

Fanzin for fantasy, science fiction, horror and Otherworld universe  
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# Jashubeg en Jered

News From Otherworld Universe

**EUROCON 2012 ZAGREB**



Queen of planet Naboo (Star Wars) Padmé Amidala with little girl  
EUROCON 2012 ZAGREB / photo by Andrej Ivanuša (ANI)

## Jašubeg en Jered

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Fanzin for fantasy, science fiction, horror and Otherworld universe.

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Queen of planet Naboo (Star Wars)

Padmé Amidala with little girl

EUROCON 2012 ZAGREB

photo by Andrej Ivanuša /ANI

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## THANKS

We thank the Slovenian Book Agency (JAK) to support our participation in the European Convention for the Science Fiction and Fantasy EUROCON 2012 ZAGREB, Croatia. Convention was attended by three members of the ZVEZDNI PRAH (STARDUS), the Authors's Society of Speculative Arts from Maribor: Bojan Ekselenski (Celje), who is also the EUROCON agent for Slovenia, Andrej Ivanuša (Maribor) and Martin Vavpotič (Komenda). At the convention was attended also four players of tabletop fantasy games from Slovenia.



## SPECIAL EDITION

# KONTAKT

## 34<sup>th</sup> SFERAKON & EUROCON

FACULTY OF ELECTRICAL ENGINEERING AND COMPUTING  
HOTEL INTERNATIONAL, ZAGREB, CROATIA, APRIL, 26-29, 2012



GUESTS OF HONOUR: TIM POWERS, CHARLES STROSS,  
DIMITRY A. GLUKHOVSKY, DARKO MACAN

[www.sferakon.org](http://www.sferakon.org) / [www.zagreb-eurocon2012.com](http://www.zagreb-eurocon2012.com)



## READ IN THIS ISSUE

After editorial of our editor we presenting Convention EUROKON 2012 ZAGREB, which is the central theme of this special number of fanzine. We presented all the guests at the convention and we reported about all events.

⇒ *More on pages from 4 to 17.*

Our guest in this number is Tim Powers, American author with many awards and fantastic stories. We have an exclusive interview for JeJ with him.

⇒ *More on pages from 18 to 20.*

We've added reviews of two films, namely, The Troll Hunter, Norwegian film which is virtually unknown because we in Europe do not have as much money as white collars from Hollywood for advertising, and Battleship, which is too much praised for its quality. After that there is a first peek to the Knights & Wizards (2): Indigo New World, book written by Bojan Ekselenski.

⇒ *More on pages from 21 to 25.*

Martin Vavpotič has contributed a brief excerpt from their latest steam-puk novel CLOCKWORKS WARRIOR. For the first time in Slovenia we read the work of renowned Belgian SF author Frank Roger - MORTAL DANGER. And we translated in English two our new Slovenien authors: Bojan Ekselenski - TIME CREDIT and Andrej Ivanuša - NOCAT MORNING.

⇒ *More on pages from 26 to 31.*

**Note:** When stated */photo ANI* it means photo by Andrej Ivanuša and when stated */photo BE* it means photo by Bojan Ekselenski.

# THE DARK SIDE OF SLOVENIAN LITERATURE

by Bojan Ekselenski, translated by Tine Kolenik

In Slovenian culture and its area, the speculative arts are demoted to the level of triviality and frivolity. The creators of such art are not considered writers or painters (and so on), but rather entertainers who sell their work to the uneducated masses, unworthy of true art. **Every now and then there is some "expert" opinion** which, sadly, reassures me that Slovenia and its cultural landscape are gardens of self-indulgency and self-sufficiency.

I can't speak in the name of the painters or actors, but I know a little bit about our book market and the literature scene.

Various "experts" in Slovenia love to say that our country lacks "true" readers, which is why "true" literature does not sell and has to live on **another person** (social contributions, fees, subsidies, etc. this is **the life of another person**). To summarize, the forementioned experts would like to replace the readers. How self-indulgent!

What is waiting for authors, who aren't the part of the merry gang, who are those few most-known writers? Foremost, their work has problems being released, as they mostly get published without our country's help. Because they are not professional writers, they can't hope for a decent buck. Not due to their publisher's greed, but for one simple reason – our closed market's unwritten rules deny them the access to their potential readers. (Criteria being that only those most-known writers can achieve that). Bookshops are mostly reserved for the forementioned merry gang of writers, libraries are, yet again, ruled by the most established writers etc. Booksellers are very simple-minded. If the sales of the so-called high-quality literature are not high enough, then the trivial literature will sell even more poorly. This might also be the fault of trivial literature's authors, as they, in several cases, want to sell semi-finished works.

For the entertainment of the masses, we either import or translate only the literature that has good sale's numbers in the more culturally evolved parts of the world. The market for our SFF authors is dangerously narrow and closed. Those so-called trivial authors do not penetrate sufficiently into libraries and bookstores; therefore, they miss out on many potential readers. Our most established writers will not go near speculative literature, as their eyes are only meant for the literature of the highest quality, or so they think.

In short, the authors of speculative literature in Slovenia are therefore doomed to marginalization. We shall never be able to break through with our products to such an extent so satisfy those people's eyes. But do we really need this? Absolutely not. Marginalization is our competitive advantage. We write for our own satisfaction. Therefore, we have more creative freedom. Since we can write without being dictated by the established criteria and without calculations, we can dedi-



*SF&F queen #01 -  
Egyptian princess  
(from film Mummy)  
photo ANI*

cate ourselves to our own literary research and to seeking new directions. Talent is more common among us than among those established writers; they've proved their worth, therefore they don't need talent anymore.

Now, what are my reasons for saying this? Those that possess enough talent can create such a literary work, which attracts the readers. Those without talent in the field of trivial literature are quickly forgotten. The first sieve for a literary work is a publisher, who has the luxury of refusing to publish the trivial author's book. The second sieve is the reader, who doesn't want to waste time on bad literature.

How can then we liberate ourselves from the vicious circle? The path to escape it is built out of two steps. The first one is to establish a parallel expert public and the second one is our expansion to developed markets. Jashubeg en Jered is a Slovenian fanzine that retreats to the English-speaking world and is as such the prime example of the forementioned expansion. We have outgrown that Slovenian self-sufficient scene and only expansion can assure further development.

Creating and attracting the parallel expert public is also taken care of. We are preparing to publish a literary journal exclusively devoted to speculative literature. Slovenian public needs this magazine badly, because our monocultural self-indulgent little place needs some variety.

Therefore, for the first time, I give you the first bilingual fanzine in Slovenia ever, which is becoming an international publication, and what follows is a literary magazine, designed only for speculative literature.



## ZAGREB, CROATIA 26<sup>th</sup> - 29<sup>th</sup> April 2012

*KONTAKT is name for EUROCON 2012  
united with convention SFERAKON 2012.*

# MISION EUROCON 2012 ZAGREB

Report by **Bojan Ekselenski**  
Translated by **Katja Bergles**

### What is Eurocon?

Eurocon is an all-European science fiction, fantasy and related genres convention, held under the sponsorship of **ESFS (European Science Fiction Society)**. This year's Eurocon was 35<sup>th</sup> in the 40 years of this event. It is a year's section of the happening in the scene, the biggest and the most important of such European events. Last year it was held in Stockholm, this year it was held in Zagreb, next year it will move to Kiev.

Let me remind you, in 1972 the first Eurocon was in the nearby Trieste. At the time of Yugoslavia the then group hosted this event twice - 1983 in Ljubljana and 1986 in Zagreb. The past common country of Yugoslavia received the ESFS awards in different categories. The popular **Sirius** received the ESFS award for the best magazine twice in a row. In the golden years of the Slovenian SF&F the Slovenian authors and publishers (**book: Drago Bajt: Ljudje, zvezde, vesolje / People, Stars, Universe/** - 1983, publisher: Tehniška založba Slovenije - 1983) also received some awards.

### New beginning

For the first time in the independent Slovenia the Slovenian representatives have also attended this yearly European event. Alongside two official delegates voting on the official ESFS meetings, a small team of fans, that found something for themselves, went along.

After the breakup of Yugoslavia the Slovenian scene also broke down due to the personal disputes. We had to wait quiet couple of years for the resurrection. The consequences are appropriate to the situation. The Slovenian authors are put aside; in the cultural circles actually nobody counts us for artists. National genre works linger on the border line, outside of the public eye. The scene, as much as there is, has remained a self-sufficient, self-centred and closed circle. Four authors - **Amedeja, Ruža, Andrej** and **Bojan** - have decided to put an end to this, when we established **Stardust, The Author's Society of Speculative Arts** in 2011.

Immediately we started operating on the international scene. We began with the nearby events - **Liburnicon 2011** (the introduction of the society and work), **Rikon 2011** (the introduction of the society and work, establishing the cooperation with the Croatian societies). In December 2011 **Bojan Ekselenski** became a Eurocon agent for Slovenia, with that the serious preparations for the full participation started. Since we don't have an organized fandom, we prepared all the necessary nominations, put a lot of effort in the preparation of the material and into establishing the necessary contacts



*SF&F queen #02 - Seven of Nine (Star Trek Voyager) / photo ANI*



with ESFS. On the society's web page we, along with several members of the scene, prepared a list, put it to a vote, then the committee, selected by the society, named the nominees. We are a bit disappointed with the response of the Slovenian public.

### Action

The Slovenian team consisted of Andrej, Bojan (the delegates of ESFS), Martin (co-worker), Špela, Jani and others from the gaming group. The gaming quad attended the different activities, connected to the table games. Martin visited some for us interesting lectures (his report can also be found in JeJ). Andrej and Bojan have attended the formal ESFS activities. There were many. We had a mission - to put Slovenia on a European SF&F map. Due to the support of our **Public Agency for Book (Javna agencija za knjigo - JAK)** we were able to equip ourselves with the promotional material in English, Croatian and Slovenian language. I cannot stress enough how many hard days' work was needed to prepare the decent presentation. All the delegates and the more visible representatives and guests received a substantial amount of our promotional material. We printed many copies of the latest issue of the only Slovenian **fanzine Jashubeg en Jered: News from Otherworld Universe**. What we haven't distributed during the presentation of the nominations, the representatives of the fan clubs, who gladly visited our stall, have taken.

### First day - Thursday

The opening and the informal gathering in the Pub Zlatni medo was held on Thursday. The purpose of the gathering was to make acquaintances. It so happened that the representatives of Ireland, Sweden, England, two guests from far away Australia and Slovenia were sitting together. We had some really interesting debates. The Slovenian team was especially interesting, since it was our first time. Something else differentiated us from the other delegations. We were the authors, the others were mostly fans, promoters and others, organized into societies and national alliances.

