The NFF Fan Gazette

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News of Fen of Interest to All Fen

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Contributions welcome.

Well, we have done it. We have survived 2025 so far.

I know we have the rest of the month but I'm sticking to that statement. Taking a look at the year it definitely has been interesting. For us here: we've traveled, we've had losses, and we've had my medical issues. But regardless of everything we've experienced, we can't take it away because it adds to our character. It also strengthens the relationships around us. Some of the experiences may be harder to see that positivity like Jason having to be stuck in a car for several days with me and my mother. But in the end, we're still here (and alive).

I do not know what 2026 has in store for us, but I do know Jason has requested no surgeries. I may have several doctors' appointments in January but I don't foresee any of those leading to a surgery (knock on wood).

What about you? How did 2025 turn out? Any exciting surprises? And I don't like to ask this but, anything unexpected that was not so exciting? What are your expectations for 2026? Any plans already made that you are looking forward to? Any conventions that'll be coming up that you have already planned to attend? And if you do have any that are planned, are they events you've attended before or are you going to try a new one on and see how you like it?

Jason and I have discussed getting back out in the field, and maybe we will. We've had some fun at past conventions and we have some ideas. Personally, I'd like to revive *The Cosplay Diaries*, a show we recorded at conventions for our Instagram platform. But first I need to be able to actually move around a bit without breaking something. So… goals for myself.

I hope everyone has good holidays with their family and their friends. Remember to play nice. And I hope everybody has a wonderful new year.

~ Mindy

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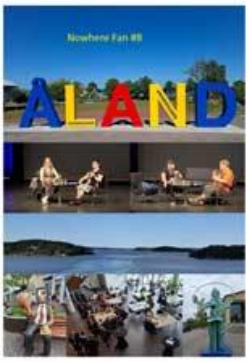
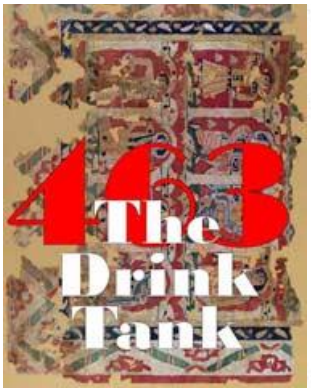
'Zine Scene

eFanzines.com

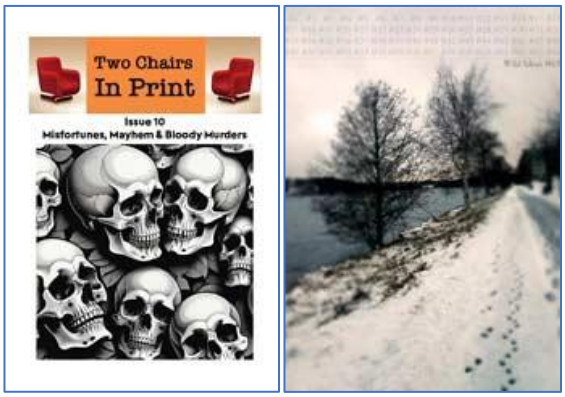
New Listings





- *Nowhere Fan* #8 (Christina Lake)
- *Opuntia* #615 (Dale Speirs)
- *The Drink Tank* #463 (Christopher J. Garcia)
- *My Back Pages* #33 (Rich Lynch)
- *The Here* #93 (Nic Farey)
- *CAPTAIN FLASHBACK* #84 (Andy Hooper)
- *CyberCozen* Nov 2025 (Leybl Botwinik)
- *Opuntia* #614 (Dale Speirs)
- *Octothorpe* #148 (Coxon, Scott, Batty)

- *Two Chairs in Print* #10 (Perry Middlemiss, David Grigg)
- *Wild Ideas* #65 (Henry Grynnsten)
- *Octothorpe* #147 (Coxon, Scott, Batty)
- *Opuntia* #613 (Dale Speirs)



The Fanac Fan History Project

Additional fanzine resources can be found at the Fanac Fan History Project located at **Fanac.org**.

SHARE YOUR 'ZINE

Back in the day, going all the way back to the 1930s, there were quite a few choices when it came to fanzines. Nowadays, they're a little harder to come by. Which ones have we missed? Which ones are you reading? Share with us your favorite set of 'zines from the multiverse! And if you publish a 'zine, send us a copy!

As *The Stf Amateur* continues to evolve from an interconnected assortment of standalone apazines to its current bundlezine format, it's only natural that it eventually becomes a proper genzine. *The Stf Amateur* is hereby requesting the following:

- sf, fantasy, and horror news
- fanart, cover art, illos, and fillos
- poetry
- filk songs and lyrics
- short fiction
- articles and essays
- reviews
- con reports
- jokes
- letters of comment
- … and other material

If selected for publication, material will initially be included in one of my apazines, as well as a monthly issue of *The Stf Amateur*. Cover art will be considered solely for *The Stf Amateur*. Contributors will receive the issue in which their material appears. Send your contributions to Heath Row, 4367 Globe Ave., Culver City, CA 90230; kalel@well.com; or via fax to 323-916-0367.

Pubnites and Other Events

Yvonne & Lloyd Penney (Toronto, ON, CAN)

THIRD MONDAY
December 15, 2025
The Red Cardinal Tavern
555 Burnhamthorpe Rd., Unit 102, in Etobicoke. It is at the north-west corner of Burnhamthorpe and The West Mall, right beside the Tim Horton's. There's plenty of parking out back, free after 5pm, and you can drive in to the parking from either street, although the Burnhamthorpe entrance is easier. If you are taking transit, you can take the 50 Burnhamthorpe bus from Islington station and get off at The West Mall, or the 112B or 112C West Mall bus from Kipling station and get off on the north side of Burnhamthorpe. Start time is 6:30 and we have the back table area 4, 5 & 6.

TORONTO PAGAN PUB MOOT
Third Monday of each month
Gatherings Resto Bar, 49 St. Clair Ave W.
For more info call Karen or Evan at 416-635-5981 **https://www.facebook.com/groups/TorontoPaganPubMoot**

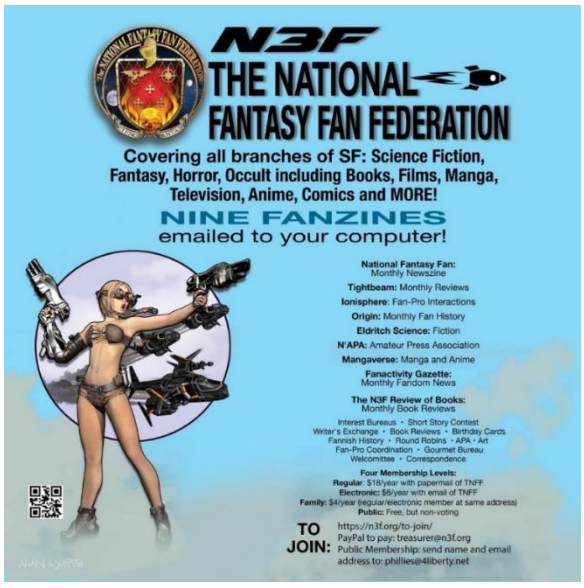
THURSDAY NIGHT OF NONSENSE
Is the first Thursday of the month at the Artful Dodger at 10 Isabella Street from 6PM - 10ish. Isabella Street is midway between Bloor Stand Wellesley on the east side of the Yonge.

We're a casual collection of sci-fi fans and friends who eat and have friendly discussion on any topic of interest. We encourage consideration of diverse opinions and intelligent debate that includes topics which are sometimes controversial. Our social media centre is currently a Facebook group where people will find announcements of any special activities such as a book swap or a birthday celebration.

All newcomers welcome to just show up.

For more info, call Yvonne at 647-226-4249 before 10PM or email us at: **Penneys@bell.net**

See you there!!!



The Legacy of Alex Raymond's *Flash Gordon*

Bob Jennings

On January 7, 1934, the most important and influential science fiction comic strip ever created was first published. *Flash Gordon* was owned by King Features Syndicate, with the artwork and story by Alex Raymond, a dynamic artist who had worked on several other King Features comic strips before *Flash Gordon*.

Born in 1909, the oldest of seven siblings, Raymond had been interested in artwork in his youth, but the death of his father forced him at age twelve to change directions in order to help support his family. He attended college on an athletic scholarship, then after graduation got a job as an order clerk with a Wall Street brokerage firm. The stock market crash of 1929 put him out of work, so he turned again to art, attending the Grand Central School of Art in New York.

