

GAMING, COMICS, MOVIES, AND GENERAL GEEKINESS

# THE GEEK GAZETTE

AN M. SCOTT PUBLICATION

VOLUME I, ISSUE 2

AUGUST 2006

FREE TAKE ONE

## HERE A CON THERE A CON.....

Well it is August once again. For many it's time to get ready for the new school semester, but for gamers August means something entirely different... GEN CON!!!!!! If you don't know what Gen Con is, flip ahead and check out our Gen Con coverage.

While Gen Con may be over there are still a few national and local conventions left. So I put together a helpful little conventions goers tool, The Convention Survival Guide. Some helpful tips you can use to help make it through the convention season.

This month's Gazette is full of geeky goodness, so much in fact that we had to add extra pages to get it all in. We have

information and reviews on geek music, podcasts, websites, comics, movies and gaming. All of this great information for the low, low price of nothing.

Plus a special thanks to all of you that read and support the Gazette. We have been quickly embraced by fans of geek culture, which makes the time spent doing this well worth it. The Gazette is done by fans for fans and we love to hear from our readers. Each month the Gazette aims to give you the best we can concerning everything geek. Of course we are not psychic so feel free to tell us what you think, good or bad, and share us with a friend.

## THE REEL DEAL

### V for Vendetta

First off let me say that I have never read the book, so go ahead, boo and throw tomatoes at me. However after seeing the movie it is going to the top of my must buy list. Hopefully that will vindicate my foolish transgression.

The movie was fantastic. One of the best I have seen in a very long time. Perhaps it was my lack of previous exposure to the source material that allowed me to view the film with a completely unbiased opinion,

which may have been for the best. As a separate entity the film easily stands on its own two feet.

The story takes place in a future where the U.S. has fallen into civil war and England is run by fascist government. Our mysterious hero, V, has experienced the evils of this government first hand and sets out to bring it down. Wearing a Guy Fawkes mask V attempts to right the wrongs of the corrupt government and show the citizens of England that united they are stronger and more powerful than any political organiza-

## Another one bites the dust.

Last issue I mentioned the fact that Palladium books and indy game publishers in general need fan support to stay afloat. This time we actually see one sink.

As reported on their website Guardians of Order, publishers of both d20 and tri-stat RPG's and supplements, has ceased operations and closed the doors. Many gamers know GoO as the publishers of Game of Thrones, BESM, and Silver Age Sentinels, as well as many useful supplements since the late 90's.

Mark C. MacKinnon's post on the companies website assures fans that many of the companies titles will be picked up by other publishers. According to Mr. Mackinnon's post they are not taking new orders from customers, but they are honoring existing orders or giving refunds.

I like many gamers are sad to hear that another innovative, independent publisher is leaving the market. Again I encourage everyone to support the small publishers and keep the gaming hobby alive.

## ARTICLES AND STUFF OF INTEREST

- *Gen Con : Reviews*
- *Music : Jonathan Coulton*
- *Comic Vault: Reviews and articles concerning the comics industry.*
- *Gaming Treasure : A little gem to help your game.*
- *Geek Speak: a look at geek lingo and what it means.*

Do you have questions or comments you would like to share? Any stories or topics you would like to see covered or added to the Gazette? Then feel free to let us know.

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[http://  
geekgazette.tripod.com/](http://geekgazette.tripod.com/)

While there was a very obvious message in the story, there was also a nice dose of action, intrigue, the obligatory love interest not to mention some cool explosions. Natalie Portman was her usual beautiful, talented self, even bald, and the supporting cast of characters were just as interesting as the main characters. In a time when Hollywood is churning out one crappy movie after another V for Vendetta was actually a movie I enjoyed watching.



"PEOPLE SHOULD NOT  
FEAR THEIR GOVERNMENT.  
THE GOVERNMENT SHOULD  
FEAR THE PEOPLE"

**V**  
**V FOR VENDETTA**  
**2006**

### NEWS AND RUMORS

Add this to your "What the \$#@!" list. According to Yahoo News Heath Ledger has been picked to play the Joker in Batman: The Dark Knight, sequel to Batman Begins....

ICV2.com reports that Sovereign Press makers of the Serenity RPG have announced the January release of the Battlestar Gallactica RPG using the Serenity ruleset. The quick play rules are due to be downloadable in Oct....

Teenage Mutant Ninja Turtles is the franchise that just won't die. The new movie is due in 2007...

## MUSIC FOR GEEKS

If you consider yourself a geek and you don't know the name Jonathan Coulton, don't feel bad, it's a name unknown to far too many. Hopefully that will change in the near future. I recently heard about this talented and creative artist while listening to the Nuke-town podcast.

