



Brought to you by: K.D. Wentworth, Uncle Guido, Warren Brown & Chris Merle

**Special "Three In One" Issue •
February/March/April 2003**

***** HELLO, OSFW *****

The April meeting will take place on Friday, April 11 at 7:00, at Paul and Amanda Battinger's. To Reach Paul and Amanda's house: If you are travelling north on Harvard, turn right (east) on 3rd street (1 block past the traffic light at 4th) Go one block east to the stop sign at Jamestown. Our house is on the SE corner of the intersection, first one on the right past Jamestown. It's a yellow brick house with a little arch over the porch. **Address is 3508 east 3rd St.** You can call us at 636-5128 for help if you need it. We will provide plates, cups and ice. [And antivenin if required.—Ed.] **Note: This house is not safe for small children.**

*****Local News*****

Dana Patillo won the Tulsa City County Library annual writing contest, poetry division. K.D. Wentworth received an honorable mention for her short story in the professional category.

February Meeting

The February meeting was held at the Tatum residence. Word has it that for the further comfort of OSFW members

she is now looking for a larger house. (Well, all right, she really wants a pool table.) If nothing else, she'd like to have more chairs.

Good Rejections:

Randy received an interesting rejection from Illustrators of the Future. We think it was a good one.

In Other News:

According to Baen, K.D. Wentworth's Stars Over Stars just missed the bestseller list.

*****March Meeting*****

The March meeting was held at the Sinor residence. Several good stories were read, some jokes were told, and some food was et.

OSFW President Mel Tatum advanced a plan for OSFW to possibly participate in the perpetuation of R.A. Lafferty's memory and work. Members approved the plan unanimously. Details on March meeting occurrences and readings will appear in a future GPIC as available from contributors. Location for the April meeting has not been set.

*****CONTINUUM*****

**By M. T. Reiten
(continued from Jan. GPIC)**

That leads us to January 2003 and the

OSFW meeting to complete the quarter. (I get to skip December because we didn't read.) Ivan Henley made his first welcomed appearance at OSFW and to make things rough, he had his second book in a series being published. Dana Patillo had been contacted regarding his Google poetry to submit to an Australian compilation. Tim Frayser had his Necrocromicrap become available at Amazon, to his surprise. Matt Reiten had a collection of rejections from F&SF, Artemis, Absolute Magnitude, and the Writers of the Future Contest.

K. D. Wentworth read a story entitled "Pathways" that had been intended for Turtledove's Alternate Generals anthologies. A half blood Cherokee general is visited by visions as he tries to sleep before surrendering at the end of the Civil War. A spirit wolf, raven and bear come to him in succession to remind him of his past and warn him of his future, admonishing him for turning from the way of his people. He is tempted to build an army and rather than go into the town in the morning to hand over his sword, to draw it once again and continue the fight. A detailed sense of the moment and the spiritual beliefs of the time provided the structure for a good story. The reminders of a nation's shameful past are also scraped open with the thoughts of what could have been and what actually happened.

Matt Reiten delivered the next three chapters of Gathering of Heroes bringing the count to chapter 9. The wandering gamer and the old prophet travel into the remains of Colorado to collect another "hero" named Quinlan. The intended hero is a huge genetically modified man who tries to throw them out of his garden. During the inevitable fight, Quinlan's weakness is revealed:

his heightened metabolism requires constant food. They convince him to travel with them. Be sure to attend the February OSFW meeting to hear about the encounter with the Mowers!

Returning to the world that brought us the Gowk, Chris Merle began at the beginning with "Moon Shuttle Pilot." A research institute assigns a mission to the main character. He must pilot an archaeological team to the surface of a moon where relics of a previous starfaring race were found. The intense radiation surrounding the moon makes it a dangerous trip. The mystery deepens as the relics are not the typical sort scattered and already cataloged throughout the known universe. With a bit of a surly attitude the pilot accepts his role. This was a short section, but it does set the stage for the next portion of the story.

Amanda Gannon is once again in her purest form, the rollicking first person adventure with a delicious blend of earthy humor and wicked observation. I'm not even sure if this is the actual title, so feel free to correct me, but "Pig Farmers Daughter" is clearly as much fun to read as Amanda had writing it. The story begins with a sturdy young woman making her way as best as she can with a whore for a stepmother, a selfish bugger for a father and horny morons for stepbrothers in a backwater town with no promise of a future. Everything changes when sky borne pirates attack the shipyards. Showing that she is not a product of her family heritage or her upbringing, the young woman stops at nothing to rescue her younger sisters from the pirates. Of course that plants her on the deck among a throng of bloodthirsty buccaneers on the pirate ship as it lifts off. This story is clearly not bedtime

material for the under seventeen crowd.

