary by its nature, having that kind of a social aspect to what we do is a welcome tonic (read: distraction).

10. WHAT'S YOUR FAVORITE TV SHOW FROM THE 1980S?

Cripes, I'm not sure I *remember* many shows from the 1980s. The only one that I can think of off the top of my head is *Star Trek: The Next Generation*, which premiered the week I started film school at NYU.



11. PUBLISHING HAS CHANGED DRAMATICALLY IN THE PAST SEVERAL YEARS . . . FEWER TITLES ON THE SHELVES, BOOKSTORES CLOSING, E-BOOKS AND THE LIKE. HOW DO YOU THINK THE TIE-IN INDUSTRY HAS BEEN IMPACTED?

I think we've all taken it right in the throat. Editors are being

let go willy nilly. Those who resign aren't replaced in any kind of hurry. Tie-in lines are being treated like second-class projects, and those of us who want to write them are being treated like hungry dogs thrown into pits and made to fight for meat, except that the gnawed bones over which we struggle are the ever-dwindling open slots in schedules that are growing increasingly thin.

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

To an author trying to break in: Don't. Turn back. There's no food or water here. Here there be dragons. Return to the land of the employed and marry a person of means who has health insurance.

To established authors, such as myself, who are finding fewer and fewer opportunities with each passing year: Go to bartending school. Or, if you hate people as much as I do, look into contract killing. I'm told it's a growth industry.

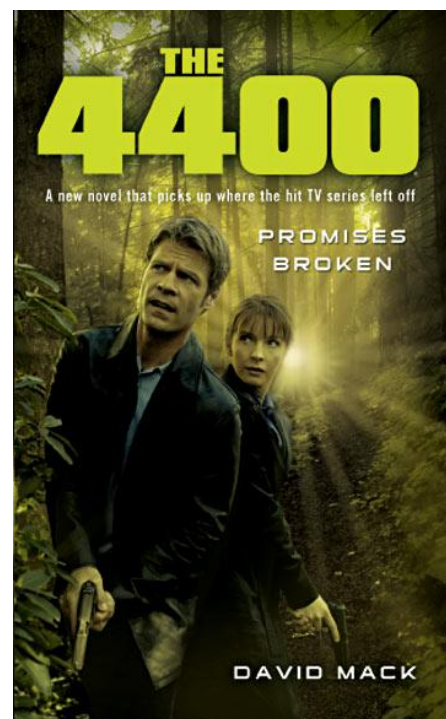
13. CAN YOU DESCRIBE ONE OF YOUR TYPICAL WORK DAYS?

I wake up with my wife at around 6:45 a.m., pack her lunch, prep her tea, send her off to work, and feed the cats. Then I go back to bed.

I rise again around noon, if I'm lucky. I goof off for a while and drink my coffee while I read the news. If I'm feeling particularly motivated, I stop playing air guitar sometime around 2 p.m. and get to work. This often involves a couple of

beers or mixed drinks.

Sequestered in my home office, I struggle and strain to produce readable prose until I get hungry around 4 p.m., and then I eat lunch. Sometime in the next few hours, my wife comes home, we make dinner, open a bottle of wine, and then we eat. After she passes out on the couch, I wash the dishes, prep everything for the next morning, and go back to work.



My late shift is usually my most productive, from around 11 p.m. to 3 a.m. It typically involves a few mixed drinks.

After entertaining a few morbid ruminations about suicide, I retire for the evening, knowing my alarm will go off in three hours so that I can start this depressing cycle anew. I plan to repeat it until a massive heart attack or stroke releases me from my Sisyphean duties.

14. DO YOU HAVE A FAVORITE CUISINE AND DISH? FAVORITE FAST-FOOD JOINT?

Mostly, I just love food. Pizza, Chinese food, Thai, barbecue, Greek, Italian. I can't really narrow it down. Fast food, though? My guilty pleasure is McDonald's—specifically, the Big Mac. I know it's crap, but I can't help myself, I love it.



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

It was actually a pair of *Star Trek: The Next Generation* novels that were slated to be published in successive months. The first, *A Time to Kill*, was written as a Tom Clancy-style military action thriller. Its follow-up story, *A Time to Heal*, was more of a dark, gritty, politics-and-war story.

I got the job because I was friends with John Ordovery, the acquiring editor at that time. He and I had done some script work together for *Star Trek: Deep Space Nine* and the *Star Trek* comic books, and I had been earning my stripes as a prose writer working on the

Star Trek: S.C.E. line of eBook novellas for him and editor/author Keith R.A. DeCandido.