He visited a former neighbor, Russ Westover, who had created the *Tillie the Toiler* comic strip. Westover promptly hired him as an assistant. Raymond's work on *Tillie* attracted the attention of the executives at King Features who offered him a staff position with a chance to join with new projects. While on staff at King, Raymond worked as an assistant to Chic Young's *Blondie* comic strip, and then also assisted Chic Young's younger brother Lyman Young on his *Tim Tyler* adventure feature, soon taking over all the art for the Sunday *Tim Tyler* page.

The first new project that Raymond as assigned to was *Secret Agent X-9*, created by hardboiled detective writer Dashiell Hammett. King wanted a competitor to the very popular *Dick Tracy* detective strip and they figured *Agent X-9* with Raymond delivering realistic artwork would be the answer.

King also wanted a science fiction strip, something to rival *Buck Rogers*, which was incredibly popular in the early 1930s and was gaining new papers worldwide at a rapid pace. There has been a longstanding rumor that the King Feature executives tried to lease the comic strip rights to Edgar Rice Burroughs' *John Carter of Mars*, but this has never been substantiated, and is unlikely, since Burroughs had signed Tarzan on with United Features. There is no information on how much actual input the editors at King offered, or how long discussions were underway before King gave Raymond the new *Flash Gordon* Sunday comic strip.

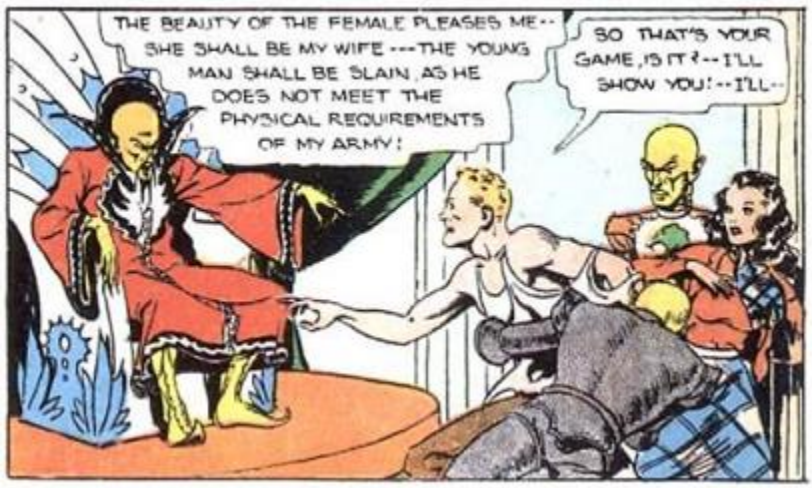
Ironically *Secret Agent X-9* premiered on 22 January, 1934, two weeks after *Flash Gordon*. Because of Raymond's workload on *Secret Agent X-9*, it was decided to make *Flash Gordon* a Sunday only feature. King also insisted that Raymond draw and write a topper to the strip, a three-panel adventure called *Jungle Jim*, which King hoped would interest readers of the Tarzan comic strip.

Initially Raymond used the concept from Philip Wyle's *When Worlds Collide* novel about a rouge planet about to smash into planet Earth as the basis of his adventure comic. While heralding the end of the world, the initial sequence

shows 'Flash' Gordon, Yale graduate and internationally known polo player in an airplane with fellow passenger Dale Ardan, when a fragment meteor torn away from the approaching doom planet smashes the wing of their plane. Flash, grabbing Dale, manages to parachute out of the aircraft, only to land on the grounds of the laboratory owned by Dr. Hans Zarkov.

Zarkov has been trying to work out some method of eliminating the interplanetary danger, and his mind has almost snapped under the strain. Half crazed, he pulls a gun on Flash and Dale and forces them into a rocket ship he has built, then proceeds to blast off, headed straight for the approaching doom planet! Zarkov hopes to hit the planet head on and smash it to fragments so Earth will be saved.

At the last minute, Zarkov cracks under the pressure and refuses to smash the rocket into the on-rushing planet. As Flash and Zarkov struggle, the rocket levels out low over the planet's surface, revealing a strange, beautiful city below then, then the rocket collides with a mountain and the three Earth people find themselves on the planet Mongo, and in immediate danger from monstrous dinosaur-like creatures.



When Flash and Dale arrive at the city, they meet Ming the Merciless, evil power mad ruler of most of the planet, who has plans to conquer the rest of it. He also wants Dale Ardan to become one of his harem wives. When Flash opposes him, Ming has Flash thrown into an arena where he must fight gigantic man-like apes.

The pace of the action in this comic strip was nothing short of frantic. More action and adventure take place in the average weekly Sunday *Flash Gordon* comic strip during this period than would play out in a month or more in a normal adventure strip. Danger was everywhere; the whole political situation of Mongo was a whirlwind of menace and intrigue, where super science clashed with some of Mongo's inhabitants still mired in a stone-age culture. Mongo was a strange world where swords as well as ray guns were the weapons of choice of almost every fighting male. The women were all beautiful and appeared in very abbreviated costumes.

The raw violence and high tension action in the *Flash Gordon* strip swept readers up on a weekly whirlwind of science fiction thrills. It was a comic strip where everything could, and often did happen. Nothing was ever settled, as Flash and Dale (whose last name soon changed to Arden) met grotesque creatures and belligerent human players amid strange exotic cultures that were a fantastic mixture of super science and medieval savagery. Ming the Merciless was portrayed as oriental in appearance, an unfortunate nod to the racial prejudices of the period, but most of the other inhabitants, the human ones anyway, were clearly Caucasians, altho many of Ming's domain were pictured as yellow skinned with oriental features.

The artwork on *Flash Gordon* was futuristic, yet totally realistic. Alex Raymond was a master craftsman, one of the best artists to ever enter the world of newspaper comic strips. Along with Hal Foster on *Prince Valiant* and Burne Hogarth on *Tarzan*, he redefined the standards for the adventure comic strip almost overnight.

The task of meeting the deadlines for his workload on a daily strip and two Sunday features while maintaining the high quality artwork was an enormous strain on Raymond. In mid-1935 he gave up work on *Secret Agent X-9*, a wise decision considering how popular *Flash Gordon* had become. Despite Depression era economic conditions *Flash Gordon* was adding new papers every single week, and getting lots of national publicity besides. Some comic strip historians have suggested that the popularity and sales from the *Flash Gordon* strip kept King Features alive during the darkest days of the Depression.

Unfortunately, the popularity and the fantastic elements of the comic strip also attracted critics. Church groups were especially vocal, declaring that the

depictions of women were too sexy, the costumes scandalous, the constant violence and glorification of battle was dangerous and pandered to the readers baser nature, while those hawkmen with their wings and vicious nature were a slander against the original concept of flying men, the angels mentioned in the Bible.

The flow of complaints was steady and loud enough that King Features decided they had to rein in their enthusiastic artist. Sometime around the middle of 1936 a new policy went into effect toning down the non-stop violence and addressing the lurid costumes the female character wore. Don Moore, one of King's editors, was assigned as the nominal writer for the strip.

Raymond did not object to someone else helping with the writing, but he always regarded Moore's scripts as suggestions, and he changed anything he didn't like to fit his own ideas of how the strip storylines should progress. With some of the stress relieved by Moore's scripting Raymond had the time to put even more effort into the artwork.

In early February of 1935 Raymond changed the feature from being a four-tiered strip to a two-tiered strip, with larger panels, while also eliminating speech balloons and using text beneath each panel illustration. These new changes allowed Raymond's art to really stretch and develop. *Flash Gordon* was now the most visually stunning comic strip on the Sunday pages, while its popularity continued to grow.

There were numerous spinoffs that kept the feature in the public eye. In 1936 Universal Pictures released the first of three *Flash Gordon* movie serials starring Buster Crabbe, an Olympic swimmer turned actor. This serial was an incredible success. In addition to running in the thousands of theaters that already used serials as audience builders, many A-level theaters that had never run serials before booked the *Flash Gordon* serial into their summer lineup.

The *Flash Gordon* serial became Universal's second best grossing film of 1936, which inspired them to immediately sign a contract with King Features for a second *Flash Gordon* follow-up chapter-play.

Some of the spin-offs were less successful than others. By the middle of the decade King Features was using syndicated 15 minute radio dramas of their comic strip and text features as a way to increase public awareness of their produce lines.

A fifteen minute weekly *Flash Gordon* radio series was introduced on April 22, 1935. The *Flash Gordon* program was unable to keep up with the frantic pace of the comic strip and died after 26 weeks, with the final story showcasing the marriage of Flash and Dale airing on 26 October 1935.