### Second day - Friday

Friday it started for real. First there was an ESFS's plenary session from 14:30 until 18:00. The delegates of all the accredited countries (there were 18 accredited countries and guests from Canada and Australia) partook in it. We discussed the statutory changes and some filed supplements, which were presented the next day. Luckily, the SF&F fans are open, democratic and especially not prone to the procedural stupidity, so we quickly agreed to all the changes, that were taken in favour of ESFS's easier work.

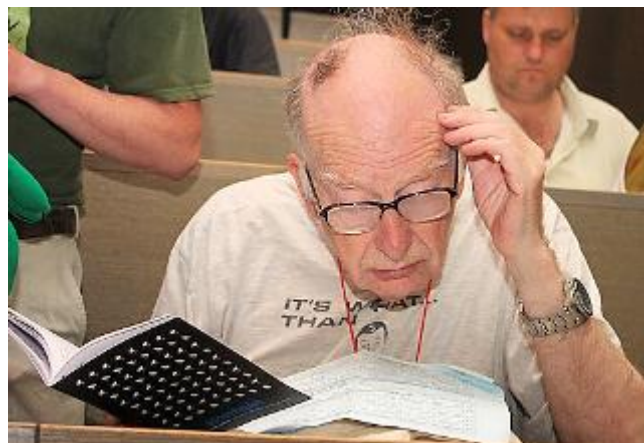
Ukraine presented its Eurocon 2012, which will be held in Kiev. Next, the representatives of the countries presented the nominations for the awards ESFS. Andrej was arguing our suggestions, while I was distributing



STARGATE ZAGREB 2012 — entrance to convention at FER (Fakultet za elektroniku i računarstvo, Faculty for electronic and computing sciences) / photo BE



MOBILE PHONES ON SILENT! ESFS president has this write down on every session with great pleasure. ESFS comity from left: Roberto Quaglia from Italy, vicepresident; Piotr Cholewa from Poland, treasurer; David Lally from Ireland, president and Bridget Wilkinson from England, secretary. / photo ANI



The oldest participant was 82-years old Peter Redfarn from Great Britain. / photo ANI



SF&F queen #03 - Steampunk queen / photo ANI  
Andrej Ivanuša, president of STARDUST society introducing Slovenian SF&F scene on ConTrak lecture. /photo BE



the latest fanzine Jashubeg en Jered and the promotional material in English accompanied with the introduction of the society and its members among the delegates. Particularly with the fanzine we attracted a lot of attention, since no other was able to compete with it design wise. Unfortunately, due to the lack of time, we couldn't prepare the English version.

The candidates for Eurocon 2012, Romania and Ireland, presented their nominees and arguments in their favour.

After the session Andrej and I set out for FER, where we set our stall. Next to us there was Germany, opposite of us France, Ireland and England. The Irish were lobbying for the candidacy for Eurocon 2014 in Dublin, The English were advertising the world convention Wordcon 2014, which will be held in London one week before the nominated Eurocon.

### Third day - Saturday

In its own way, the third day was the most exciting. On the plenary session, where we counted out ourselves, each country had 2 votes. There were 35 delegates from 18 accredited countries (Bulgaria had 1 delegate, some countries had no accredited delegates of nominees and did not partake in voting). There were some other representatives present, who had a right to vote on the next Eurocon only. For voting on the ESFS awards each country had a maximum of two accredited delegates, which were presented with the ballots personally by the general secretary of ESFS.

The list of nominees in three main categories was extremely extensive. The categories are as follows:

- Hall of fame – awards for the lifeworks,
- Spirit of dedication award,
- Encouragement award.

A special honorary award Grand master, which was granted to the English author **Brian Aldiss** (nominated by Ukraine), was given separately. The voting took place in such a manner, that each delegate entered YES after the nominee's name and stroke all other fields out.

Upon leaving the hall, Andrej and I were very tense. According to the reactions we had certain expectations. We entered Eurocon with an intention to bring Slovenia back on the European map and with no ambition to get an award. But according to the reactions it was different now. That day we were also visited by the president of ESFS **Mr. David Lally** and he gave us some encouraging advices and praises about our representation.

### Announcement

I could hardly believe when I heard Slovenia among the names of the six winners for the Encouragement award. Our Aleš Oblak (Hiša dobrih gospodov /The House of Good Gentlemen/) got an award, which is given to the young European authors by ESFS.

With that title the delegates symbolically awarded the return of Slovenia to the European scene. We proved that our authors are not inferior and that, hopefully, the



publishing houses will begin to look at us a little differently.

Our Jashubeg en Jered: News from Otherworld Universe failed by a hair's breadth, but the award was granted to **Eridian of the society 3<sup>rd</sup> Dragon from Rijeka**. For nostalgia's sake, in 2009 I also published a story **Atlantis: Imperij sunčanog boga (Atlantis: The Empire of the Sun God)** in that fanzine. With a significant advantage the president of the 3<sup>rd</sup> Dragon **Nela Dunato** received Hall of fame award in the category illustrator. We nominated her also, so we were, of course, satisfied.

In the evening hours we were actively promoting our works, society and scene. In doing so, we had a lot of success, since we agreed with the Czech Republic for a concrete mutual literary exchange.

### Last day

First we were invited to a personal presentation about a special internet service for the authors, which is still in its infancy. The conversation was interesting and we will certainly cooperate.

After a short brake we got an invitation by the organizer of the **Fantasy Literature Festival Pazin** for cooperation. By all means we accepted the invitation, since it is a very popular literary festival.

A participation in the presentation of the national fandoms and literary creation followed. We did our part here with excellence also. The only thing left was the presentation of our work. That we dealt with quickly. Afterwards we continued with the establishment of the necessary cooperation with the associations of different countries.

Towards the end I agreed to a good number of interviews, which will be published in a special Eurocon issue of Jashubeg en Jered (it will be published in English and Slovenian language) and in the next regular issues, which will get an English appendix.

### Conclusion

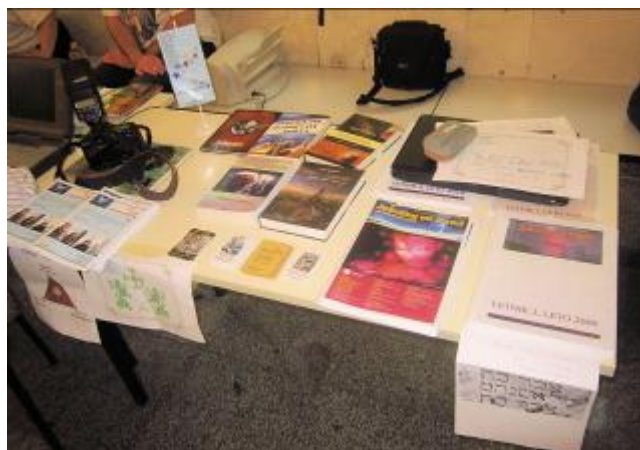
The convention was very successful for Slovenia. Even though the Slovenian cultural public is extremely indifferent to the happening in this field of the cultural creation, the members of the Stardust have successfully and with a style returned Slovenia to the European map. We brought home the first ESFS award in the independent country; our works have gained a lot of interest and praises.

Of course, there is no rest for us. This year, between 2<sup>nd</sup> and 4<sup>th</sup> November we are having our first real convention, **1<sup>st</sup> SILCON 2012 CELJE**. During the last two days of Eurocon we promoted it and there was a lot of interest for a visit. Some things in connection to our own convention we already have (reserved space, the commission for the awards ceremony), but much work remains to be done.



SF&F queen #04 - Queen of planet Naboo Padmé Amidala (Star Wars)

Exhibition stand of STARDUST society / all photo ANI



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# ONCE MORE IN A LECTURE HALL

Reported and translated by Martin Vavpotič



*Martin Vavpotič was once more in a lecture hall. / photo ANI*

*Little prince of horror / photo ANI*



To me, Eurocon was about gathering information about the speculative fiction. This was the reason I spent most of the time in organized lectures. Kind of funny, to go to all the way to Zagreb to sit in a lecture hall and do something you've been doing for so long in school, but most of them were worth it.

For instance, American guest Tim Powers expressed a very sarcastic (read: amusing) view of the modern vampire obsessions of teenagers, while various Croatian experts defended the old face of vampirism with vigour. I've learned that the Mayan calendar does not promise the end of the world after all, but instead promises a great feast. This was and apparently still is a popular excuse for researchers to get more grand money for their research than they usually do. Most informative (and not morbid at all!) was to listen all the theories about the world ending. Definitely an inspiration to all the apocalypse writers out there.

The most far-out of all was the lecture about the Austro-Hungarian development of technology (that just happened to mostly occur on Croatian soil) which the author desperately wanted to dub steampunk. Afterwards followed a much livelier discussion with Tim Powers and other guests about the meaning and development of steampunk as a literary genre.

The lecture about popularity, meaning and evolution of female heroes was most amusing as was the discussion of the modern obsession with unreasonable bikini armour (if they can even be called armour!). What can be done when villains get clobbered not by big hairy heroes but instead by tiny waxed heroines? The modern image of heroines appears to come from comic books and from there advanced to movie screens and video games (mostly when resolution turned good enough). As a counterweight, numerous literary heroines were presented, characters that succeeded in retaining their femininity and become heroes despite that.

For more literature-oriented visitors (I count myself among them), several debates about the writing industry were organized. Visiting and native writers, editors and agents discussed electronic publishing and the publishing industry in general. Everyone had something else to say, which only tells that there is no right approach if a person wants to be a professional writer of fiction.

For dessert, I participated in a Game of Thrones TV series quiz where they asked some quite difficult questions. Thanks to HBO's politics of not avoiding nude scenes, some of them were enough to make a person blush.

There is a lesson Slovenes could learn from the Croats which is to live a more relaxed life. It was something clearly felt on this year's Eurocon, despite all the lectures.



# PATHFINDERS, REPLAY

Report by Jani Ivanuša  
Translated by Martin Vavpotič

After a well-deserved rest since our last adventure at Istrakon, this time we departed on a more prestigious expedition. We had a slightly different cast this time because we had to temporarily replace a member of our crew. So it was that Špela, Timotej and I departed in search of a path. Our destination was Zagreb and Eurocon, the most important and popular con in Europe.