*****CONTINUUM*****
February Meeting
By Amanda Gannon

The February meeting drew Little-Debbie hungry authors to Melissa's residence in droves. Exactly how many of us escaped my notice, as I was too busy with those little homemade brownie things to count higher than five.

Chris read Chapter Two of Moon Shuttle Conductor in which our hero Evan Brown ponders the nature of his mysterious mission for Dobson's Cosmographic Institute a mission to Falstaff, a star surrounded by a deadly radiation belt through which their ship must somehow travel. His uneasy feelings about the journey reminded me of why I hate to fly. Nevertheless, I am eager to hear more of this tale, which promises many interesting characters and aliens. Cuttlefish on a tripod, anyone?

Ivan read the Prologue and Chapter One of Zere's Travels, which introduce Leenei, an elven archer fleeing from her past into what looks to be a no more promising future, and Zere, a good-for-nothing bowman whose life is set upon a new path by the destruction of his hometown. Vengeance crouches in the wings as we wait to see whether our unlikely heroes can defeat Ghalor, the tyrant who menaces their high-fantasy world. Hope I spelled all that correctly, Ivan. You know, this job isn't always easy.

*****Book Review*****
by Randy Farran

EVOLUTION by Stephen Baxter
565 pages

Ballantine/Del Rey

After a brief prologue at a scientific conference in the not to distant future, Stephen Baxter's *EVOLUTION* then drops the reader back in time 65 million years to witness the demise of the dinosaurs as viewed by a ratlike proto-primate of the species *Purgatorius*. Making multi-million year leaps, each chapter then follows the primates as they evolve through monkeys, apes, australopithecines, and finally the family homo (*habilis*, *erectus*, *sapiens*, etc.).

Baxter uses this storytelling device to explain how a lot of natural processes work; mainly evolution, but also such things as the interdependence of species, the slow dance of plate tectonics, and even planetary dynamics. But far from being a dry textbook, Baxter has a lot of fun along the way, imagining not only the creatures that were, but also those that -MIGHT- have been, such as (in a flashback chapter to an even earlier time) a species of dinosaur that had obtained sapience and risen to the level of hunter-gatherers, but dies out not through asteroidal impact, but by simply hunting its food source to extinction. Or the "air whale", a pterosaur that had become so large and fragile that it never lands and subsides on the microscopic organisms that it sieves from the upper atmosphere. He also plays with the idea that *Homo sapiens* might have used Neanderthals as beasts of burden.

EVOLUTION doesn't stop with *Homo sapiens*, however. Exploring the far future of the posthumans, Baxter imagines a world that may come as a surprise to anyone who believes that it

is man's destiny to conquer the universe.

I found the book a joy to read, reminding me of Carl Sagan's COSMOS and David Attenborough's LIFE ON EARTH, in that Baxter comes across not as a scientist so much as a hobbyist who loves to talk at great length about a subject he truly loves (and fortunately for the reader, he talks very well). He teaches, but doesn't preach, and instead leaves the reader with a simple message: All species go extinct eventually; they have no choice but to adapt or die. Mankind is the exception to this rule, having reached a level where we -CAN- decide our own fate. It would be a shame if we go the way of the Neanderthal.

*****GPIC Classic*****

*****BEN'S STORY IDEAS******

**I Click as I Move
Still More Story Ideas
by
Ben Bovine**

There are many gadget stories like the Time Machine story. Probably the best known and the best loved are the Robot Stories. They form many of the true classics of the field ranging from *The Humanoids* by Jack Williamson to *Do Androids Dream of Electric Sheep?*, by Phil Dick.

Like the Time Machine stories, there is a special condition that must be addressed in all stories either explicitly or implicitly or ignored all together. That is, of course, the Three Laws of Robots postulated by Ike Asimov in his classic, "What? Me Robot?" The three laws are so ingrained in the culture that they are sacrosanct and are violated only by writers of stature. "What? Me Robot?" was a series of stories revolving around violations of the Three Laws but no one since then has been allowed that luxury.

The Three Laws are:

[I can't believe we're printing this. It's not our fault, really folks. --ED]

I) A Robot will do exactly what it is told to do until told to stop by someone who knows how, or the power is disconnected, whichever comes first.

II) A Robot may not harm a human being or through inaction allow a human being to come to harm unless this comes in conflict with the first law.