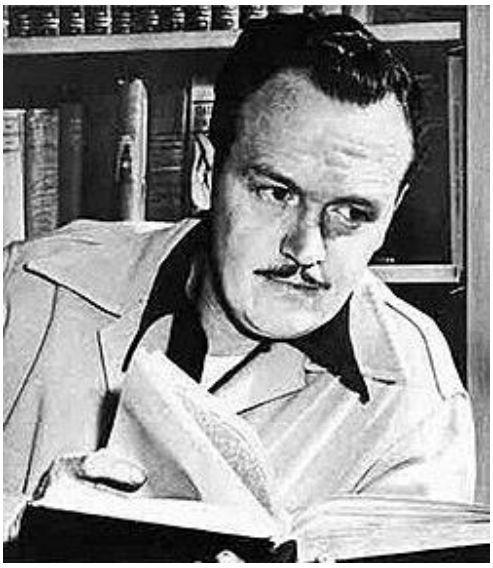
The following week a *Jungle Jim* radio feature, based on the three panel topper for the tabloid *Flash Gordon* strip was introduced which ran successfully until mid 1954. *Flash Gordon* returned to radio in 28 October 1935 as a fifteen minute daily serial, using the same characters from the comic strip, but featuring adventures in the undersea kingdom of Atlantis. This syndicated daily feature ran for 60 episodes.

A flatbed magazine titled *Flash Gordon Adventure Magazine* folded after a single issue, and so did the Grosset & Dunlap hardback book *Flash Gordon In the Caverns of Mongo* aimed at the dime store traffic. There were plans for more hardbacks, but sales were erratic and the idea was shelved.

The most successful print merchandising was a series of Big Little Books, published by Whitman and also Fawcett (as Fast Action Books). Fifteen different Big Little Books, all using art and storylines from the comic strip, were issued from 1934 thru 1948.

Equally successful were comic books featuring the character. David McKay published *King Feature Comics* beginning in 1936, which carried reprints of popular King Features comic strips, and naturally Flash Gordon was there, for all 155 issues of the comic.

Many other comic book publishers in the United States, including Dell, Harvey, Gold Key, King Comics, Charleton, Marvel, and DC have published Flash Gordon comics over the years using both reprinted and new material. The character has been reprinted extensively in many overseas nations as well.



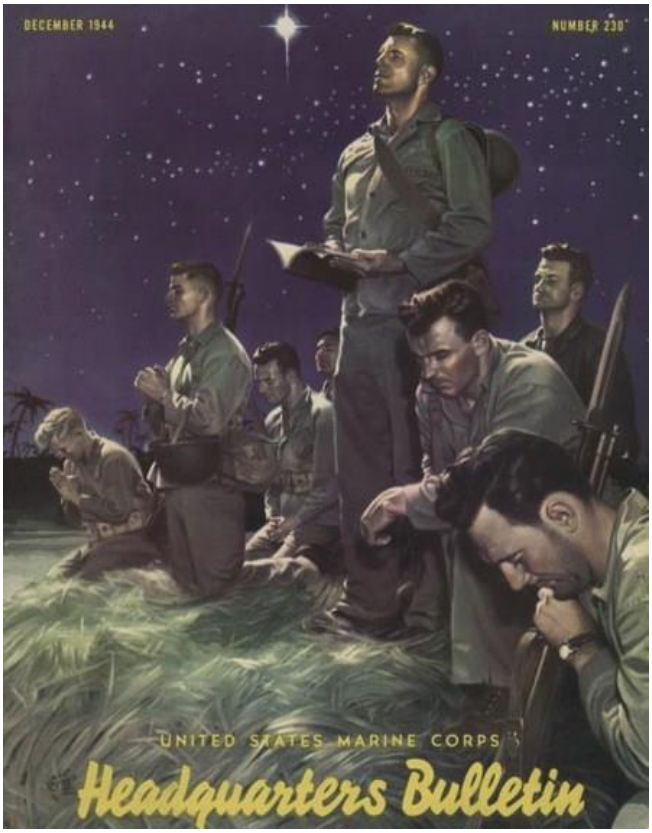
Alex Raymond was one of the hardest working artists in the comic strip business. His enthusiastic dedication and his incredible artistic abilities were directly responsible for the success of the Flash Gordon feature.

In the 1949 book *Famous Writers and Artists* Alex Raymond explained his viewpoint about comic strip art: "I decided honestly that comic art is an art form in itself. It reflects the life and times more accurately and actually is more artistic than magazine illustration—since it is entirely creative. An illustrator works with camera and models; a comic artist begins with a white sheet of paper and dreams up his own business—he is playwright, director, editor and artist at once."

The feature continued the gain popularity thru the 1930s. It was also carried in 130 overseas newspapers, translated into eight separate foreign languages.

Keeping up with the comic was more than a full time job. King assigned artist Austin Briggs as an assistant, then, after a suitable period while he adjusted to the style and dynamics of the strip, assigned Briggs to do the art on a daily *Flash Gordon* strip beginning in 1941. All the daily strip stories were written by Don Moore, and Briggs did no story editing of any kind.

When World War Two drew the United States into the conflict Raymond insisted his comic characters contribute to the war effort. In the spring of 1941 he returned Flash and Dale to planet Earth where they fought Nazi masterminds and Japanese saboteurs. Raymond was anxious to get into the conflict himself, especially after four of his brothers had enlisted. In late 1943 he volunteered as a Marine and was inducted in January of 1944. The daily *Flash Gordon* strip was cancelled and Austin Briggs was assigned to the Sunday page.



The Marine Corps had great plans for Alex Raymond. They placed him in officer training school, and then assigned him art duties where he turned out art and inspirational posters for the corps from a Philadelphia office. He was responsible for creating one of the most reprinted pieces of military art: "Marines in Prayer", widely distributed in the United States. He also designed the official 1944 Marine Corps Christmas Card, and turned out hundreds of illustrations for Marine publications.

But Raymond wanted action. He wanted to be part of the actual fighting, and finally convinced the brass hats to let him join a Pacific combat unit. He saw action in June of 1945, but still found time to turn out artwork for the Corps, including a new squadron patch for VMTB-143, which afterwards was known as the Rocket Raiders.

Raymond was mustered out with the rank of Major in 1946, ready and eager to return to *Flash Gordon*. Except King Features had a contract with Austin Briggs and they were not going to break it. The suspicion was that King was paying Briggs significantly less than they had paid Raymond for his work on the feature.

Ironically, if Raymond had been drafted, federal law would have required his former employer to give him back his old job, but since he had quit and volunteered for service he was not covered.

Instead King offered him a chance to create a new comic strip. If it flopped he would have a chance to return to *Flash Gordon* when Brigg's contract expired.

Raymond responded by creating *Rip Kirby*, a modern, totally up to date detective strip that dumped most of the conventions of traditional detective fiction. Rip Kirby was intelligent, socially polished, smoked a pipe, was not a hard

drinker, had a steady girl friend, used his frail, balding valet/butler as his assistant, and he even wore glasses. Raymond got part ownership of the strip and a better than usual split of the profits as part of the deal.

Rip Kirby debuted on March 4, 1946, and immediately began gaining newspapers. The new modern style of art with the reliable Raymond style and expertise coupled with realistic hard hitting stories won over audiences immediately. The strip went on to win numerous awards and made Raymond a very rich man.

Meanwhile when Briggs' contract ran out King did not ask him to stay on. Another brilliant artist, Mac Raboy, who had done the art chores on the Captain Marvel Jr. comic book character was picked, and he held the job from 1948 until his death in 1967, after which Dan Barry took over until 1990, followed by other artists who had been directly influenced by Alex Raymond's extraordinary artwork and writing style.

The comic strip continued under various hands well into the twenty-first century, along with movie and TV spinoffs, as well as thousands of toy and merchandising tie-ins.

Alex Raymond, the man who had made *Flash Gordon* the most important science fiction comic strip of all time died in a traffic accident on September 6, 1956. He was 46 years old. He left behind a comic strip legacy that will never be matched.

It is impossible to over estimate the influence *Flash Gordon* had on the world of science fiction. Virtually every comic book artist and writer since, as well as scores of professional science fiction writers, have said they were directly inspired by the imagery and fantastic story plots of the *Flash Gordon* Sunday comic strip. Movers and shakers in other realms of entertainment were also heavily influenced by *Flash Gordon*, including George Lucas, who has stated that he created *Star Wars* only after he was unable to obtain film rights to *Flash Gordon*.

There have been many efforts to reprint Raymond's version of the comic strip beginning with Nostalgia Press in the mid 1970s, and continuing on to the present day. The first complete, full color reprints were published by Pacific Comics as limited editions for members of the Pacific Comics Club. Beginning in 1990 Kitchen Sink Press reprinted the strips in both hardback and trade paperback editions in full color and in the original strip size. When those books went out of print, Checker Books took up the mantle, followed by Titan Books, Dark Horse, and IDW. Many of these editions are still in print and readily available so modern readers can see for themselves what the excitement and wonder is all about.