We had much to look forward to, as many interesting guests and quite many geeks could be expected there due to an announced aggressive *Organized Play*. I must admit that the welcome wagon was big and there was no lack of people in masquerades. **Croatian society Ognjeni mač (Firesword)** took care of entertainment because they were swordfighting right in front of the [congressional hall] of the hotel. The number of people in masks was big because on the first day they had free entry. But we didn't come here to see pirates and knights. We came here looking for adventures and treasures with our imaginary travellers.

Our desire for adventure was sated on the second day when we relocated into the premises of Zagreb's electro-technical faculty. Pathfinders gathered in classroom 202, this time in even greater numbers than in Pazin. There was no shortage of rookies or veterans, everyone under the command of Venture-Captain Zrinka Žnidaršič and Venture-Lieutenant Maja Skvorc who organized and represented Pazia and Pathfinder Organized Play for Croatia, Slovenia and Bosnia.

After a brief conversation and character forming for the new members, we began with our adventure. Once more I starred in the role of Angus Ilum, a Paladin who managed to lose his god-given powers in the previous adventure. Because of his poorly-made decision to serve as judge and jury, he wanted to please his god with even greater fervour. Naturally, Iomdae gave Angus another chance, this time paying by being plagued by unusual events. This time as Oracle, also messengers of the gods, except that their source of power is unknown and mysterious. Mission ahead of us was a difficult one physically as well as mentally. We were to transport a



Top table players in middle of »strategical consultation«. / photo ANI

group of goblin prisoners who were anything but respectful or silent. Despite our belief that we must beware of our captives and keep them on watch at all times, we were eventually forced to save our captives from others and Angus took good care of them except when life and death were in the balance. Despite the difficulties caused by our captives Metalec Dreka (Shit Thrower), Grizač (Biter), Pametnjakovič (Smart Mouth) and Krvaveči (the Bleeding One), our mission was successfully accomplished. Angus kept them from being killed by beast hunters as they were tied up and managed to gain trust of a ferryman Frost Ogre. This way he gathered a sufficient number of good deeds to embark on a pilgrimage and make amends for his mistakes.

Because of Angus' absence, some additional characters had to be created. There was room only at the beginner's table, so I created a new character. This time I embarked on a journey in the company of Krunk, half-orcish Rogue, who preferred swinging a two-handed battle axe and gathering magic wands, something he barely knew how to use, to crawling and sneaking. Our first adventure was the beginner's scenario, where you are sent on three missions. These are a good mix of riddle, combat and problem solving, eventually leading to a twist that needs to be survived. The star of the day was Krunk, who managed to remain conscious thanks to his orcish lineage and succeeded in cutting down the adversaries. His success brought him glory and was sent with a group of Pathfinders to an Asian land Tian Xin, where the bird people were attacking a village. After a few days of preparations and training peasants a siege occurred that was successfully repelled. Otherwise we were pestered by Owelbear who was unleashed inside the palisade but couldn't outmatch a big axe and a huge sword.

The Rogue of this adventure needs specific mentioning as he was portrayed by a ten-year-old daughter of our Game Master, who was terrific at removing avian pestilence with her knives. And so Angus cleared his name and half-orcish Krunk found his glory. Because we spent most time at our adventures, I must admit I haven't seen much of the convention except the stands and a myriad of people dressed in Jedis, Stormtroopers, knights, zombies and other fantasy characters.

Immensely pleased and with a bag of good memories we returned to Maribor, nagging about the absence of similar events in Slovenia.



# GOHs

by Bojan Ekselenski

Translated by Martin Vavpotič



SF&F queen #05 - Yet another steampunk queen in »unarming« by Bojan Ekselenski. / photo ANI

GOH derives from the English phrase Guest of Honour. This year's Eurocon in Zagreb hosted the following guests of honour: **Timothy Thomas "Tim" Powers**. (Buffalo, New York, 1952), American science-fiction and fantasy author; **Dmitri Aleksejevič Glukhovski** (Moskva, 1979), Russian reporter and writer; **Darko Macan** (Zagreb, 1966), Croatian writer, editor and illustrator; **Charles David George "Charlie" Stross** (Leeds, 1964), British writer of "Hard science-fiction"; and **Cheryl Morgan**, owner of publishing companies and president of various societies.

## Tim Powers

American fiction writer Tim Powers is one of the most known authors of fantasy genres. His expertise are real historical events, into which he pours supernatural elements in a most juicy way. Slovenian public probably knows him best for the story **On Stranger Tides** (1987), which was adapted as the fourth instalment of **Pirates of the Caribbean**. He collected greatest international praise for his awarded novel **Anubis Gate** (1983). He wrote several novels, story collections and other works and received several prestigious awards.

He was born in Buffalo, New York, in 1952. He graduated in English literature at Cal State Fullerton University, where he met James Blaylock and K.W. Jeter, which remained his friends and occasional partners. He gives lectures together with James Blaylock at the high school of art, where future writers are being trained next to future dancers, musicians and actors. Yes, that's America.

## Bibliography

**Novels:** The Skies Discrowned (1976), An Epitaph in Rust (1976), The Drawing of the Dark (1979), The Anubis Gates (1983), Dinner at Deviant's Palace (1985), On Stranger Tides (1987), The Stress of Her Regard (1989), Last Call (1992), Expiration Date (1995), Earthquake Weather (1997), Declare (2001), Powers of Two (2004), Three Days to Never (2006), Hide Me Among the Graves or Blood Between Us (2012).

**Anthologies:** Night Moves and Other Stories (2000), On Pirates (2001), The Devils in the Details (2003), Strange Itineraries (2005) and more.

## Awards

1984: Philip K. Dick for novel The Anubis Gates; 1986: Philip K. Dick for novel Dinner at Deviant's Palace; 1990: Mythopoetic Fantasy Award za roman The Stress of Her Regard, 1993: World Fantasy Award for novel Last Call; 1993: Locus award for best fantasy novel Last Call; 1996: Locus award for best horror/dark fantasy novel Expiration Date; 1998: Locus award for best fantasy novel Earthquake Weather; 2001: World Fantasy Award for novel Declare.



Guests of honor on EUROCON 2012: Dimitrij Aleksejevič Glukhovski, Tim Powers, Cheryl Morgan (with hers squid) and Charlie Stross. / photo ANI

### Charlie Stross

Charlie Stross was born as Charles David George Stross on October 18h 1964 in Leeds, Great Britain. He graduated in pharmacy and computer science. He is publishing since 1987 and his talent was quickly discovered. His first novel **Singularity Sky** was nominated for a Hugo award for best novel. His fiction belongs in the subgenre 'hard' science fiction and also among space operas. However, he did not spend all his time writing fiction. Between 1994 and 2004 he wrote for a computer magazine Computer Shopper. Before he started writing sci-fi, he delved into role-playing as he was writing for White Dwarf magazine. His first story The Boy was published in Interzone. His anthologies and novels were abundantly nominated for the most prestigious awards (Hugo, Nebula). Currently he makes his living as a professional writer.

### Bibliography

**Independent novellas and novels:** Scratch Monkey (1993/2011); Accelerando (2005); Glasshouse (2006); Eschaton series - Singularity Sky (2003), Iron Sunrise (2004); The Laundry Files series - The Atrocity Archives (2004, includes a special short story. The Concrete Jungle, 2005 Hugo Award for best novella; The Jennifer Morgue (2006, includes special story Pimpf); Down on the Farm (2008); Overtime (2009), The Fuller Memorandum (2010), The Apocalypse Codex (2012); Merchant Princes series - The Family Trade (2004), The Hidden Family (2005), The Clan Corporate (2006), The Merchants' War (2007), The Revolution Business (2009), The Trade of Queens (2010); Halting State series - Halting State (2007), Rule 34 (2011); Saturn's Children series, Stross's space opera series and others.

**Anthologies:** Toast-A Con Report (1998), Extracts from the Club Diary (1998), Ship of Fools (1998), Dechlorinating



Elves "shepherd" begs the magic sounds from whistle. / photo BE



SF&F queen #06 - Anime »pink« queen / photo ANI

the Moderator (1998), Lobsters (2001, nomination 2002 Hugo Awards), A Colder War (2000), Antibodies (Interzone 157, July 2000), Bear Trap (2000), MAXOS (2005), Trunk and Disorderly (2007), Down on the Farm (2008) and others.

### Dmitri Aleksejevič Glukhovski

Dmitri Aleksejevič Glukhovski (Moscow, 1979), a Russian reporter and writer, graduated in journalism and international relations in Jerusalem. As a reporter he travelled the world and was the first reporter that did a live broadcast from the north pole. He was 19 when he published his first story. He became popular with the novel **Metro 2033**, which was published this year in Slovenian by Sanje. This novel has an interesting history. In 2002 he started publishing it online in sections and the readers gave him critiques and corrections. It was a remarkable and fascinating online experiment. It became a hit and was soon translated into more than thirty languages, which puts him among the most successful authors.

Dmitri put an end to the reign of Anglo-Saxon authors. In 2007 on Eurocon in Kopenhagen, he received a prestigious ESFS Encouragement award (the same one that went to Aleš Oblak this year). A few years later the novel Metro 2033 turned into a premise for a popular FPS computer game on Xbox.

Dmitri continued his practice of publishing online and in 2007 the readers could enjoy the novel **Twilight**, but in 2009 more than a million readers read **Metro 2034**, which is happening a year after the events of Metro 2033. Despite the free online publishing, the paper version of Metro 2034 was the most sold novel in Russia of that year.

Glukhovski wished to make an artistic project out of the novel Metro 2034. He invited a renown Russian author of electronic music Dolphin to compose an original soundtrack. Painter Anton Gretchko painted oil paintings for an art gallery. Next to a sci-fi novel, Dmitri is an author of satirical stories titled **Tales of the Motherland**, in which he gives modern Russia a critical view. Dmitri is currently negotiating with Hollywood for movie rights of his Metro 2033.

Also interesting is the international project, with which he wishes to encourage authors around the world to write stories in their native languages that take place in the Metro 2033 universe. This is not fan fiction but an authentic work with Dmitri's support.

### Bibliography

Tales of the Motherland / Рассказы о Родине (2010), Metro 2034 / Метро 2034 (2009), Fly (Лyeti/Лети) (2008), A Cold Spell / Похолодание (2008), Panspermia / Панспермия (2008), Before and After (2008), Eh how much? / Чё почём (2008), It's Getting Darker / Сумерки (2007), The end of the Road / Конец дороги (2006), Metro 2033 / Метро 2033 (2005), Infinita Tristessa (2005), Night /Ночь, Astrel (1999), Stories about animals /



Рассказы о животных (1999) The Case at the Zoo / Случай в зоопарке (1998), Eight Minutes / Восемь минут (1998), Night / Ночь (1998), When you're alone... / Когда ты один... (1998), The Story of One Dog / История одной собаки (1998).