III) If the first two laws come in conflict, see law III.

Robot, or artificial people, stories have been done since the dawn of time [see, "*Robots of Dawn*"] and are arguably the first type of gadget stories. This is well plowed turf and coming up with really new ideas isn't easy. But before we go back to stealing ideas try some of these:

1) Robots with Unusual Occupations. The obvious occupations have all been done to death - soldiers, assembly line workers, prostitutes, etc. What is needed is some occupation that isn't obvious, something possibly dangerous, and yet boring, something that wouldn't require a lot of creativity or intelligence. The perfect choice? The Robot Science Fiction Writer.

2) Robots of Unusual Size. A robot is simply a computer that moves and manipulates its environment. Since we are not limited by what makes for reasonable technology we can go as large or as small as we like. Of course large robots have been done to death and even extraordinarily large robots the size of planets are old hat. Better to go small: robot surgeons that take on viruses in hand to hand combat.

3) Robots with Unusual Shapes. Probably the biggest failure of golden era science fiction was that robots were all people shaped. Nowadays, science fiction robots are more likely to be shaped like garbage cans with wheels. Real robots have a plethora of different shapes altogether. What is the ultimate limit to shape? How about a robot the shape of a piece of paper? *[Now c'mon. No, wait, what's with this paper anyway? Aaahhhhhhhhhhh . . .]*
[This article appeared originally in the Sept. 1991 issue of GPIC]

***** MANY THANKS TO *****

KDW & Guido & Bear

Warren & Lana Brown

RAL

Chris Merle

M. T. Reiten

Amanda "Mandy" Battinger

Ben Bovine

*** SUBSCRIPTION INFORMATION ***

A subscription to Son of GPIC, the official newsletter of the Oklahoma Science Fiction Writers, may be obtained online or by mail. \$13 for the hard copy of the newsletter, \$15 for a family membership, \$7 for the electronic-only version of the newsletter. Mail a check or money order in the correct amount, prorated by quarter, to:

K.D. Wentworth, Treasurer
6915 New Haven
Tulsa, OK 74136-2844
(Checks should be made out to K.D. Wentworth)

*** OSFW INFORMATION ***

The OSFW meets at members' homes the second Friday of every month to read, critique, and promote in general SF, Fantasy, and Horror writing. All willing to contribute and (after a couple of trial meetings) pay their dues are welcome. **There is no age limit but parents should understand that material with adult themes and language is read and discussed.**

*** GPIC NEWS AND ARTICLES ***

GPIC solicits news and articles from OSFW members. We prefer they be on disk or sent via e-mail. Pseudonyms are OK. We accept files on either a 3-inch Mac [well, maybe] or PC disk. We like RTF files or MS Word files compatible with Word 97. Always include a separate ASCII file just in case. Send any email to Warren at underland@aol.com, with "For the GPIC" in the subject line.

You retain copyright on material. If this is of special concern you might let us know who you really are along with your pseudonym. We reserve the right to edit (although we try not to).

*** NEXT GPIC DEADLINE ***

Pesky deadline for May issue: April 30.

Nimrod

International Journal

The 25th Nimrod/Hardman Awards

The Katherine Anne Porter Prize for Fiction &
The Pablo Neruda Prize for Poetry

FIRST PLACE: \$2,000 & publication

SECOND PLACE: \$1,000 & publication

Postmark Deadline: APRIL 30, 2003

No previously published works or works accepted for publication elsewhere. Author's name must not appear on the manuscript. Include a cover sheet containing major title and subtitles, author's name, full address, phone & fax numbers. "Contest Entry" should be clearly indicated on both the outer envelope and the cover sheet. Manuscripts will not be returned. *Nimrod* retains the right to publish any submission. Fiction: one short story, no more than 7500 words. Poetry: 3-10 pages. Include SASE for results. The results will also be posted on *Nimrod's* Web site in June, 2003.

Entry Fee: \$20 includes both processing fee of \$2.50 & a one-year subscription (2 issues). Make checks payable to:

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Competition: Glimmer Train's April Poetry Open.

Eligibility: Open to all writers, all themes, subjects, and lengths. (But no children's poetry, please.) Your entries must be your own, original, entirely unpublished poems. (Multiple entries are okay, but, please, no simultaneous submissions.)

First-place winner receives \$500, publication in Glimmer Train Stories, and 20 copies of the issue in which it is published. Second- and third-place winners receive \$250/\$100, respectively, and acknowledgement in that issue.