There will never be another comic strip like *Flash Gordon*. It was unique, and its unique impact is still being felt today thruout the worlds of both science fiction and popular entertainment.

Bob Jennings has been involved in fandom since the late 1950s, and is one of the original founding members of comics fandom, founding the SFPA and publishing hundreds of fanzines. From 1979 to 2000, Bob ran a science fiction/comics/game store, which is now all mail order. He's currently at work to develop a device that will zap robo-callers and internet spammers.

Comic Art Fans Announces Conversion to Public Benefit Corporation

Orlando, FL - November 18, 2025 - **Collectors Network Holdings, Inc.** and its operating arm, **Collectors Network, LLC**, announced today that both entities have elected to convert to being a **Public Benefit Corporation (PBC)** under Delaware law. The companies will hereafter be referred to as **Collectors Network Holdings, PBC** and **Collectors Network, PBLLC** (collectively CNPBC).

CNPBC owns and operates ComicArtFans.com (CAF), the global hub for everything related to original art from comic books and other narrative or visual storytelling art, as well as several other brands including the Original Art Expo (OAX), the Jack & Roz Kirby Awards, the Comic Art LIVE virtual art con (CAL), Indie Comics Creator Con (IC3), Art Scout, the CAF+ YouTube channel, and the deCAF mobile app (Apple App Store/Google Play).

PBCs are a distinct class of companies recognized under Delaware law, through the amendment of the company's Certificate of Formation, that balance financial performance with public benefits such as social and environmental responsibility. Unlike traditional corporations, PBCs are legally required to consider the interests of all their stakeholders, including employees, communities, and customers, as well as its public benefit, in addition to the interests of its shareholders.

The transition to a PBC was unanimously approved by our Board of Directors on October 20, 2025, with the Board being comprised of Bill Cox, Kasra Ghanbari, Scot Wingo, and Jimmy Palmiotti. The Board's vote was immediately followed by unanimous approval by our shareholders.

"On behalf of our Board, employees, and shareholders, we're proud to now embed our core values and purpose into the foundation of our company," *said Kasra Ghanbari, CEO of CAF. "We will continue to do our best to consistently provide a broad range of free educational content; global forums for community building and sharing; impactful market data and marketplace engagement; promotional and fundraising activities for a number of industry-related non-profit organizations such as The Hero Initiative, The Jack Kirby Museum & Research Center, and the Comic Book Legal Defense Fund; and the creation of opportunities and fundamentally enabling tools for a diverse range of artists and art collectors."*

Our Benefit Statement reads, ***"CNPBC is dedicated to advancing public education, appreciation, and participation in the narrative and visual storytelling arts."*** Our company's statement and mission continue with, "*We build fundamental platforms with enabling features that assist artists and underserved creatives, as well as art collectors, artist representatives, art dealers, galleries, and various cultural institutions. Our mission is to support diverse and sustained artistic expression while conveying the empowerment and joy that comes from individuals experiencing and owning art."*

Between the CAF website, deCAF mobile app on Apple's App Store/Google Play, twice annual CAL virtual convention, CAF+ YouTube channel, and our OAX and IC3 show platforms, CAF has in place the central 24/7 hub, networking tools, educational materials, and events to assist and enable everyone from the first-time art collector and early career artist to the most seasoned art collector, art dealer, and professional published artist.

ABOUT Collectors Network Holdings, PBC

Collectors Network Holdings, PBC, is a public benefit company that owns and operates ComicArtFans.com (CAF), the global hub for everything related to original art from comic books and other narrative or visual storytelling art, as well as several other brands including the Original Art Expo (OAX), the Jack & Roz Kirby Awards, the Comic Art LIVE virtual

art con (CAL), Indie Comics Creator Con (IC3), Art Scout, the CAF+ YouTube channel, and the deCAF mobile app (Apple App Store/Google Play).

CAF is the premier website in the world serving comic book and narrative art collectors, artists, auction houses, art dealers, and artist representatives. CAF's deCAF mobile app is now available globally for iOS and Android devices under "Comic Art Fans" through Apple's App Store and Google Play. Make sure to subscribe to the CAF newsletters, OAX newsletter, and CAF+ YouTube channel, as well as our Instagram and Facebook pages. Find all of our links at Linktree.

Every month, CAF has 15,000+ active users and 400,000+ visits from nearly 200,000 visitors that generate 3,000,000+ page views. Collectors may easily set up either free or premium galleries on CAF, where they'll find over 1,000,000 pieces of art posted by collectors and artists in their galleries and personal classifieds, which is additionally supplemented by 100,000s of art pieces from art dealers and artist representative websites. CAF is proud to be a truly global hub, with more than half of our traffic coming from outside the United States, most notably from France, Canada, Italy, the United Kingdom, and Spain.

CAF's event division includes Comic Art LIVE (CAL), the biggest virtual comic art convention in the world, which is held twice annually in May and November, as well as its Original Art Expo (OAX) in Orlando, Florida, which has immediately established itself as the premier visual storytelling art event in the world. OAX is an art fair and trade show hybrid being developed as an annual platform to exclusively showcase the narrative arts, most especially comic book, comic strip, illustration, and collectible card art. Year three of OAX is February 20-22, 2026 and will again feature the Illustration Art Expo (IAX) and Card Art Expo (CAX) as part of OAX and will present the Jack & Roz Kirby Awards presentation. Watch the OAX 2024 Intro Footage video HERE. CAF's event division also includes Indie Comics Creator Con (IC3), a portfolio of both in-person and virtual shows committed to providing an affordable, dynamic, and inclusive platform that brings together independent comic book creators, artists, publishers, art collectors, and fans to celebrate and support unique and diverse creators in comics.

CAF also operates the highly active CAF+ YouTube channel, a community resource that produces a regular slate of weekly content including interviews with prominent creators and art collectors; previews of major auction house events; info and announcements for our CAL, OAX, and IC3 shows; the popular Dueling Dealers and Amateur Dealers of Comic Art programs pitting professional and/or amateur comic art dealers against one another; and art sale shows directly conducted with artists, artist reps, non-profits, and other fundraising groups.

Got something to share with us? Send an e-mail to mindyhunt@scifi4me.com

December 2025 New Fantasy and Science Fiction Releases

Walter Bruce Sinclair

- **Bobyleva, Darya. *The Village at the Edge of Noon*. Angry Robot, 16.99 tp.**

The residents of a village outside Moscow wake up to discover that the road out to the motorway has disappeared without a trace and the usual paths into the woods somehow lead back into the village. And the woods? Overnight their weedy and rubbish-strewn copse has become a dark and overgrown forest inhabited by something mysterious and unfriendly. Anyone who makes it into the trees either vanishes into thin air or returns, not quite themselves... And this is just the beginning...

- **Broadbent, Carissa. *Children of Fallen Gods* [*War of Lost Hearts* #2]. Bramble, 41.99 hc.**

When a betrayal tears apart Ara, Max and Tisaanah are pushed into an even bloodier conflict. Tisaanah must gamble with Reshaye's power to claim an impossible victory. And Max, forced into leadership, must confront everything he hoped to forget: his past, and his own mysterious magic. All the while, darker forces loom - far darker, even, than the Orders' secrets.

- **Broadway, Sarah. *Queen of the Dead*. Angry Robot, 24.99 tp.**

Speaking with the dead is a curse Lou has learned to hide from everyone. After running away from a past that took advantage of those abilities, Lou finally carves out a normal life for herself. That is, until she receives a mysterious message from a ghost - the Veil is thinning - and a cult of necromancers infiltrates her small town. In a race to discover and defeat her foe, Lou learns she's not alone in the fight.

- **Brooks, Terry. *The First Druids of Shannara* [*The First Druids of Shannara* #1]. Del Rey, 25.99 tp.**

Galaphile Joss rises from a friendless teenage orphan stranded in the Human world to a powerful adult and master mage, studying under the infamous recluse, Cogline. His goal is to bring order to a chaotic world, and to this end, commences building the citadel which will one day be known as Paranor. But there is one other who seeks dominion over the Four Lands, a foe corrupted by an ancient evil. This one that will not only reach out and touch Galaphile's nearest and dearest, but also echo down through the centuries...

- **Correia, Larry. *Graveyard of Demons* [*Saga of the Forgotten War* #5]. Baen, 25.00 tp.**

Following the directions of a demon with whom he made a pact, Vokkan travels to seek the treasure he most desires: immortality. None stand in his way - or so he thinks. But Ashok Vadal is not dead. The shard of the Black Sword embedded in his heart - the sword that called him to wield it - is not done with Vadal yet. Now, wielding another Black Sword, Vadal sets out to rescue the prophetess Thera Vane, find the Sons of the Black Sword, defeat the wicked Capitol - and throw down the Law forever, bringing for the first time, freedom to all the people of Lok.