When a previously contracted writer had to bow out of the two-book project (which was part of a nine-month, nine-book miniseries event John had planned), John asked me if I felt up to the challenge of taking on two full-length novels on very short notice. Not being a fool, I said, "Yes."

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

I'd be Superman, but only if I could apply my own twisted morality to the use of my powers. Basically, if I had Superman's powers, the Earth would have a mostly benevolent tyrant, and everything would run better. Or else.

17. DID YOU HAVE OTHER CAREERS BEFORE WRITING?

I worked as a cook and assistant chef through high school and college, and after I graduated



from NYU I worked for several years as a reporter, journalist, and magazine editor. The titles for which I wrote or served on staff covered such subjects as entertainment, sports, computers, foodservice business news, and weapons.

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

I had been working toward it for several years, ever since selling my first book, *The Starfleet Survival Guide*, in 2000. In 2008, after helping put my wife through graduate school, I felt I had established myself sufficiently, and that I could get enough tie-in work on a regular basis that, combined with my wife's income from her new career, we would be in good financial shape.

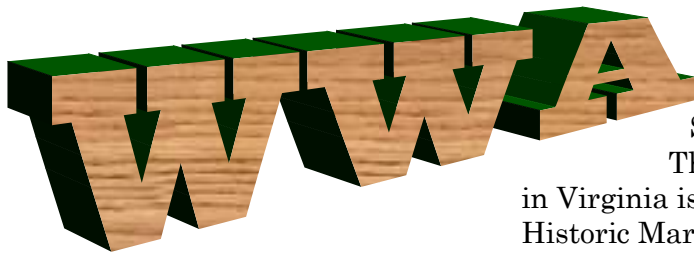
Two months after I left my lucrative editorial position at the SCI FI Channel (as it was then still known), the global economy imploded. Since then, everything has been an uphill battle. Had I known what was coming, I'd have signed up for bartending school a lot sooner.

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

God, I hate game shows. I can't think of one that I'd actually want to be part of.

20. WHAT DO YOU ENJOY MOST ABOUT THE IAMTW?

The all-you-can-eat buffet. ... *What?* It was discontinued because of the *economy*? ... Crap.



WWA Con Redux

By Matthew P. Mayo

Photos by Jennifer Smith-Mayo

This year's Western Writers of America convention (June 22-26) took place in Knoxville, Tennessee, the first time in the organization's 57-year history that it was held east of the Mississippi River.

The week was a busy—and hot—one. Various bus tours and panels helped educate us about the region, including visits to Cumberland Gap (where Daniel Boone led westward migration into Kentucky); Crockett Tavern Museum (a reconstructed period tavern brimming with historical

goodness); and Wilderness Road State Park.

This impressive park

in Virginia is home to Historic Martin's Station, an "outdoor living history museum featuring the most authentically reconstructed frontier fort in America." The station was built more than a decade ago by men who lived there for seven months, using only period (1775) tools, clothes, and techniques. Another tour took WWA members to North Carolina, into Qualla Boundary, the home of the Eastern Band of Cherokees, then on through the



clucked away like old hens.

I was also fortunate enough to meet Robert J. Randisi, creator and writer of, among many other novels (approximately 550 to date), the

long-running and perpetually enjoyable "Gunsmith" series, the "Rat Pack Mysteries" series, and so many more. It was a real treat for me to meet this man, whose work I've long

admired.

The assortment of panels were up to their usual high level of usefulness and were peopled with relevant experts. Topics included "Top Western Songs," "The Business of the Song," "Agents & Editors," "The Business of the Book" (with agents, editors, and sales folks), "The Business of the Film," and "Writing Indian Fiction/Nonfiction," among others.

Another high point of the week, for me, was receiving my Spur Finalist award in the Short Fiction category at the Spur Finalist Luncheon on Friday.

My story, "Half a Pig," appears in the anthology *A*

Another high point of the week, for me, was receiving my Spur Finalist award in the Short Fiction category at the Spur Finalist Luncheon on Friday.

Great Smoky Mountains National Park.