#### Awards

2007: ESFS Encouragement award for Metro 2033

#### Darko Macan

Darko Macan (Zagreb, 1966) is a Croatian author, editor and illustrator. He graduated in history and archaeology in Zagreb in 1994. He's been drawing comics and writing since he was eight years old. Unfortunately, none of his earlier works survived or got published. His work can be traced since 1980. His passion for comics is shown in his dissertation with titled Croatian comic: 1945. – 54.

Macan worked on numerous comic books, essays, science fiction and fantasy works, most of the written in Croatian. Under the pseudonym **Cecile Quintal** he wrote essays about comic books. In 1993 he managed to break into demanding American market with a co-author Edvin Biuković. Their joined works were sent into processing to the publisher of Dark Horse Comics. He also wrote for Vertigo, Marvel Comics and Comics Disney. He was nominated for a prestigious award Eisner twice.

He wrote roughly seventy sci-fi stories, two science-fiction novels and six children's books. Currently he is the main editor of the magazine Q-strip, he edited nine yearly anthologies of Croatian sci-fi. For the last five years, he's been leading 'Macan's fantastical torture classroom', a writing workshop in the premises of Sfera.

#### Bibliography

**Sci-fi prose:** Ona koju vole bogovi, novel (1998), Koža boje masline, novel (2000, SFERA award), Teksas Kid / i još neka moja braća/, (2003), 42 / Čitaj i dalje, (2009, Artefakt award).

**Books of sci-fi:** Macan čita! /autopsy of sci-fi genre in Croatia / (2007).

**Children and youth book:** Knjige lažu! (1997, Grigor Vitez award), Pavo protiv Pave (2002, SFERA award), Žuta minuta - rock'n'roll bajka (2005, Grigor Vitez award), Dlakovuk (2007, SFERA award), Jadnorog (2008), Pampiri (2009), Djed Mrz (2011).

**Comic books:** Citati (with Edvin Biuković, 1993, 2000), Strossmayer (with Radovan Devlić and Dušan Gačić, 1993), Grendel Tales - Devils and Deaths (with Edvin Biuković, 1996), Star Wars - X-Wing: The Phantom Affair (with Michael Stackpole and Edvin Biuković, 1997) and other comics from the Star Wars series, Tarzan - Carson of Venus (1999), Hellblazer #144-145 (2000), Weird War Tales (2000), Komarac - Prop'o plan (with Štef Bartolić, 2001) La Bette Noire #1-5 (with Milan Jovanović, 2002), Mister Mačak (with Robert Solanović and Tihomir Tikulin; 2002), Mister Mačak protiv zvjezdanog roja (with Robert Solanović, Bookglobe, 2005), comic book series Borovnica,



SF&F queen #07 - Beggar queen / photo BE



Darko Macan, Croatian SF writer, editor, illustrator, strip drawer / photo BE



## WE REPORTED

Pirati – cio svijet na internet! (2007), Kolumbo (2007), Martina Mjesec (with Goran Sudžuk, 2007), Mišo - štakori trče počasni krug! (2008), Sergej - stare priče (2008), Dnevniq (2009), Qreten (2010), Sergej strip 00-11 (2010) and many others.

### Awards

1994: SFERA award for best story Mihovil Škotska Snježnica; 1995: SFERA award for best short story Pročitaj i daj dalje; 1995: two awards Salona stripa Vinkovci for best comic book-screenplay Strossmayer – sve za vjeru i domovinu; 1997: Grigor Vitez award for best children's novel Knjige lažu; 2001: SFERA award for best novel Koža boje masline; 2003: SFERA award for best children's novel Pavo protiv Pave, 2005: Grigor Vitez award for best children's novel Žuta minuta: rock'n'roll bajka; 2008: SFERA award for best children's novel Dlakovuk, 2010: Artefakt award (audience award for best work, published in 2009) for anthology 42 / Čitaj i šalji dalje.

### Cheryl Morgan

Cheryl Morgan may not be an author though sometimes she writes a word or two, but she is everything else authors need. Cheryl Morgan is a very prominent person in the science fiction circles. Besides being an editor and critic of sci-fi literature, she is also a passionate bookworm. She's been working on web design, journalism and economy of electrical energy marketing.

Currently, Cheryl is a director of BristolCon foundation, owner of Wizard's Tower Press and Wizard's Tower Bookstore, editor of online magazine Salon Futura, co-founder and president of Science Fiction & Fantasy Translation Awards, president of San Francisco Science Fiction conventions, Inc. She is also a member of Science Fiction Research Association and of International Association for the Fantastic in the Arts.

Her early accomplishments and interests are equally impressive. She was an editor and publisher of online magazine Emerald City (in that time the magazine received the prestigious Hugo award) in a spokesperson for Foundation for speculative literature. That is not all...

She also worked on organizing Worldcon in Glasgow in 2005, she is a founder and editor of informative blog page Science Fiction Awards Watch that monitors genre awards. She was also a site manager and member of the marketing board for Hugo award, public relations leader for World Fantasy Convention in San Jose in 2009, editor for essays and publications in Clarkesworld Magazine. Cheryl contributed to the Arthur C. Clarke award anthology: A Critical Anthology (2006).

### Awards:

2004: Hugo award for best fanzine Emerald City; 2009: Hugo award for best fan writer; 2010 Hugo award for best semi-professional magazine Clarkesworld Magazine; 2011: Hugo award for best semi-professional magazine Clarkesworld Magazine.



SF&F queen #08 - Pirat queen; Špela from Slovenia / photo BE

SF&F queen #09 - »Queen president« of society SFERA Zagreb, Petra Bulić with great smile all the time and probably was cloned several times since she was present everywhere. / photo ANI





## CON-TRIVIA

by Andrej Ivanuša  
Translated by Martin Vavpotič



SF&F queen #10 - The third steampunk queen, this time as special guest from Australia. /photo ANI

»West-Slavic« delagation: Scarlett "Darth Zira" Rauschgoldová (Czech Republic), Bojan Ekselenski (Slovenia) and Oleg Hnilica (Czech Republic), "mascot" in a number of European conventions, because without him had passed none for last 10 years. /photo ANI



Many Croatian societies collaborated with preparing the convention. Main organizer was society Sfera from Zagreb, founded in 1976. Society grants a genre award SFERA and an award for children SFERICA. Their annual publication is a short story book in so far more than twenty titles were published.

From Reka came the society Third Dragon, founded in 2003. This society organizes RIKON in publishes a fanzine Eridan. U.S.S. CROATIA, a society of Star Trek fans, opened an introductory stand. They began with their activity in 2000. Their desk swayed with the weight of precisely and delicately crafted starship models from their beloved sci-fi series. The members were naturally dressed into two-colour uniforms of the Federation army with the proper rank insignias. They were joined by members of MOS CROATIA SPACEPORT, fans of Star Wars and belong into an international society called JEDI COUNCIL MEETING. A reminder is needed for a smaller society called STARBASE CANTINA.

Society OGNJENI MAČ, also coming from Zagreb, works by promoting LARP. They presented swords, shields, armour, maces, halberds and other accessories from the medieval armoury. They demonstrated their sword-fighting techniques and other skills from the medieval period. Another society called RED SREBRNOG ZMAJA, founded in 2022, should also be mentioned. Their task is reviving old customs, religions and are busy by crafting medieval replicas from clothes to furniture. They are flanked by the gamer community who formed a board-game playing society IGRANJE.

Of course, Tolkien has his own society, called ALMA-RENSKA DRUŽINA. They introduced themselves by beautifully made posters, written in elvish writing as well as tengwar. Based on a person's human name, they found their elvish name without trouble.

From Pazin came society ALBUS, founded in 2003, who is the excellent organizer of ISTRAKON. They organize special literary evenings where fantasy and science fiction are being read. Something wonderful for Slovenians to hear! Istria also holds society KULTURNI FRONT, that organizes Luburnicon in Opatija. This is the seventh year they are doing it.

It is clear that Croatian fandom is among the five biggest in the old continent, if not more. The convention hosted 5000 visitors in four days on a hundred events.

Four local publishers made their introduction, all with an abundant programme of speculative fiction. They realized there is money to be made in the so called "non-literature". Unlike us.



# PHOTO-SESSION

by Andrej Ivanuša, Bojan Ekselenski, Markus Bayr



Picture 1 / photo ANI  
Standard imperial soldier from the Star Wars series with apprentice.

Picture 2 / photo ANI  
Messaging "Live to the Internet" by Bojan Ekselenski.

Picture 3 / photo: Markus Bayr (Austria)  
View of the hall with stalls.

Picture 4 / photo: Markus Bayr (Austria)  
Star Trek fans - a group photo of Austrian and Croatian fans.

Picture 5 / photo ANI  
We were threatened by alien queens from "Star Wars universe."

Picture 6 / photo BE  
EUROKON French agent Eric Picholle.

Picture 7 / photo BE  
Little Jedi apprentice.

Picture 8 / photo ANI  
Fantasy creations of Zagreb's elementary school pupils, who compete for SFERICE prizes.







# TIM POWERS

Interview by Bojan Ekselenski

Translation from Slovenian to English and back again by Martin Vavpotič

**Timothy Thomas "Tim" Powers** (born February 29, 1952, in Buffalo, New York) is an American science fiction and fantasy author. Powers has won the *World Fantasy Award* twice for his critically acclaimed novels *Last Call* and *Declare*. His 1988 novel *On Stranger Tides* was optioned for adaptation into the fourth *Pirates of the Caribbean* film.

Most of Powers's novels are "secret histories" - he uses actual, documented historical events featuring famous people, but shows another view of them in which occult or supernatural factors heavily influence the motivations and actions of the characters.

Typically, Powers strictly adheres to established historical facts. He reads extensively on a given subject, and the plot develops as Powers notes inconsistencies, gaps and curious data; regarding his award-winning 2000 novel *Declare*, Powers stated,

»I made it an ironclad rule that I could not change or disregard any of the recorded facts, nor rearrange any days of the calendar - and then I tried to figure out what momentous but unrecorded fact could explain them all.«

## EXCLUSIVE INTERVIEW FOR JAŠUBEG EN JERED

- **A foreword to this interview: What was it like to pass through all the time zones between California and Croatia?**

Oh, it wasn't bad! Time doesn't really exist in an airplane, so when you climb out, you look around and figure out what time it is locally, and then go with that.