- **Cox, Greg. *Star Trek: The Original Series: Identity Theft* [*Star Trek*]. Pocket, 26.00 tp.**

To mark the 60th anniversary of *Star Trek: The Original Series*. 2269: On the planet Voyzr, Captain James T. Kirk and his crew aided the planet to realize peace. 2289: 20 years of peace are celebrated as the crew of the *Enterprise-A* returns to Voyzr. But Security Chief Pavel Chekov remembers his visit to the planet as a green ensign. He has always believed the negotiations were too easy, and he wondered if there are people on the planet who still long for war.

- **Ellis, Lindsay. *Apostles of Mercy* [*Noumena*#3]. Griffin, 26.00 tp.**

The alien Ampersand and his human interpreter Cora Sabino are done with trying to save humanity from both the Superorganism and itself. To them, this is a civilization that does not deserve to be saved. When a strange new form of communication between the two of them reveals to Cora how alien Ampersand truly is, she begins to question her blind devotion. But she soon learns of a danger that may force them to leave Earth before either of them are ready.

- **Erriu, Imani. *Fallen Stars* [*Heavenly Bodies* #2]. Random House Canada, 27.95 tp.**

Now a disgraced queen on the run, Elara must find a way to wake Enzo while also seeking the lost Titans, a league of gods who ruled the world long before the Stars. But there is a darker power at play, one that even Ariete, King of the Stars, is afraid of.

- **Ford, John M. *The Last Hot Time*. Tor, 27.99 tp (reissue).**

Doc witnesses a shooting and with his EMT training he saves the life of a badly injured woman. That woman, it turns out, is important to Mr. Patrice, who appears to run a lot of the city. Doc knows he holds some kind of unusual power. Mr. Patrice knows it too. So does the sorcerous Whisper-Who-Dares, who offers threats and temptations far beyond anything Doc ever imagined.

- **Freed, Alexander. *The Mask of Fear* [*Star Wars: Reign of the Empire* #1]. Worlds, 27.99 tp.**

With one speech and thunderous applause, Chancellor Palpatine brought the era of the Republic crashing down. During the terrifying first year of his tyranny, Mon Mothma, Saw Gerrera, and Bail Organa face the encroaching darkness. One day, they will be three architects of the Rebel Alliance. But first, each must find purpose and direction in a changing galaxy.

- **Harrison, Kim. *Demon's Bluff* [*Hollows*#18]. Ace, 13.50 pb.**

Rachel must find an Atlantean mirror to reverse the curse and prove to Cincinnati's brand-new witch coven that, no, she does not practice illicit magic. Unfortunately, the only mirror of its kind in existence belonged to the insane demon Newt, forcing Rachel to go to the past to bargain with her for it. But the time-travel spell goes awry, dragging Elyse, the young leader of the coven, into the past with Rachel.

- **Harwood, J. J. A. *A Steep and Savage Path*. Magpie, 23.99 tp.**

Irina is about to be married to a dead man. She is the willing village sacrifice for the Wedding of the Dead, designed to placate the vampire that has been terrorizing her Transylvanian village. Irina wishes to retrieve her sister's soul from the land of the dead, but needs a guide who can traverse both worlds. (Well, it seemed like a good idea at the time.) During the dangerous journey Irina and Stefan begin to warm to each other.

- **Isaac-Henry, Olivia. *Hallows Hill*. Harpercollins, 24.99 tp.**

Fifteen years ago, on Halloween night, a group of teenagers performed a summoning ritual on Hallows Hill. The next day, one of them was dead. Mia has never forgotten the chilling vision she saw that night, and which she believes foretold the death. Now the remaining friends gather for Halloween again. But when another death occurs, Mia starts to doubt everything around her.

- **Koboldt, Dan. *Dragons Gone Wild* [*Build-A-Dragon Sequence* #3]. Baen, 25.00 tp.**

Genetic engineer Noah Parker helped domesticate dragons for use as pets and deployed them for the U.S. military. Now his team is tasked with designing dragons to tackle invasive species and other ecological problems. Although the

environmental control dragons are successful, the Build-A-Dragon Company starts to receive worrisome reports. Many of those point to a small Midwestern town where dragons have attacked livestock and even people.

- **Lackey, Mercedes. *Miss Amelia's List* [*Elemental Masters* #17]. DAW, 27.99 tp.**

The year is 1815, and the American, Miss Amelia Stonehold, has arrived in the Devon town of Axminster, accompanied by her "cousin" Serena Meleva. She's there to find a property and - possibly - find a husband. But the Honorable Captain Harold Roughtower has his eyes fixed on her fortune. How is he to know that neither Amelia nor Serena are pushovers - and that he has an Earth Master and a Fire Mage on his hands - one of them a shapeshifter?

- **Lackey, Mercedes. *The Cyprian* [*Elemental Masters* #18]. DAW, 39.00 hc.**

Elena, having lost her father, must rescue herself from her evil stepmother, a Master of Water, who has bespelled her brothers into swans. She is left without home or protection by her father's villainous widow, who plans to regain her wealth by selling Elena to the highest bidder. Alone, Elena must not only find a way to save herself, but to reverse the spell that has transformed her brothers.

- **Lackey, Mercedes (ed). *Smoke and Mirrors* [*Valdemar Anthologies* #19]. DAW, 28.00 tp.**

The 19th anthology of short stories set in Valdemar, featuring the Heralds of Valdemar, the kingdom's ancient order of protectors, includes a new story of Lackey herself.

- **Lafferty, Paula. *The Once and Future Queen* [*Lives of Guinevere* #1]. Erewhon, 42.00 hc.**

22-year-old Vera is at a crossroads: waiting tables, grieving her previous relationship, and jogging aimlessly each morning as if toward an uncertain future. Then an odd man shows up at her workplace, insisting that she was once the legendary Queen Guinevere of Camelot, and that her lost memories hold the key to changing both the past and the present.

- **Mahoney, Dennis. *Our Winter Monster*. Soho, 24.95 tp.**

Tonight, Holly and Brian race toward Pinebuck, New York, trying to outrun a blizzard on their way to the ski village getaway they hope will save their relationship. But soon they lose control of the car--and then of themselves. Now Sheriff Kendra Book is getting calls about a couple in trouble--along with reports of a brutal and mysterious creature rampaging through town, leaving a trail of crushed cars, wrecked buildings, and mangled bodies in the snow.

- **Newitz, Annalee (ed) & Karen Lord & Malka Older. *We Will Rise Again: Speculative Stories and Essays on Protest, Resistance, and Hop*. Saga, 28.00 tp.**

A social justice themed collection dedicated to realistic, progressive social change. Contributors include NK Jemisin, Charlie Jane Anders, Alejandro Heredia, Sam J. Miller, Nisi Shawl, and Sabrina Vourvoulias.

- **Paice, Christine. *The Oxenbridge King*. 4th Estate AU, 23.99 tp.**

Richard III is trapped in the afterlife, waiting with his guide, Raven, for an angel to take his soul to Heaven. Though he's been between worlds for hundreds of years, up in the real world it's 2013 and Molly Stern has a broken heart from losing her father and a recent breakup. When the angel encounters Molly - and Raven at last finds the angel - life and the afterlife meet, with surprising and unexpected consequences.

- **Patterson, James & Emily Raymond. *Raised by Wolves*. Little, Brown, 13.99 pb.**

Two teens appear out of nowhere, ransacking a small-town grocery and attacking the police officers who come to investigate. Their clothes are torn and filthy, their hands and bare feet callused, they have fangs. They're sister and brother, alone against the world. Where did they come from? Raised by wolves, they say.

- **Penaranda, Chloe C. *The Night is Defying* [*Nytefall* #2]. Bramble, 27.99 tp.**

Embarking on a journey to discover her past, Astraea's awakening power spins the hourglass on a history threatening to repeat itself. While Nyte tries to regain control of the vampires hungry for bloodshed, a sinister plan by his brother to overthrow him sparks a dangerous feud. But are they willing to wear the blood of their kin to see it through?

- **Powers, Tim. *The Mills of the Gods*. Baen, 40.00 hc.**

Paris, 1925. Expatriate American Harry Nolan's life as a magazine illustrator is upended when he is assigned to illustrate an anonymous article about the death of a god. A centuries-old French brotherhood, the sauteurs, are determined to suppress the story the article tells. The sauteurs have burned the magazine's office and killed the editor, and Nolan has the only surviving copy of the article. The author turns out to be a local writer named Ernest Hemingway.