Throughout the week, I was fortunate not only to spend time with my agent and with various editors, but I also met a variety of authors whose work I've read for years. During the mass book signing at the East Tennessee Museum of History in downtown Knoxville, I sat next to Gary McCarthy, whose Derby Man novels I've long enjoyed. And I finally got to meet Marcus Pelegrinas—who writes his superb Westerns under the name Marcus Galloway, and his urban horror "Skinners" series under his own name. We've corresponded for a couple of years via email, and this convention provided us the





Fistful of Legends, published by Express Westerns, with an introduction by James Reasoner. That I came in second to my good friend, writer John D. Nesbitt, made the achievement much more special. The certificate's now framed on my office wall, and makes me

type faster and with more emphasis. Look out, world.

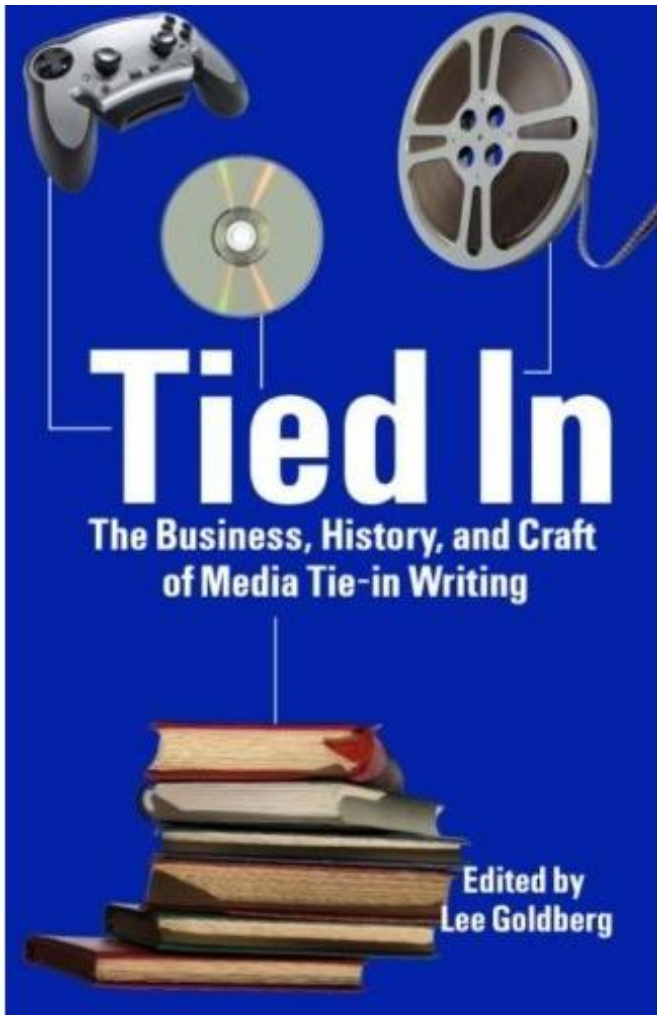
In 2011, the WWA convention will be held in Bismarck, North Dakota. It just can't be any hotter than Knoxville in June ... can it? And then, in 2012, it's ... Las Vegas, Nevada. Talk about whiplash.

But it should be fun. I've already started saving my coins for the one-armed bandits....

Matthew P. Mayo's novels include the Westerns *Winters' War*, *Wrong Town*, and *Hot Lead, Cold Heart*. His non-fiction books include *Cowboys*,

Mountain Men & Grizzly Bears: Fifty of the Grittiest Moments in the History of the Wild West and *Bootleggers, Lobstermen & Lumberjacks: Fifty of the Grittiest Moments in the History of Hardscrabble New England*. His short stories have appeared in a variety of anthologies, including two by DAW Books: *Timeshares* and *Steampunk'd*, both edited by Jean Rabe. Visit Mayo on the Web at: www.matthewmayo.com.





Tied In is up For Sale

Now available for purchase, the book Amazon.com calls: “A unique, ground-breaking collection of lively, informative, and provocative essays & interviews from some of the most acclaimed and bestselling authors of tie-in books & novelizations about what they do and how they do it.”

From the IAMTW website: Tie-in novels are books based on pre-existing media properties—like TV shows, movies and games—and they regularly top the national bestseller lists. But as popular as tie-ins books and novelizations are among

readers, few people know how the books are written or the rich history behind the hugely successful and enduring genre.

This 75,000 word book is a ground-breaking collection of lively, informative, and provocative essays and interviews by some of the best-selling, and most acclaimed, writers in the tie-in business, offering an inside glimpse into what they do and how they do it.