- **Now for the interview. What is more difficult to write - a short story or a novel?**

Well, a novel is more difficult in that there's so much more to oversee. You work on a micro scale, scene by scene, but you have to stand back regularly and work on the macro scale too, make sure that the whole lumbering progress of the book is moving along the planned course. I live in a novel, for a few years!

A short story is more like a card-trick you'd perform at the dinner table - you roll up your sleeves, shuffle a deck of cards, make a special card appear in somebody's shirt pocket, and then put the cards away and get back to your dinner. I do find that plotting a short story is not much less work than plotting a novel, though, which is why I do more novels than short sto-

ries - for the amount of work involved in plotting and outlining, the time is better spent on a novel.

- **How goes your creative process? Do you first make a rough draft followed by polishing the story or do you use any other technique?**

I make extensive notes, trying to figure out what things would be good in the story -- scenes, bits of dialogue, interesting conflicts and characters -- and what sort of plot would encompass these things; then I write a very detailed outline, ideally covering every scene. At that point I start writing, and my first drafts tend to be pretty crude and pedestrian, so I polish as I go, pausing two or three times to go back to the beginning and polish the whole thing. And then when I'm finished I give it at least one more re-reading to fix up bits I'd missed before. At this point I usually can't see anything wrong with it, and I send it to the editor.

- **What is your opinion on the flood of romantic vampires? How strong a trend is this in the US?**

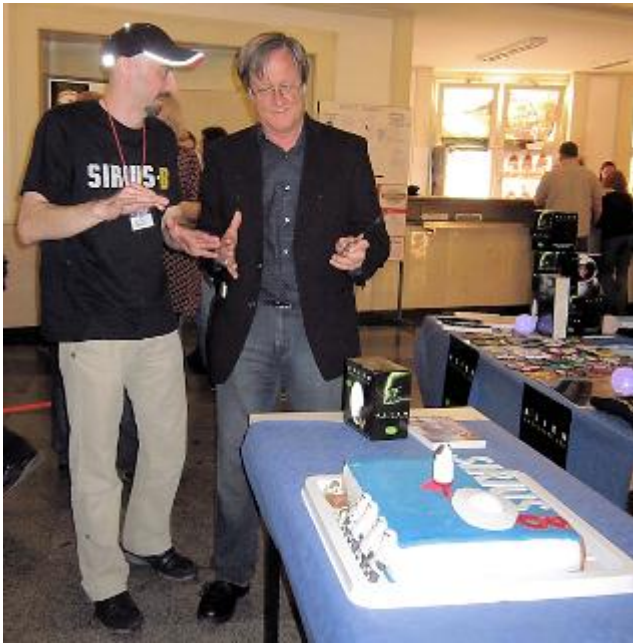
I don't really keep up! It seems to be very popular in the US, though I imagine it'll soon be replaced by some other trend. I do think these romantic vampires cheapen the big scary power of the older vampire stories -- these new vampires seem to be just wish-fulfilment idealized romantic boyfriends!

- **What do you do when you are not writing?**

Reading, mostly, I suppose! And I teach one class a week at a "high school of the arts," where all the students are studying to be professional artist or dancers or musicians - or writers. James Blaylock teaches there too, and we try to tell the students everything we know about writing and publishing!



First evening on EUROCON 2012 ZAGREB  
From left: Andrej Ivanuša, Tim Powers and Bojan Ekselenski



*Davorin Horak, editor of SF magazine SIRIUS B from Zagreb, and Tim Powers are psychologically prepared themselves for cake cutting on celebration first birthday of new Croatian magazine. /foto BE*

- **How much time per week do you spend on writing? How much has that changed through the years?**

When I'm writing - as opposed to researching and plotting - I try to spend twenty hours a week writing. That's four hours a day, with weekends off. I guess it has diminished over the years - I didn't used to take weekends off!

- **If you got the opportunity of turning *The Anubis Gates* into a motion picture, who would you want to see as director and screenplay writer?**

I'm afraid I'm only aware of a few directors, and no screenplay writers! I'd be happy with anybody, really.

- **Are you satisfied with the movie version of *On Stranger Tides*?**

Sure - it didn't have anything to do with my book, really, but since it was the fourth in a pre-existing series it really couldn't have. And it wasn't a bad movie, and my name was prominent in the credits, so - I'd say it turned out fine! Even if somebody were to make a movie of one of my books directly - not as part of an ongoing series, as this one was - I wouldn't be very concerned that the movie follow my book at all closely. Movies and books are such different forms that I think translating one to the other would have to involve pretty sweeping changes.

- **As an author, I'm interested in writerly matters. What is the relationship between publishing companies and authors in the US?**

It's pretty good, I think. At least in the science fiction and fantasy fields, the publishers have to satisfy a big, demanding readership, so they have to be open to



*Tim Powers with his bottle which he never left from his hands all the time of convention. / photo BE*

new writers to fill their lists. And various lawsuits over the years have made the publishers pretty honest about paying royalties!

- **The number of speculative fiction writers in Slovenia is small and most of us do not live in the same town or city. In your opinion, how important is company of other writers?**

I don't think it's too important. Writing is a pretty solitary activity, and the reader you primarily want to impress is an editor. It's fun to be able to socialize with other writers, and there's value in being able to compare notes and experiences, but the internet can take care of most of that - and sometimes hanging around with other writers can be counter-productive, if you wind up writing mainly to please each other, or spend all your time talking over beer!

- **What are the decisive factors for a publishing company to sign a contract with a new or a seasoned writer?**

Of course basically it's "Do we think this book will sell well enough to justify the expense of publishing it?" The odds are better with a seasoned writer - "His previous books sold well enough, so probably this one will too" - but publishers can't subsist only on established writers. They need to be finding new ones all the time, and so they do look at manuscripts from unknown writers!

- **Are there any government institutions focused on supporting the book industry in the US? How about organizations that promote reading?**

I'm not aware of any. It's kind of a "sink or swim" situation - you hope there are new generations



## INTERVIEW

of people who like to read, and you hope your books will find enough readers to make the books commercially profitable!

- **You are known for taking historical events and characters and mix them with supernatural elements, resulting in a speculative genre book. Are there any messages hidden in such decisions?**

No, I just look for situations that seem likely to provide lots of opportunities for colorful and dramatic stories. I suppose a psychologist could triangulate a picture of my personality, based on the situations I find intriguing, but that would be entirely accidental on my part!

- **Currently, our cinemas are haunted by a black-humor science fiction movie called Iron Sky. In it, the Germans escaped to the Moon in 1944 and now they return to Earth via flying saucers, "coming in peace" even. Did you ever toy with alternative history concepts?**

No, I stick to actual history. I want to do as much as I can to trick the reader into thinking that my story could be true, so I carefully stay within established his-

tory. I might do an alternate history if it was - like Philip K. Dick's *The Man in the High Castle* - shown to be a splintered-off fragment of the real world.

- **In your opinion, what are the main differences between American and European science fiction and fantasy?**

I really haven't read enough of either one to be able to say!

- **What is your opinion on the current lack of interest in science fiction and the abundant interest in fantasy?**

As a writer of fantasy, I don't mind it, but as a reader I don't like it. There's a particular thrill that only fairly hard science fiction can give a reader, and I'd like there to be a lot more stories that provide that.

- **Something I ask every author. Describe the plot of your book *The Anubis Gates* in a single sentence.**

A 20th century scholar finds himself caught up in a supernatural struggle with ancient Egyptian sorcerers in 19th century London.

Thank you for your time. I wish you many successful endeavors.



*Last group photo on EUROCON - most persistent organizers and SF&F enthusiasts of all generations. / photo ANI*



# TROLLJEGEREN

## TROLL HUNTER

Watched by Bojan Ekselenski, translated by Martin Vavpotič

### Film data

Filmkameratene, Film Fund FUZZ  
29<sup>th</sup> October 2010  
Lenght: 103 min.

### Director

André Øvredal

### Scenario

André Øvredal, Håvard S. Johansen

### Players

Otto Jespersen, Robert Stoltenberg, Knut Nærum, etc.

### Short description

It begins as the bear hunt and ends with scared hunting of the more dangerous "beasts". And apparently this is not a documentary!

The other day, as I was perusing the DVD shelf, I stumbled upon a Norwegian film Troll Hunter. Fiction and European film? After Iron Sky I was aware that Europe holds a director or two, capable of making an edible sci-fi film. This one was directed by Andre Øvredal.

The film is shot as a documentary. From the start to the end it makes you believe it is not acted but documented instead. In this manner it is truly a masterpiece and possibly better than (Pošastno) and Blair Witch Project. It could fool many a grown-up if

they were told they are watching a documentary.

I will not lecture about the contents. We follow a group of students, filming a documentary. It starts by them stumbling upon a unique and remote hunter (Otto Jespersen) of few words. A suspicious death of a bear is revealed, followed by tracking the strange man. The students soon find themselves into an unfavourable situation. The sombre hunter is forced to save them and they arrange it for them to film him while he hunts. The man turns out to be a troll hunter. And they are some trolls!

Through the eye of the superbly guided camera, the film crew begins to realize what is happening and what the Norwegian government is hiding. Acting is legitimate. All participants, scarce as they may be, have done their parts well. Most of them are not to be found on iMDB but it does not matter. No theatre acting, only quality immersion. Special effects are decent. The director made certain that a small budget does not mean bad representation of trolls. These are truly delicious in their repulsive way.

Music is minimalistic, which fits

perfectly with the theme. Photography ensured a fabulous promotion of Norwegian natural beauty. It is the documentary mode that ensures we have no story arc, which is not complaining, merely a fact. Everything goes linearly to the bitter end. Ending is unfortunately hopelessly cliché for this genre of movies and breaks away a good amount of points. Box is standard without any superlatives.

This brings an unexpectedly high rating 3,5/5. Biggest negative part was the cliché ending. The film had not visited cinemas but the DVD could be found in libraries.

### Recommended!

Conclusion and mark	
Story	1,0/2,0
Play	0,9/1,0
Execution	0,9/1,0
Box / design	0,3/0,5
Price / quality	0,4/0,5

**ALL TOGETHER: 3,5/5**  
**Delicious quasi documentary film, which takes an good mark despite clichéd ending.**





# BATTLESHIP

Watched by Bojan Ekselenski, translated by Andrej Ivanuša

## Film data

Battleship Delta Productions, Bluegrass Films, Film 44  
18<sup>th</sup> May 2012  
Length: 131 min.  
PG-13

## Director

Peter Berg

## Scenario:

Erich Hoeber, Jon Hoeber

## Players

Alexander Skarsgård, Brooklyn Decker, Liam Neeson, idr.