- **Rana, Sarah Mughal. *Dawn of the Firebird*. HarperCollinsCanada, 39.50 hc.**

As the daughter of an emperor's clan, Khamilla Zahr-zad spent her childhood training to maintain his throne. But when her clansmen are assassinated by a rival empire, plans change. With her heavenly magic of nur, Khamilla is a weapon even enemies would wield - especially those in the magical, scholarly city of Za'skar. Hiding her identity, Khamilla joins the enemy's army school full of jinn, magic, and martial arts, risking it all to topple her adversaries, avenge her clan, and reclaim the throne.

- **Sanderson, Brandon. *Tailored Realities*. Tor, 41.99 hc.**

A new short fiction collection. Along with the never-before-seen novella "Moment Zero," the collection includes "Snapshot", "Perfect State", "Defending Elysium" (a novella set within the world of Skyward), and five other stories that were originally published individually elsewhere. Each story will have a B&W illustration.

- **Siegel, Natasha. *As Many Souls As Stars*. Morrow, 37.00 hc.**

1592. Cybil Harding is a First Daughter. Cursed to bring disaster to those around her, she is trapped in a house with a mother paralyzed by grief and a father willing to sacrifice everything in pursuit of magic. Miriam Richter is a creature of shadow, eternal, killing mortals and consuming their souls. She offers Cybil reincarnation in exchange for her soul. Thus begins a dance across centuries as Miriam seeks Cybil in every lifetime to claim her prize.

- **Stalenhag, Simon. *Sunset at Zero Point*. Saga, 56.00 hc.**

Beginning in 2024, yet set largely during the early 2000s, the story unfolds on a secluded Swedish island, home to a secret weapon lab that has been off-limits for years. The narrative spans decades following two young men, stuck in the past and each other's orbit, as fleeting moments become defining memories as they set out to explore the forbidden zone together.

- **Taylor, Jodi. *Out of Time* [*Time Police* #6]. Headline, 28.99 tp.**

What connects a dead dinosaur with Romulus the founder of Rome, a shocking cover-up at TPHQ and a plot to murder the Princes in the Tower? The Time Police are determined to find out, helped - and occasionally hindered - by a wayward member of St Mary's and a recently reunited Team 236. Each in their own unique way, obviously. As if all that wasn't enough - something somewhere in the Timeline is wrong.

- **Wexler, Django. *Siege Line* [*Diamond Knife* #2]. Podium, 22.99 tp.**

Quedra and Zham's new mercenary company is short of everything they need to get their recently discovered ship, Last Stop, operational. They need a patron, but the only likely candidate demands they show him what they're worth. Zham takes charge of a border outpost's air wing, but when the fortress is besieged by their patron's enemies, the company's first mission may end up being their last.

- **Young-do, Lee. *The Heart of the Nhaga* [*The Bird That Drinks Tears* #1]. Voyager, 39.50 hc.**

The world is divided by the Line of Limit. To the north are the Tokkebi - fire people able to manipulate flames as both weapons and illusions; Rekon - giant birdmen with immense strength and warrior acumen; and the humans - as divided as the other races are unified. To the south are the Nhaga - a reptilian people who relinquish their hearts for immortality. For centuries, the races didn't cross that line, but change is in the air.

- **Zahn, Timothy. *The Icarus Needle* [*Icarus Saga* #5]. Baen, 12.99 pb.**

Gregory Roarke and his Kadolian partner Selene have been tasked with seeking out alien artifacts and bringing them under the control of the Icarus Group. But the Group's leadership has changed, and Roarke soon finds himself at serious odds with the new director's plans. The result is a counter-plan that lands Roarke and Selene on a distant world with a broken city, a dozen portals, and a group of aliens called the Ammei who dream of using the portals to bring back their own glory days.

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January 2026

Sun	Mon	Tue	Wed	Thu	Fri	Sat
				1 National Bloody Mary Day	2 National Introvet Day	3 Fruitcake Toss Day
4 National Spaghetti Day	5 National Whipped Cream Day [Try it on Spaghetti]	6 Cuddle Up Day	7 Old Rock Day (Unofficial holiday in N.H.)	8 Bubble Bath Day	9 National Apricot Day	10 Peculiar People Appreciation Day
11 Learn Your Name In Morse Code Day (see Peculiar People Apprec-iation Day)	12 National Hot Tea Day	13 National Rubber Dickie Day	14 National Take The Stairs Day	15 National Bagel Day	16 Appreciate a Dragon Day (see Peculiar People Appr-eciarion Day)	17 Kid Inventors Day (Previously Tom Swiftie Day)
18 Winnie The Pooh Day	19 National Tin Can Day	20 Penguin Awareness Day (Not observed in Gotham City)	21 Squirrel Appreciation Day (Not observed in Pots-sylvania)	22 National Polka Dot Day	23 Measure Your Foot Day	24 Beer Can Appreciation Day
25 Opposite Day/ Yad Etisoppo	26 Bubble Wrap Appreciation Day	27 Chocolate Cake Day	28 National Kazoo Day (see Pecular People App-reciation Day)	29 National Corn Chip Day	30 National Croissant Day	31 National Hot Chocolate Day

New Movies in January

[H = horror, F = fantasy, SF = sci-fi, T = thriller, A = animated, C = comic book, D = documentary] *limited release **re-release

Charlie The Wonderdog (A)

January 2
We Bury The Dead (H)

January 9
Greenland 2: Migration (SF)
Primate (H)
Soulm8te (SF)
Starbright (F)

January 16
28 Years Later: The Bone Temple (H)
All You Need is Kill (A)
Night Patrol (H)

January 23
Return to Silent Hill (H)
Mercy (SF)

January 30
Send Help (H)

Science Fiction Pro and Fan Birthdays

Jason P Hunt

This list of fandom-related birthdays was first published by Bruce Pelz in the Fantasy Amateur Press Association. Andrew Porter published and updated the list for Science Fiction Chronicle. Updates are welcome!

Unless stated otherwise, all birthdays are in the 20th century.

[NOTE: Somehow we got a month off in our posting. November dates should have run last ish. Not sure what happened, but it means you get a two-fer this time! ~jph]

January

Chesley Bonestell, 1/1/1888; Seabury Quinn, 1/1/1889; Ella Parker, 1/1/18; Robert Nathan, 1/2/1894; Isaac Asimov, 1/2/20; Bill Broxon, 1/2/27; Charles Beaumont, 1/2/29; Patrick Nielsen Hayden, 1/2/59; J.R.R. Tolkien, 1/3/1892; Doris Pitkin Buck, 1/3/1898; Mark Owings, 1/3/45; A.R. Morlan, 1/3/58; Arthur Hayes, 1/4/23; Ruth Kyle, 1/4/30; Ramsey Campbell, 1/4/46; Tom Digby, 1/5/40; Madeline Morrison, 1/5/55; S. Fowler Wright, 1/6/1874; Eric Frank Russell, 1/6/05; Algernon D'Ammassa, 1/6/71; Barbi Johnson, 1/7/23; Christine Haycock-Moskowitz, 1/7/24; Graham Stone, 1/7/26; Gene DiModica, 1/7/48; Dennis Wheatley, 1/8/1897; Greg Ketter, 1/9; Algis Budrys, 1/9/31; Elizabeth Anne Hull, 1/10/37; George Alec Effinger, 1/10/47.

Jerome Bixby, 1/11/23; Joyce Jumper, 1/12/37; Thomas Endrey, 1/12/40; Geoffrey Hoyle, 1/12/41; Seth Breidbart, Bill Higgins, Paula Lieberman, 1/12/54; Clark Ashton Smith, 1/13/1893; Ron Goulart, 1/13/33; Ken Bulmer, 1/14/21; Joseph L. Green, 1/14/31; Arthur Byron Cover, 1/14/50; Robert Silverberg, 1/15/35; Ron Bounds, 1/15/45; Nat Schachner, 1/16/1895; Festus Pragnell, 1/16/05; Neville Shute, 1/17/1899; Dean Dickensheet, 1/17; Anna Sinclair, 1/17; Alva Rogers, 1/17/23; Nomi S. Burstein, 1/17/71; Peter Edick, 1/17/49; A.A. Milne, 1/18/1882; Robert Anton Wilson, 1/18/32; Eddie Jones, 1/18/35; Edgar Allen Poe, 1/19/1809; Adrienne Martine Barnes, 1/19/42; Abraham Merritt, 1/20/1884; Louis Charbonneau, 1/20/24; George Jumper, 1/20/40.