Contributors include Donald Bain, Max Allan Collins, Tod Goldberg, Elizabeth Massie, William C. Dietz,

Aaron Rosenberg, Paul Kupperberg, Jeff Mariotte, Raymond Benson, Robert Greenberger, David Spencer, Greg Cox, Burl Barer, Jeff Ayers, Nancy Holder, Brandie Tarvin, Alina Adams and William Rabkin.

This book is an official publication of the International Association of Media Tie-In Writers.

Scribe Winners for 2010 Named

The awards were presented at a ceremony and panel discussion held during Comic Con International July 22-25 in San Diego.

BEST NOVEL (GENERAL FICTION)

AS THE WORLD TURNS: THE MAN FROM OAKDALE by "Henry Coleman" & Alina Adams

BEST ORIGINAL NOVEL (SPECULATIVE FICTION)

TERMINATOR SALVATION: COLD WAR by Greg Cox (Tie)
ENEMIES & ALLIES by Kevin J. Anderson (Tie)

BEST ADAPTATION (GENERAL & SPECULATIVE)

THE TUDORS: THY WILL BE DONE by Elizabeth Massie

BEST YOUNG ADULT (ORIGINAL & ADAPTED)

BANDSLAM: THE NOVEL by Aaron Rosenberg

GRANDMASTER: WILLIAM JOHNSTON

Enter Now for the 2011 Scribes

The IAMTW will present five awards in three categories for books published this year. The organization will also honor one "Grandmaster" for career achievement in the field.

SPECULATIVE FICTION

(Science Fiction, Fantasy, Supernatural Horror)

BEST NOVEL (original)—A licensed, original novel using pre-existing characters or worlds from a movie, television series, computer game, play, or an existing series of novels (i.e., new novels extending a literary franchise, i.e., DUNE, James Bond, etc.)

GENERAL FICTION

(Mysteries, Thrillers, Westerns, Suspense, Historic, Psychological Horror, Romances)

BEST NOVEL (original) - A licensed, original novel using pre-existing characters or worlds from a movie, television series, computer game, play, or an existing series of novels.

BEST ADAPTATION (General & Speculative) - A licensed novelization based on an existing screenplay, whether a feature film, episodic teleplay, computer game, script, or play.

YOUNG ADULT

(All Genres)

BEST ADAPTATION (defined as above)

BEST NOVEL (defined as above)

GRANDMASTER (For Career Achievement)

The Fine Print Regarding The Categories...

For a category to go forward, three submissions leading to at least two nominations must pertain. In the case of a category falling short of submissions and/or nominations, entries will be transferred to the nearest appropriate category—for example, BEST GENERAL category would go into an overall BEST NOVEL category that would include both Speculative and General submissions.

In the case of BEST ADAPTED (YA) or BEST ORIGINAL (YA), should submissions fall short of the minimal two nominations requirement, entries would shift into BEST SPECULATIVE (Adapted) or BEST GENERAL (Adapted), depending upon the genre.

In the event a combining of categories becomes necessary in a given year (i.e., BEST NOVEL Adapted) the judging committee is authorized (but not required) to give more than one Scribe, reflecting the combined categories, if the committee members feel such recognition is warranted.

Horror entries have been divided into "Supernatural Horror" under SPECULATIVE and "Psychological Horror" under GENERAL. This is a judgment call the authors and then committee chairs must make, depending upon whether a submitted horror novel is more grounded in reality than the fantastic.

Should a committee chair reject a title on this basis, the chair will forward all copies of the submitted book to the appropriate committee chair, and inform the author of the decision.

Should the author already have submitted another title to the other committee, the author will be given the opportunity to choose which of the two titles he or she wishes to have considered (since we have a one-book-per-category submission limitation).

How The Scribes Are Judged

The judging committees are made up of three of your peers from within the organization,

writers who know the unique obstacles and restrictions that tie-in writers face, because they are tie-in writers themselves. The judges will read all the submissions in their category and select both the nominees and the winners (a system patterned after the Mystery Writers of America, International Thriller Writers, and the Private Eye Writers of America, among others).

Rules for Submission

Authors can submit multiple titles, but only one book per category. You can't submit the same book in two different categories or multiple titles in one category. Authors who've done several books in any one category need to pick the one title that seems strongest and submit only that).

Only authors can submit their books for consideration but we encourage you to have your editors/publishers send the actual books on your behalf so you don't have to raid your author's copies or pay the postage.