## Short description

The fleet of space ships is forced into battle with a strong army from deep space. They must get to know the enemy and find his weak point.

Battleship is a movie, written by the license of another Hasbro toy, this time the celebrated battleship game. Yes, the very same game that we old farts used to play on square paper (for those who are not aware, stuff made out of cellulose) by drawing rectangles, signifying ships. A movie based on this basic game? Believe it or not, long ties come up with the most unbelievable ideas. Their instinct for milking licenses is awe-inspiring. If only they had a good measure of good taste to go along with it... Oh, I dream to much!

So let's focus on our battleship. The movie grew out of a 200-million-dollar budget. Some well-known names were put into the harness, such as the singer Rihanna. Everything was splattered together by Peter Berg who will most likely not receive an Oscar for his troubles.

So how does everything go? First we meet a bunch of guys who are sending a signal towards the star Gliese because there seems to be a habitable planet orbiting it. There doesn't seem to be any logic

in that idea. Now I know why science fiction is dying – only morons seem to be working on it. Of course a reply to that signal soon arrives.

We meet two brothers, one a serious man names Stone Hopper (Alexander Skarsgard), employed by the US Navy, the other a slacker named Alex Hopper Taylor Kitsch – John Carter), familiar only with the stupidities he performs. If he wants to become The Man™, he must join the US Navy and follow his brother's footsteps.

Of course, arbitrary idiot grabbed alpha female Samantha (Brooklyn Decker) the daughter of Admiral Shane (Liam Neeson). Scene with eating chicken burrito indicate that we need the chicken brain capacity to monitor the film.

Everything was beautiful until our hero fights with rival Nagata (Tadanobu Asano) from the Japan. Admiral, of course, call both rowdy on rapport and promises our almost The Man™ to kick him out of US Navy. But ... first he must join military games. You know, we guys like to play with the symbols of our masculinity, specifically with guns, missiles and torpedoes.

Bad things happened at this moment. Mobile phone rings and party started. At next moment we are witness of yet another stupidity. When mega-alien spaceship approaching our blue-ball it hits one of our satellites and debris of destruction blessed overpopulated China. For aliens is this bad news too, as a tiny satellite eliminate





their key thing - communication ship. It is really fucked up situation - you fly over trillion kilometers through space and then you crash in fast stationary orbital trash. It is the same situation as you smashed your BMW 7 because you overdrive carelessly thrown plastic jar on the highway. The logic? If you have passed paramecium level of intelligence you must urge to laugh.

In the middle of fun military exercises finally appear alien ships tired from role of "sunken boats" game. Our hero goes snooping space miracles with tinny boat. But aliens do not allowed that. Fire hell started. The mighty US Navy with all its hardware does not have enough money to buy an acidified yogurt. But our hero do not give up! After a succession of unfortunate events he becomes a master of destroyer. And the game can start.

The logic? Come on! This film is for fun and not for mental effort.

And here it succeeds. "Bring the wood" logic somehow works. Emotional affairs are at the level of Slovenian kindergarten, a story is luckily not based on love foolishness. Two hours I fill fine and sometimes this is enough expectation for film. I was not looking for some informative value or dramaturgical highlights. Relations between protagonists are derived enough smart that they do not fall out banal. We even see the beautiful "sunken boats" game as we love.

At the end we get expected experience. There is no innovation and certainly you can look forward to get more in next years. White collars will milking franchise in future. There is something that put smile on my face - metal music. This kind of music goes together with film like day and night.

The film does not exceed in logic or story sophistication but is the fun and simple bada-boom shooting story. Players played their roles

enough convincing. Paramecium logic was not stressful and from cinema hall you goes with feeling that you was not abused.

<>

Conclusion and mark	
Story	0,8/2,0
Play	0,7/1,0
Execution	1,1/1,5
Technical quality	0,4/0,5

**ALL TOGETHER: 3,0/5**  
**So, we have a good movie experience.**





# KNIGHTS & WIZARDS (2): INDIGO NEW WORLD

First peek by Andrej Ivanuša, translated by Martin Vavpotič

## Synopsis of the first part

I hope you read the first part of the Knight and Wizards saga, titled Indigo children. It's been five years since the publishing of the first part. A quick recap is in order.

In 2065, Boris Plahutnik is taken to an unknown world. He learns that he has been possessed by Mešarah, a mythical knight and wizard with a god-given licence to kill and conjuring. In order to handle himself in both worlds, he is joined by the comical society of retirees called Guardians.

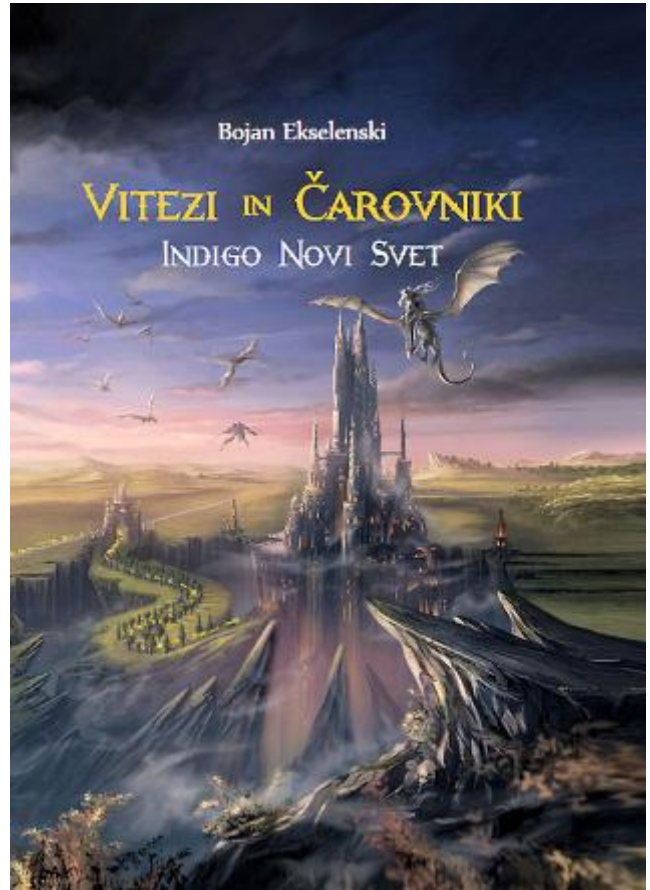
At the same time in a thinner world, called Drugotnost (Otherworld), the human kingdom Medalar faces a bitter defeat against an unusually ordered army of orcs and snake-heads. The eastern lands are united by basilea, called Divine entity. Basilea is an eastern name for an emperor or empress. The word itself is of elven origin and is a neutral noun, so we don't know who we are dealing with.

The hordes of the Northern armada under the command of the undead lord Seth Ureus and some unusual girls manage to obliterate Medalar. Only Zeolija can hold against the first wave of the huge armies. Zeolian count sends his son on a quest. This proves to be not as simple as the Elves from behind the White Wall, the Forest people and other strange beings decide to interfere. Everyone has their own agendas. The biggest human kingdom, the empire Shedanija, hesitates.

Meanwhile, a strange drug scandal occurs in our denser world. Five not too popular girls enter the service of the rising forces of chaos. Boris is supposed to face them but he is torn between his lineage and true nature. He realizes that indigo children are not messengers of a new, better world but instead an attempt of a dark conscience, Elejla, to try to manifest itself in this world and deceives everyone. Boris tries to persuade the Guardians but they do not listen to him.

## The world of Knights and Wizards

In the second book out of the projected four, we are in the year 2068 AD. And yet... I will not go on about the contents itself, because I will rob you of the pleasure or reading an incredibly well twisted story. The world of Knights and Wizards is very meticulously formed; the author has written three stories and is finishing an independent novel. Chronologically, the first story is The Coup, happening roughly 2300 years before the first book. According to the timeline, the second in line is The Cave of Secrets, happening 19 years before and is a prequel to the main tetralogy. It is in-



tended to be published in April 2012. The novella is followed by the novel Indigo Children (2007). The novellas Final Battle of Zeolija and Ghosts of Alderverg are timed right after the first book. Now, a second book is front of us: Indigo New World (2011).

A novella is forming along the third book of the series, placed in the Holy Land in the time of Jesus Christ – Knight and Wizards: the Gospel of Mary of Magdala.

The core novel will encompass four books. When the author finished them all, he will publish them all in a book titled Collected Stories from Otherworld, adding a myriad of appendices and DVD material. Along with it, an Encyclopaedia of Otherworld is supposed to be published, indexing all the concepts from this rich world.

The book Indigo Children encompasses 448 pages, the novel itself 382 pages. The rest are appendices and an epilogue, written by our writer and doyen of Slovenian science fiction Edo Rodošek. He wrote:

“Despite his youth, Bojan Ekselenski is an affirmed writer of science fiction, especially fantasy... Occasionally, the author will reveal his universality with an



abundant amount of dark humour. Religion, mysticism and magic is based on spiritual, occult and mystical lore of Kabala and Bible. He even invented a language, elvish, based on semitic roots. With the oncoming book he once more proves that he is a master of fantasy literature. His fantasy walks hand in hand to reality with confidence. He switches settings in a daring way and craftily combines present time with ancient past, reality and myth... A special word should be dedicated to the cover of his books that invite a potential reader with the expectations. With this work, science fiction and especially fantasy is taking stronger roots on Slovene ground."

#### About the book

The novel is divided into 9 units and 25 chapters. Appendices encompass elvish writings Sehir Etir, Sehir Mašarik Earesah, showing a chronicle of epires in an era of more than 4500 years, and a list of Human Lands. Also included are the terms, necessary to understand the book.

The setting of Knights and Wizards is placed in two worlds. One of them is ours, Earth. Events are taking place in the near future from 2065 onwards. Our Universe is firm, more solid. On the other side is Otherworld. The Otherworld Universe, based on different space constants, is thinner and that's why magic is possible there. In Otherworld a dark force grows that tried to take control of our world as well. But since this

world is denser, it's impossible to do magic in it. That's where indigo children come in. In their subconscious, they can fall under the influence of evil from Dru-gotnost. In this way they become emissaries of it in our world and there is also a chance they will succeed in finding a path to Earth. The Guardians are trying to resist this by looking for people with special abilities.