Charles Eric Maine, 1/21/21; Judith Merril, 1/21/23; Arthur Jean Cox, 1/21/29; Robert E. Howard, 1/22/06; Katherine MacLean, 1/22/25; Walter M. Miller, Jr., 1/23/23; Craig Miller, 1/23/54; C.L. Moore, 1/24/11; David Gerrold, 1/24/44; Mike Ward, 1/24/45; Joel D. Zakem, 1/24/53; Russ Hodgkins, 1/26/10; Philip José Farmer, 1/26/18; Judy-Lynn Benjamin del Rey, 1/26/43; Dwight Decker, 1/26/52; Parke Godwin, 1/28/29; Lloyd Alexander, 1/30/24; Edith Ogutsch, 1/30/29; George Barr, 1/30/37; Gregory and Jim Benford, 1/30/41; George Morgan, 1/30/43; Art Lortie, 1/30/50; Heidi Saha, 1/30/59; Gloria Albasi, 1/30/61; Gene DeWeese, 1/31/34.

*[Note: If you'd like to help maintain the list, or if you notice someone's missing from the rolls, please let us know! Send an e-mail to **jphunt@scifi4me.com** and we'll revise accordingly. Thank you!]*

JANUARY CONVENTIONS & EVENTS

Mindy Hunt

Each month we will provide a list of conventions from around the world. This list is constantly being updated throughout the month. You can find our full events list as well as a calendar at SciFi4Me.com.

But don't just stop at the list. Check out the calendar for more intimate events online and in-person. These range from release parties to readings and interviews with creators.

If you know of a local event, big or little, send us and email at **events@scifi4me.com** so we can add it and make it the most comprehensive conventions list on the internet.

There are currently **3,877 listings**, and we continue to add events regularly.

Dec 26 – Jan 5

CollectiCon Hamilton Toy and Collectible Show – Hamilton, Ontario, Canada Dec 26
Midwest Comic Book Convention Peru – Peru, IL Dec 27
Oshawa Comicon – Oshawa, Ontario, Canada Dec 27
Pokekon Fest Fort Myers – Fort Myers, FL Dec 27
Columbia Anime-Fest – Columbia, SC Dec 28
New Years Furry Ball – Wilmington, DE Dec 30-Jan 1
Comic Market – Tokyo, Japan Dec 30-31
Anthro Northwest – Seattle, WA Dec 31-Jan 4
Game-a-Thon – Buffalo, NY Jan 1
EsCon – Escondido, CA Jan 2-4
Painted Desert Fur Con – Phoenix, AZ Jan 2-4
SacAnime – Sacramento, CA Jan 2-4
Amarillo Brick Convention – Amarillo, TX Jan 3-4
Deland Comics & Collectibles Show! – Deland, FL Jan 3-4
Oddities & Curiosities Expo – Los Angeles, CA Jan 3-4
ProCon – Ontario, OR Jan 3-4
ProSoul Games – Ontario, OR Jan 3-4
Annandale Comic Book & NonSports Card Show – Annandale, VA Jan 3
Hype Con – Santa Clara, CA Jan 3
Middle Georgia Con – Macon, GA Jan 3
San Fernando Valley Comic Book Convention – North Hollywood, CA Jan 3
Wayne NJ Toy Show – Wayne, NJ Jan 3
Aurora Comicon – Aurora, Ontario, Canada Jan 4
Clandestine Comics – Hunt Valley, MD Jan 4
Coral Springs Collectorfest – Coral Springs, FL Jan 4
Ft-LauderdaleCon – Fort Lauderdale, FL Jan 4
North Dallas Toy Show – Dallas, TX Jan 4
Peterborogh Comicon – Peterborough, Ontario, Canada Jan 4
Tulsa Anime-Fest – Tulsa, OK Jan 4

Jan 8 – 11

VIRTUAL

Dice Online Games – Online Jan 9-11
FrostCon – Online Jan 9-11

ON-SITE

Anime Los Angeles – Long Beach, CA Jan 8-11
MAGFest – National Harbor, MD Jan 8-11
Midwinter Gaming Convention – Pewaukee, WI Jan 8-11
Animate! Raleigh– Raleigh, NC Jan 9-11
Anime-ZAP!– East Peoria, IL Jan 9-11
Fan Expo New Orleans – New Orleans, LA Jan 9-11
GAFilk – Atlanta, GA Jan 9-11
Geekway Mini – St Louis, MO Jan 9-11
IDEAG – Parma, Italy Jan 9-11
IKKiXON – Austin, TX Jan 9-11
Japan Meeting of Furries – Toyohashi, Japan Jan 9-11
OrcaCon – Sea-Tac, WA Jan 9-11
SCG Con Atlanta – Atlanta, GA Jan 9-11
Vanhoover Pony Expo – Richmond, British Columbia, Canada Jan 9-11
GROGMEET – Manchester, United Kingdom Jan 9-10
ShadowCon – Memphis, TN Jan 9-10
The Hollywood Show – Burbank, CA Jan 9-10
Amarillo Brick Convention – Amarillo, TX Jan 10-11
Ashika-Con – Lincoln City, OR Jan 10-11
Brick City Anime Festival – Ocala, FL Jan 10-11
BrickUniverse Lynchburg – Lynchburg, VA Jan 10-11
CCS TCG Con – Stone Mountain, GA Jan 10-11
Central Carolina Comic Con – Columbia, SC Jan 10-11
Hawaii Pop Con – Honolulu, HI Jan 10-11
Kansas City Celebrity Comic Con – Kansas City, MO Jan 10-11
Las Vegas Teams – Las Vegas, NV Jan 10-11
Rocket City Horror Con – Huntsville, AL Jan 10-11
TundraCon – Oshkosh, WI Jan 10-11
Windy City Skirmish – Brookfield, IL Jan 10-11
Winter WGGCon – Croton-on-Hudson, NY Jan 10-11
Cosplay BARCON – Bar, Montenegro Jan 10
Ducosim Games Fair – Amersfoort, Netherlands Jan 10
Eckman's Card Comic and Toy Show – San Antonio, TX Jan 10
Flamingocon – West Palm Beach, FL Jan 10
Fresno Toy-Anime-Comic Con – Fresno, CA Jan 10
Nebraska Anime-Fest – Lincoln, NE Jan 10
Oddities & Curiosities Expo – San Diego, CA Jan 10
Pokekon Fest Rochester – Rochester, NY Jan 10
Scrooge Con – Lincoln, NE Jan 10
Spartacon – DeWitt, MI Jan 10
Capital Trade Shows – Ottawa, Ontario, Canada Jan 11
Clifton NJ Comic Book Show – Clifton, NJ Jan 11

MondoCon – Budapest, Hungary Jan 11
Wayne NJ Toy Show – Wayne, NJ Jan 11
FIXION Fest – Santiago, Chile Jan 12-31

Jan 15 – 18

VIRTUAL

Armchair Dragoons Digital Convention – Online Jan 16-18
Protospiel Online – Online Jan 16-18
BSer Con – Online Jan 16-17

ON-SITE

CanthroFur – Saint-Sauves-d'Auvergne, France Jan 15-19
CascadeCon – Bellingham, WA Jan 15-19
Further Confusion – San Jose, CA Jan 15-19
Anthro New England – Boston, MA Jan 15-18
Chattanooga Rail Gaming Challenge – Chattanooga, TN Jan 15-18
Niagara Boardgame Weekend – Niagara Falls, Ontario, Canada Jan 15-18
Philadelphia Area Gaming Expo – Oaks, PA Jan 15-18
Whose Turn – Durham, NC Jan 15-18
AdamCon – Cincinnati, OH Jan 16-19
Arisia – Boston, MA Jan 16-19
Albuquerque Comic Con – Albuquerque, NM Jan 16-18
Anime Otapia – Rockville, MD Jan 16-18
Brickvention – Carlton, Victoria, Australia Jan 16-18
Day of the Dead Las Vegas – Las Vegas, NV Jan 16-18
Fan Expo Portland – Portland, OR Jan 16-18
G-Anime Winter – Gatineau, Quebec, Canada Jan 16-18
HandyCon – Milton Keynes, United Kingdom Jan 16-18
MarsCon – Norfolk, VA Jan 16-18
MidWinter Frolic – Altura, MN Jan 16-18
MondoCon SoCal – Ventura, CA Jan 16-18
The Road So Far...The Road Ahead Creation Tour – Las Vegas, NV Jan 16-18
SaltCon Bryce – Bryce Canyon City, UT Jan 16-18
SCARAB Gaming Convention – Columbia, SC Jan 16-18
Siege of Augusta– Augusta, GA Jan 16-18
Texas Open – Lewisville, TX Jan 16-18
Anime-Nia – Fresno, CA Jan 17-18
Anime Wave X Anime-nia – Fresno, CA Jan 17-18
BrickUniverse Vallejo – Vallejo, CA Jan 17-18
Central Florida Comic Con – Lakeland, FL Jan 17-18
Congress of Gamers Winter – Rockville, MD Jan 17-18
KapCon – Wellington, New Zealand Jan 17-18
MegaCon Live Dublin – Dublin, Ireland Jan 17-18
New Mexico Brick Convention – Albuquerque, NM Jan 17-18
Northwest Arkansas Comic Con – Rogers, AR Jan 17-18
Quad City Con Brookfield – Brookfield, WI Jan 17-18
RetroMania Collectibles Show – New Braunfels, TX Jan 17-18
Savannah Animazing & Video Game Expo – Savannah, GA Jan 17-18