Judges can submit their work, but obviously not in the categories they are judging. The book must be a licensed work published for the first time between Jan 1, 2010 and Dec. 31, 2010. Only books with a copyright date of 2010 will be eligible for consideration. Entrants with books published in late December 2010 are required to get copies of eligible work into the hands of the category judges no later than January 15, 2011 to allow adequate time to review the titles. Galleys are acceptable.

All entrants must include a cover letter with each book. The cover letter must include the following information: the Category you are entering, Title of the Book, Name of the Author, Publication Date, Editor & Publisher, and email & "snailmail" addresses and phone numbers for the author and editor.

A copy of all submissions—the book and cover letter—should be sent to each judge in the category you are entering and to the IAMTW.

Please send an email to: tieinwriters@gmail.com for the list of judges and their mailing addresses. IAMTW members can find the list in the MEMBERS ONLY section of this site.

Submission is free for any IAMTW member. Non-members must pay a \$10 fee for each submission to cover our costs (payable via Paypal or by check to IAMTW, PO Box 8212, Calabasas, CA 91372).

A list of all the books submitted will be posted on the IAMTW site and updated regularly. The nominees will be announced, to entrants and the media, in March 2011. The Scribes will be awarded in July 2011 at Comicon in San Diego.

2011 Entries as of August

BEST NOVEL (GENERAL FICTION)

THE BIG BANG by Mickey Spillane and Max Allan Collins

SAVING GRACE: TOUGH LOVE by Nancy Holder

BEST ORIGINAL NOVEL (SPECULATIVE FICTION)

STAR TREK: MIRROR UNIVERSE: THE SORROWS OF THE EMPIRE by David Mack

STAR WARS: THE CLONE WARS: STEALTH by Karen Miller

STAR WARS: THE OLD REPUBLIC: FATAL ALLIANCE by Sean Williams

SUPERNATURAL: HEART OF THE DRAGON by Keith R. A. DeCandido

WARHAMMER: BLOODBORN: ULRIKA THE VAMPIRE by Nathan Long

BEST ADAPTATION (GENERAL & SPECULATIVE)

GOD OF WAR by Matthew Stover & Robert E. Vardeman

Levia Directed Ray Bradbury

A “staged reading” of Ray Bradbury’s *The Better Part of Wisdom* was directed by IAMTW’s Steven Paul Leiva August 23rd in Los Angeles. The one-act play was set in 1950s London and revolved around a dying, 80-year-old Irishman enduring a farewell tour of relatives who discovers that his beloved grandson is gay. Although at this time homosexuality was illegal in Britain he tells a lyrical story about a brief childhood friendship that offers a surprising message to his grandson: the only thing that truly matters is love.



Symposium Features IAMTW

Several members of the International Association of Media Tie-In Writers spoke at the Gen Con Game Fair in August as part of the Writer’s Symposium. More than 80 hours of seminars and workshops were held over the course of the four-day convention. Panelists included Matt Forbeck, Jean Rabe, Brad Beaulieu, and John Helfers. They, along with IAMTW members Stephen Sullivan and Tim Waggoner were included in an anthology released at the convention: *Stalking the Wild Hare*. The book was published by Sullivan’s company, Walk About. The evening before the convention, Symposium members threw a surprise birthday party for Matt Forbeck. He is pictured above with Symposium panelists Jennifer Brozek and Tobias Buckell. IAMTW members plan to offer more seminars at next year’s Gen Con.

Convention Calendar

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.

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.

WindyCon 37

November 12-14, at the Westin in Lombard, IL. Guests: Steve Barnes and Nene Thomas. A writer's workshop and filking are scheduled. For more info: www.windycon.org.

Arisia 2011

January 14-17 at the Westin Waterfront Hotel in Boston is the site for this convention, dubbed New England's largest and most diverse science fiction and fantasy con. The website has more info: www.2011arisia.org.

Help Wanted

The next issue of Tied-In marks the end of IAMTW member Jean Rabe's four-year reign as editor. After that issue, she passes the proverbial torch to another wordsmith who would like to take a turn at assembling this newsletter. It's not that Jean doesn't enjoy doing this, she's just stuffed-to-the-gills with busy and needs to ease up on her "volunteer" tasks. Jean will happily pass along the template she uses for this newsletter, unless the new wordsmith has his or her own design ideas. Any interested souls should contact Max and Lee at tieinwriters@yahoo.com.

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