Compared to the first book, the second one is crafted with more quality. Mark Jordan made an exceptional illustration for the cover and added cliparts in front of individual chapters. Mark Jordan also illustrated books by Margit Belami alias Mateja Blažič from the series Keepers of Secrets: Enclosed City and Island of medicinemen. Mark Jordan is an excellent illustrator of fantasy and works with Umer Artists Agency.

The book was edited and designed by Andrej Ivanuša in a good old fashioned manner with initials and fonts from 1911. A rich and occasionally strange and innovative language was edited by Zoran Pevec.

More about the world of Knights and Wizards at:

[www.vitezicarovniki.com](http://www.vitezicarovniki.com)

*Once more, Ekselenski proves that is a master of fantastic literature. His fantasy is confidently walking hand in hand with reality.*  
(Edo Rodošek, doyen of Slovenian SF)



©Mark Jordan: Knights and Wizards - invasion of tzevogs (battle dragons)



# CLOCKWORKS WARRIOR

by Martin Vavpotič

On the fifth day, Gaston broke into his little world of pain and disappointment. "Your duties await, monsieur Vertigelli." His pure Katalian accent turned the words into song. "I respectfully refuse," Carrus said with a hollow voice.

"You misunderstood me." The old man walked up to him and looked him straight in the eye. "I wasn't asking. I was giving you a command."

Carrus erupted with rage. "I am the eldest son of Marchese Verti..."

"You are a Scholar of Scholar Society now. Here, we do what our superiors tell us. I am your superior, monsieur Vertigelli."

Carrus stared at the old oaf in deaf fury; the old man calmly looked back. "I have no intention of repeating myself," Gaston said. "Either you do as I commanded or I will send you home."

Send me home. Carrus shivered with disgust. To be sent packing like a sniveling child to a disappointed father, a teary-eyed mother and a swarm of spiteful siblings who thought their crippled brother doesn't deserve the attention he was getting.

The blue-tiled corridor seemed even narrower than the last time. Once more Carrus saw the cursed word, written above the great wooden door.

Clockworks. What kind of a word is that anyway? "So you expect me to build clocks?" he said with a hollow voice.

A slight smile crept across Gaston's face. "Something of that nature."

"I hate clocks," Carrus muttered. It was most likely loud enough for Gaston to hear but he didn't care.

Gaston reached the heavy door and pushed them open. Carrus' jaw dropped. "What in the world..."

Everywhere, small objects on delicate wings fluttered through the air. At first he thought they were birds but their bodies were made of bright brass that glittered in the sunlight. Large windows covered the upper half of the walls; sunlight flooded in.

"What is this place?"

"Your department," Gaston said matter-of-factly.

On the far side of the room, men and women sat hunched over their desks, looking at their work up close. Their hands seemed empty at first but they must have been handling instruments too small to see from afar. Some wore the most bizarre sets of headwear Carrus had ever seen. Whole rings of lenses hung around their ears on thin strands of wire. Every so often they would reach up and place a lens in front of their face. Some would rotate the wire rings before finding the right setting.

"Everybody, listen up," Gaston called out. Everyone

looked up from their work. "Our newest addition has arrived. This is Carrus Vertigelli."

They dropped their work and focused all their attention at him. At least one of them was downright staring. It made Carrus uncomfortable, never mind that people had always given him looks. He managed to smile and wave politely.

All except Gaston were his age. Both genders seemed to be equally represented. One of the women, her chestnut hair tied behind her head, smiled back at him in a way that made Carrus look away embarrassed. He had been too young to think about girls before the accident and afterwards he was not something young women looked for in a potential suitor.

"He has much to learn and we need him to catch up as soon as possible," Gaston was saying. "Taudal, I want you to stop ogling at Carrus' chair and show him the basic functionalities of a speye."

"Of a what?" Carrus said.

"A speye," said the one who stared at him most unpleasantly, wiggling fingers above his head in a comical manner. "The buzzing thingies. Hope you noticed them. We build them."





# NOCAT MORNING

Original title: Šemačkino jutro

by Andrej Ivanuša, translated by author, proof reading George Yeoman

Jan was lying on his bed wide-awake, with his arms behind his head, staring out of the window. *Nocat* lay curled up at his feet, her fur glimmering and displaying grayish-blue colored hues.

"Nocat morning," thought Jan. This is what people called the time between the sunrise of Biran and that of Airan, the suns of the Guardian planet. It was during this period that nocats always went their own ways. Very few people new where they went during these times. Apparently, the first settlers who came to the planet attempted to study their strange behavior but the subsequent generations have never bothered themselves about this. To them it was just necessary to simply survive, and as far as Jan knew they had barely done that. Strange things had apparently happened before the Great War, so subsequent history has only concerned itself with post-war happenings. After all, the war had happened a few hundred years ago, and only a few people survived. After the war the nocats had moved into peoples' dwellings. They were obstinate, stubborn, lovely ...

As if nocat had been waiting for a certain signal, she rose up, stretched her three pairs of legs whilst fully extending and then retracting her claws. The she quietly slid through the flap in the front door.

When she had disappeared, Jan threw-off the blanket and stood up. He quickly pulled a white tunic over his head, walked on tiptoe to the door, opened it, and went out. As he was leaving he caught a glimpse of which house she had slid behind, and followed her.

Nocat was heading for the *farol* wood. Jan smirked and muttered:

"*Softhair*, now you're mine!"

He went quickly to the garden shed where Jan and his father kept their tools for harvesting and processing farol. He took an axe, and some leather gloves that also protected his elbows. He put-on leather headgear that covered his head and shoulders, and a visor that protected his eyes. He had followed nocat once before for quite some time, so he had prepared himself by storing the equipment on a rack next to the door. He hoped that his tunic would suffice, as farol trees have large thorns that can cause almost unbearable itching. However, nocat moved so fast that the leather protective might obstruct his pursuit.

Nocat was following the lumberjacks' path. Jan sneakily moved after it. Suddenly he heard some nocats wheezy barks behind him. He quickly slipped behind a farol tree piercing himself on some thorns and, cursing through his teeth he turned the axe handle toward himself. He unscrewed the cap of the hollow axe-handle, captured some lye with fingers and smothered his skin.



This relieved his burning itch. When he had finished, he noticed that neighbors' nocat had silently followed him.

"I will find out where you go, damned nocats," he stubbornly murmured, and continued to pursue them despite the itching.

Suddenly they turned into dense farol undergrowth, which was composed of young farol plants. At least the soft spikes were not as annoying as the adult ones. Spikes were obviously not an obstacle for nocats, as they seemed to be unaffected by farol acid. This is why humans had always been amazed by them, making them even more mysterious creatures. He pushed his way through the undergrowth, using his hands for as long as he could. The gloves protected him well but when rubbed against the farol they made a sort of whining noise. Jan was lucky because the wind blowing against him, so he hoped the nocats wouldn't discover him too quickly.

The farol trees were getting lower, as was the undergrowth. In order to avoid the more mature trees, he bent down, and in an almost crouching position moved forward. Now the tunic dangled between his legs and impeded his movement.

Suddenly, the farol trees disappeared and he was blinking his eyes to avoid Biran's light. Amazingly, before him was a glade full of nocats, which really surprised him because a clearing in the middle of a farol forest was something unusual.

Such a cleared area of woodland could only have been made by *farolcutters*, but no tracks appeared to lead into this clearing. The glade was perfectly circular and on a slight incline, so that it was fully illuminated by Biran. Jan leapt up and down above the farol trees but the village roofs were nowhere to be seen.

He sat at the edge of the glade and stared around. The nocats were gathering together from all around the



clearing. They formed concentric circles by squeezing tightly together. Suddenly, their squealing and barking stopped. A mist arose above the clearing, and the first image that came into Jan's head was that of his nocat purring and of him softly scratching the hair on her back.

"Magically," he thought, realized that these images were lining up one after another and seemingly faster and faster. For some time it seemed as though he was staring into a kaleidoscope, then suddenly he became aware in reality that the nocats were actually exchanging information amongst themselves. They rotated in his mind as though they were in filmed pictures. Suddenly he realized that these 'pictures' represented the village and villagers. During 'projection' he saw blue-gray spots and also blurry and fuzzy scenes. They were

actually nocat 'words' that he couldn't understand. They displayed absurd patterns of alien thought could not be 'translated' into human thoughts. He was fascinated. He had discovered something perhaps no-one else had done before him. He resigned himself to a continuous flow of images.

It was if he were watching a movie being shown by a projectionist once a week at a traveling cinema, but this was even better. He enjoyed it even though it gave him a headache. Suddenly he realized that the images before his eyes were conquerors from outer space. They were some kinds of lizards that ate not only nocats but humans also.

"So that happened in the Great War!" he thought and squirmed in mute horror.

Then the nocats formed an alliance with the people ...

## TIME CREDIT

Original title: Časovni kredit

by Bojan Ekselenski, translated by Martin Vavpotič



Time ... I am always running out of time. The nature of my job is that I need to keep my mind in business. I must. Competition is fierce. One day you're out and you're out forever. Fifteen years has passed since my wedding, I have a son whom I see once a week. He's now in first class of high school and I don't know when he's so quickly become a little big man.

Who was at his birthday party ten years ago? I can't remember, because I was working. When was the last time I was with him? If I'm not mistaken, three weeks ago, during the long weekend. And even then I was interrupted by a cell phone every half hour. It's so irritating. My son will grow up without me.

I hurry to my office. I am not yet able to transfer my job to home. When we have completed the house, I will move my work. I'll be wasting less time travelling there and back again. I think within me about the next business move, which will enable me to buy a larger car with more space. I will quickly drive between home and office.

But why the days have so few hours? Why not two hours more and I could spend two hours with my son and wife? Why are there only 24 hours and no more minute?

At that moment I collide in a polished middle-aged man.

"Sorry," I'm polite. The man just makes a friendly nod:

"No problem. Anyone can be elsewhere with their thoughts. Have you ever thought that your problem is solvable?" Confused, I answer:

"What problem?"

Mysteriously, the man replies:

"Your problem with time. Wouldn't you want every day to have 26 hours?"

"Are you kidding me? I have no time for this."

At that moment something flicks through me. A strange shudder, excitement, or what do I know what kind of feeling.

The man grabs my arm:

"Sir, come with me. Five minutes for the countless hours that you can spend with your son."

"How do you know about my son?" his words shoot through me.