SnowCon – Orono, ME Jan 17-18
Corner Brook Anime-Fest – Corner Brook, Newfoundland, Canada Jan 17
Dothan Anime-Fest – Dothan, AL Jan 17
Jewelry City Steampunk Festival – Attleboro, MA Jan 17
Manteca Toy-Anime-Comic Con – Manteca, CA Jan 17
Milwaukee Anime-Fest – Milwaukee, WI Jan 17
WildCon – Wildwood, NJ Jan 17
Charlie's Comic Con – Ft Myers, FL Jan 18
Ft Myers Collectorfest – Ft Myers, FL Jan 18
Heywood Sci-Fi Comic & Toy Fair – Heywood, United Kingdom Jan 18
Mouse-Con Bakersfield – Bakersfield, CA Jan 18
Philadelphia Comic-Con – Essington, PA Jan 18
Vacaville Toy-Anime-Comic Con – Vacaville, CA Jan 18

Jan 22 – 25

VIRTUAL

CONsole Room – Bloomington, MN Jan 23-25

ON-SITE

Castle Con – Rochester, MN Jan 22-25
Fling Con – Schertz, TX Jan 22-25
SloFluffCon – Celje, Slovenia Jan 22-25
CONsole Room – Bloomington, MN Jan 23-25
COSine – Colorado Springs, CO Jan 23-25
Dice + Diversions – Atlanta, GA Jan 23-25
Game-itoba – Winnipeg, Manitoba, Canada Jan 23-25
Issho Con – Detroit, MI Jan 23-25
MystiCon – Roanoke, VA Jan 23-25
Platypus-Con – Juneau, AK Jan 23-25
Protospiel Minnesota – Bloomington, MN Jan 23-25
RiverCityCon – Louisville, KY Jan 23-25
SaltCON Bryce Twice – Bryce Canyon City, UT Jan 23-25
SCG Con Portland – Portland, OR Jan 23-25
Taiyou Con – Mesa, AZ Jan 23-25
VerminCon – Vermillion, SD Jan 23-25
CanCon – Canberra, Australia Capital Territory, Australia Jan 24-26
Austin Brick Convention – Austin, TX Jan 24-25
Big Charlotte Anime – Charlotte, NC Jan 24-25
Fantasy Resonance TRPG Carnival – Xi'an, China *Jan 24-25*
Garden State Winter Fest – Augusta, NJ Jan 24-25
MegaCon Live London – London, United Kingdom Jan 24-25
Oddities & Curiosities Expo – El Paso, TX Jan 24-25
Pasadena Celebrity Comic Con – Pasadena, TX Jan 24-25
Quad City Con Omaha – Omaha, NE Jan 24-25
Annandale Comic Book & Nonsports Card Show – Annandale, VA Jan 24
Day of Boardgamers – Victoria, British Columbia, Canada Jan 24
FrankfortCon – Frankfort, KY Jan 24
Peli Con – New Roads, LA Jan 24

Pokekon Fest Greenville – Greenville, NC Jan 24
RetroMania Collectibles Show – Boulder/Longmont, CO Jan 24
Spartanburg Comic Con – Spartanburg, SC Jan 24
Yuba City Toy-Anime-Comic Con – Yuba CIty, CA Jan 24
Chico Toy-Anime-Comic Con – Chico, CA Jan 25
Comicverse – New Berlin, WI Jan 25
Daytona Beach Collectorfest – Dayton Beach, FL Jan 25
Lifetime Memory Dojinshi Convention – Jordan, Hong Kong Jan 25
London Film Fair – London, United Kingdom Jan 25
Pasadena Comic Convention and Toy Show – Pasadena, CA Jan 25
Pokekon Fest Hebron – Hebron, KY Jan 25
Pokemon Show – Ottawa, Ontario, Canada Jan 25
St Helens Sci-Fi Comic & Toy Fair – St Helens, United Kingdom Jan 25
SWFL Comic-Fest – Fort Myers, FL Jan 25

Jan 29 – Feb 1

Spielwarenmesse– Nuremberg, Germany Jan 27-31
CON-tingency UK – Hunstanton, United Kingdom Jan 28-Feb 1
Angouleme Comic Strip Festival – Angouleme, France Jan 29-Feb 1
Anthros & Alpine – Noresund, Norway Jan 29-Feb 1
Taipei Game Show – Taipei, Taiwan Jan 29-Feb 1
Winter Offensive – Bowie, MD Jan 29-Feb 1
Winterfest – Strongsville, OH Jan 30-Feb 6
2D Con Unplugged – Bloomington, MN Jan 30-Feb 1
Anime Town Greenville – Greenville, SC Jan 30-Feb 1
CaptainCon – Warwick, RI Jan 30-Feb 1
ConFusion – Novi, MI Jan 30-Feb 1
CreepIE Con – Ontario, CA Jan 30-Feb 1
Farpoint – Towson, MD Jan 30-Feb 1
Ohayocon – Dayton, OH Jan 30-Feb 1
Paint-a-Palooza – Lenexa, KS Jan 30-Feb 1
Running GAGG – Rochester, NY Jan 30-Feb 1
Setsucon – Altoona, PA Jan 30-Feb 1
SquareBASH! – Gatwick, United Kingdom Jan 30-Feb 1
Warpcon – Cork, Ireland Jan 30-Feb 1
Winter War – Champaign, IL Jan 30-Feb 1
Edwardian Ball – San Francisco, CA Jan 30-31
MiSciFi – Miami, FL Jan 30-31
ProtoCon – West Valley, UT Jan 30-31
UI-CON – Champaign, IL Jan 30-31
International Game Inventors Convention – *Nuremburg, Germany* Jan 30
Aggie Con – College Station, TX Jan 31-Feb 1
Board Game Business Expo Japan – Osaka, Japan Jan 31-Feb 1
CalComicCon – Orange, CA Jan 31-Feb 1
Liverpool Anime & Gaming Con – Liverpool, United Kingdom Jan 31-Feb 1
Nashville Celebrity Comic Con – Nashville, TN Jan 31-Feb 1
Newberg Game Con – Newberg, OR Jan 31-Feb 1
Popicon – South Bend, IN Jan 31-Feb 1
Quad City Con Champaign – Champaign, IL Jan 31-Feb 1
The Road So Far...The Road Ahead Creation Tour – Norfolk, VA Jan 31-Feb 1
Verse Con – Sacramento, CA Jan 31-Feb 1

Charlotte Mini-Con – Charlotte, NC Jan 31
Exeter Comic Con – Exeter, United Kingdom Jan 31
Gasparilla Pirate Fest – Tampa, FL Jan 31
Loughborough Brick Festival – Loughborough, United Kingdom Jan 31
LumaCON – Petaluma, CA Jan 31
Midwest Comic Book Convention Quad Cities – Bettendorf, IA Jan 31
Mini-Palooza – Oshkosh, WI Jan 31
Pasadena Comic Convention and Toy Show – Pasadena, CA Jan 31
Pixel Pig Expo – Lexington, NC Jan 31
Shreveport Anime-Fest – Shreveport, LA Jan 31
SSA+S Toracon – Sarasota, FL Jan 31
Tasmine Summer Festival – Kingston, Tasmania, Australia Jan 31
Visalia Toy-Anime-Comic Con – Visalia, CA Jan 31
Winter Weirdness – Barre, VT Jan 31
Bowmanville Comicon – Bowmanville, Ontario, Canada Feb 1
London Comic Mart – London, United Kingdom Feb 1
Midwest Comic Book Convention Springfield– Springfield, IL Feb 1
North Dallas Toy Show – Plano, TX Feb 1
Pittsburgh Anime-Fest – Mars, PA Feb 1
Turlock Toy-Anime-Comic Con – Turlock, CA Feb 1

We welcome your feedback!

If you have comments, suggestions, or articles to share please send an e-mail to mindyhunt@scifi4me.com or jphunt@scifi4me.com and let us know how we're doing!

Thank you for taking the time to read and respond.