The man nods confidently:

"I know many things, because it is my job. I'm a representative of an important and immensely powerful interest association."



I don't know why, but I followed him in the strange shop, full of weird stuff. He puts an unusual form on the desk. It was already filled out.

"What does this mean?" a question pops out of me. Again the man smiles confidently. He was all sugary:

"This is the Time's credit agreement."

"What agreement?"

"You heard me, The Time credit agreement."

"And what does that mean? I'm afraid that I'll go now. I really don't have time for this."

The gentleman stops me:

"Sign this contract and you'll have time. I'll tell you how it works."

What choice did I have? If I was suckered in already, I might as well go all the way. I just nodded. The man proceeded solemnly:

"You see, for every day from now you get 2 hours of extra time. You'll compensate for these two hours post-humously. When you die, you don't go to hell or heaven, but you'll be returned and repay the loan with the interest. For every given hour you must work ten hours. Do you agree? Now we give you every day two extra hours with your son and then you live the life of someone, which we granted you."

"Is this possible?" I must keep a cool head. This kindly uncle must be sick. A sober man cannot say stuff like this. But why would I not accede him? I will sign it if there's no monetary clauses, then I'll go.

I walk over to the desk, I swiftly pass the contract and I want to sign it when I'm stopped:

"But sir, I highly recommend you to read all the clauses of the contract. Indeed, there is no mention of the money. But in the end, it is a credit contract."

I wave my hand:

"I've wasted too much time. Let me sign," I answer a bit irritated and grab the offered pen. I quickly sign on all three copies of the contract, then I shake hands with

a friendly, but a bit nutty guy, and run towards my work.

I do not know what happened but since then, every day I've had at least two hours for my son. Unfortunately, my son no longer had the time for me.

Fifteen years of my absence was too much. My son has finished high school, college, got a job and became a successful young businessman. I invited him to my 50th birthday:

"Mitja, because you have a lot of obligations, I'm already inviting you to my birthday. Fiesta will be at Zofka's."

Son replied quickly:

"Sorry, Dad, I cannot. I must run my business and I'll be in Vienna in those days."

I tried with a few other dates. Always the same answer. Finally, I angrily reply:

"Why can't you ever take the time for your father?"

With a cold voice, my son replies:

"Why did you forget about me for the first 15 years of my life?"

I swallowed a bitter dumpling in my throat.

I didn't live to see my 50<sup>th</sup> birthday. One ordinary evening I got a swoon and I fell on the floor. I watched how they tried to resuscitate me. For nothing. My soul was floating over my motionless body. *Shit!* I heard my wife Carmen as she sighed without regret:

"It's a good thing he has such a fine insurance policy."

I shuddered. Then a beautiful panorama flows over me. The sun was shining brightly over the mysterious, strange fields. It just becomes beautiful and then everything disappears. I found myself inside a strange body.

Horror! I recognize the body of my son Mitja. So, this is the price that I must pay. I feel the pain of all my absence.

Now, I know ..., really know.

<>





# MORTAL DANGER

by Frank Roger

Sunshine, a swimming pool, an exotic cocktail and a good book. Wasn't that all they needed right now?

Cindy cast a glance at Ted, her husband, stretched out next to her. He didn't even need a book and had already dozed off, mere minutes after their arrival at the pool. They were the only ones here at this early hour – no doubt the other hotel guests were still having breakfast or hadn't even risen from their sleep.

She sipped from her drink, closed her eyes for a few moments and enjoyed the sunlight caressing her skin. They had been looking forward to this holiday and were determined to savour every minute of it.

She opened her eyes again, took her book and started to read.

She had barely read half a page when she heard a loud and angry voice. A man was standing right in front of them. Where had he come from? She hadn't heard him arrive, and he didn't look like a hotel guest, nor like someone of the hotel staff.

"I'm in danger," the man hysterically shouted at her. "Mortal danger perhaps. They're after me, they can be here in a few seconds. I don't have much time, lady, so I can't go into the details, but it was foolish to go back and forth like this, you have no idea what the risks involved are..."

Cindy stared at him, at a loss for words, without a clue as to what he was ranting about.

The man must have seen her expression as he said: "Look, I don't have the time to explain everything, and I'm sorry for barging in here like this, but..." A beeping signal from his wristwatch made him break off his sentence. He cursed and continued: "Shit, this is worse than I thought, I have to get out of here fast, sorry about all this."

After his final word the man disappeared, like an image on a TV that was switched off. Cindy looked at Ted, who appeared to be awake.

"What was all that?" he asked. "Where did that man go to? And what was he talking about? And where did he come from?"

"I have no idea," Cindy replied. "No idea at all. He warned us about a danger."

"I don't want to hear about danger," Ted said. "We're on holiday. I'm glad he's gone."

That seemed to end the discussion. Ted closed his eyes again, and she went back to her book.

Barely five minutes later a second man appeared out of nowhere, noticed them lying poolside and asked: "Excuse me, did you see a man here? Someone who popped up and disappeared again? Someone who gave the impression of being on the run?"

Cindy merely nodded.

"So he's been here all right. Well, pay no attention to him. Forget everything he said, pretend that incident never happened. It doesn't concern you. Don't worry, okay? Thank you."

The man shot her a smile and disappeared, just like the first guy had done.

"What the hell is going on here?" Ted asked, risen from his nap again. "Who are these people? Hotel staff?"

"I don't think so," Cindy answered. "I have no idea what all this is about."

"They should leave us alone," Ted complained. "We're on holiday, remember? We pay hard-earned money to have a good time here."

Cindy nodded. Her husband had a point. The quiet had now returned and she picked up her book again.

A few minutes later two men appeared at the same place where the other guys had materialised. These two wore uniforms, and were definitely neither hotel guests nor staff. Could they be policemen? Was this something serious?

"Excuse me," one of them said. "We're after a dangerous man, and we think he may have been through here. Did you by any chance spot him? Did you engage in conversation with him, was there an exchange of information?"

Cindy nodded. "There was a guy who popped up like you did and disappeared again."

"That must have been him. We urge you to stay out of this case. We're supposed to arrest this man. Please, be careful. Thank you for your help."

The two men winked out of existence.

"This nonsense has got to stop," Ted complained angrily. "You heard that idiot? We urge you to stay out of this case. They're the ones who come barging in here and spoil our holiday. To hell with them! I hope that's where they went off to."

Cindy had to admit her husband was right. The hotel management should not let this sort of thing happen. It was really irritating and spoiled the holiday atmosphere. She hoped it was over now and picked up her book again.

Five minutes later it became clear it wasn't quite over yet, as a woman appeared at their side.

"Excuse me," she said, her voice edged with concern. "I'm looking for my husband, and I hope to find him before the Time Police arrest him. He's in terrible danger."

"I think we've seen both your husband and those policemen," Cindy replied. "And there was another guy. What is all this about?"

The woman seemed on the verge of breaking into



tears. "My God, they're closing in on him. Maybe I'll be too late, and I doubt his lawyer will be of much help. You see, time travelling is against the law. My husband was one of the first travellers, venturing forth before the law was passed. The thing is, that law is retroactive, considering the nature of time travel, but my husband doesn't accept the validity of that legal provision. The police obviously don't share that opinion and are after him. My God, I hope I won't be too late. Thanks."

She disappeared, probably off to where all the others had gone to.

"Did you hear all that?" Cindy asked. "Do you believe what that woman told us?"

"I think I know what this is," Ted replied grumpily. "This is a kind of play, it's all part of the hotel's guest entertainment programme. I'll tell the reception to stop bothering us with it."

"Are you sure? How can hotel staff members pop up and disappear like that? That would be quite an act. And that first guy claimed he was in mortal danger, and then there were these cops and his wife's explanation..."

"I don't know. Anyway, I'm happy as long as we're not in mortal danger. We're on holiday, remember? We pay lots of money to have a good time. I'll go and talk to the guys at the reception desk later today. All this nonsense is unacceptable."

"I suppose you're right," Cindy said. She picked up her book again, hoping she would finally get to read it.

**Frank Roger (Florimond De Cuyper)**  
was born in 1957 in Ghent, Belgium.



His first story appeared in 1975. Since then his stories appear in an increasing number of languages in all sorts of magazines, anthologies and other venues, and since 2000, story collections are published, also in various languages. Apart from fiction, he also produces collages and graphic work in a surrealist and satirical tradition. They have appeared in various magazines and books.

By now he has a few hundred short stories to his credit, published in 38 languages. Find out more at [www.frankroger.be](http://www.frankroger.be).



# Jashubeg en Jered

## News From Otherworld Universe

LAST PAGE



### 1<sup>ST</sup> SI.CON

CELJSKA VAMPIRSKA VEČERJA  
THE VAMPIRE DINNER IN CELJE

Slovenska konvencija za spekulativne umetnosti: Celje, 2. - 4. 11. 2012

The Slovenian convention of speculative arts: Celje, 2. - 4. 11. 2012

We invite you to join us on the first SI.CON.

It is the Slovenian Convention of speculative arts, which will held  
from 2<sup>nd</sup> to 4<sup>th</sup> November 2012 in Celje Youth Center.

Follow our posts on the internet where we will publish a detailed program and schedule. Click on:  
[www.zvezdni-prah.si](http://www.zvezdni-prah.si) \* [www.drugotnost.si](http://www.drugotnost.si) \* [www.sicon-konvencija.eu](http://www.sicon-konvencija.eu)



## PRELUDE TO STARDUST

Speculative art, which includes works of science fiction, fantasy, horror and etc., are underweight and undervalued in Slovenian cultural environment. A good story is always a good story, whether it happens in the Stone Age, the Middle Ages, now or three hundred years in the future, on Earth or anywhere else in the Universe. The first literary beginnings of the human species are also fictional stories, fairy tales, myths and epic poetry. All of them could be loosely described as speculative art.

In the last years Slovene mainstream culture and its public, self-sufficient in its narcissism, came to believe that speculative art equals trivial beach literature. This kind of mentality consequently threatens the quality and quantity of the speculative art in Slovenia.

The members of our society want to change this. We want to raise the quality of our speculative art to the level of that of the well-developed speculative art's cultures around the world. With our combined powers we want to prove that Slovenian speculative art can be as good as any other.

We want to work internationally, which means that foreign authors can also become the members of Stardust society.

Together we are stronger and better! Join us!

[www.zvezdni-prah.si](http://www.zvezdni-prah.si) \* [info@zvezdni-prah.si](mailto:info@zvezdni-prah.si)

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