To describe Mr. Coulton's music as geeky would normally be an understatement. With titles such as

Chiron Beta Prime and Code Monkey it's pretty obvious that his songs are heavily laden with reference to geek culture some of which only a geek would understand. There are songs about zombies, robotic overlords, furry lobsters, Bigfoot and evil geniuses, each one as good or better than anything you'll hear on the radio. While he does some "normal" songs that are very good and would easily appeal to a mainstream

audience it's his more geekcentric works that drew my attention and turned me into a fan.

If you like Weird Al or The Aquabats it's a good bet you'll appreciate Mr. Coulton's music. You can download his songs from his website or subscribe to his Thing a Week podcast. While much of his work is free, you really should donate, purchase his songs and order CD's as well.

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

## DVD RELEASES JUST A FEW INTERESTING AUGUST RELEASES

### August

Black Hole

8/1/2006

V for Vendetta

8/1/2006

Shaggy Dog

8/1/2006

Sars Wars: Bangkok Zombie Crisis

8/1/06

Sealab 2021 season 4

8/8/06

Hong Kong Phooey the complete series

8/15/06

Scary Movie 4

8/15/06

Poseidon

8/22/06

Silent Hill

8/22/06

The Wicker Man(original)

8/22/06

The Tick season 1

8/29/06

Lord of the Rings : Limited Edition

8/20/06

LotR The Two Towers : Limited Edition

8/29/06

LotR Return of the King : Limited Edition

8/29/06

## PODCAST QUORNER

If you were to ask nearly any gaming podcaster which podcasts they listen to there will usually be one show on everybody's list, the Dragons Landing Inn.

Dragons Landing is a gaming podcast hosted by Chuck Tinsley & Lonnie Ezell and is one of the cast I rarely miss. Shows range from discussions concerning general

gaming to specific topics like the recent one concerning ideas for Pirate campaigns. Every episode is full of great information for nearly any gamer. You can tell these guys not only enjoy doing the podcast but they love gaming.

Like most of the other podcasts the Dragon's Landing guys can be downright hilarious, but they never

fail to supply listeners with intelligent opinions and useful information. While they often visit the message boards and interact with listeners it doesn't stop there. Chuck and Lonnie regularly answer post, voice-mails, as well as emails on the show and they do it with the perfect amount of levity and professionalism. This is a lot more than most would expect from an internet podcast.

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## Podcast Quorner

Continued from page 2



The Frugal Gamer portion of the show, while occasionally MIA, is the one part I always look forward to each week. Gaming can be a very expensive hobby and Dragons Landing takes the time to give gamers advise on finding inventive ways to cut cost with out cutting the fun.

Listening to Dragons Landing often feels like you are sitting around talking to your gaming buddies. They don't just talk at you about gaming, they talk to you. The high level

of listener recognition and interaction helps to make listeners feel involved with the show, which is a really nice touch.

Chuck & Lonnie often allow their personal lives to become a part of the show to great affect. Whether it is the release of Lonnie's book or the search for their missing mascot Chupacabra Bob they bring fans into their world and make listeners feel like they are close friends.

If you aren't already

a regular listener you should be. This is one of those rare times when a couple of guys decide to do something and not only did it well but better than almost everyone else.

Check them out at [www.dragonslanding.com](http://www.dragonslanding.com) Podcast Entertainment Network, The Gaming Broadcast Network or subscribe to the podcast through itunes.

## GAMING TREASURE

Heroscape, put out by Milton Bradley, is a miniatures strategy game in which players battle each other with armies straight out of sci-fi and fantasy. The objective is to defeat the other player's army and rule the board. While this may sound like your typical strategy war game it definitely is not.

Heroscape allows players to design their own battlefield using stackable, interlocking terrain tiles. If

you purchase terrain or miniature expansion sets, available at most department stores, you can make each game a different experience. This not only keeps it fresh but building the battlefield is half the fun, especially if done as a group activity.

The rules are fairly simple, I often play with my 8 year old and she usually wins, but there are also master rules if you want more complex games. Besides being fun in

and of itself, the tiles and miniatures are also inexpensive additions to any RPG players collection. I have used them in my tabletop RPG games on several occasions. While the starter game can run over \$40, I found my game on the clearance rack for \$10. Either way considering the hours of fun and the multiple ways that gamers can use the game, it is well worth it.



## SURFING THE NET

We live in an age where the internet has become an integral part of our lives. We use it for entertainment, shopping, information and for fun. Game publishers now recognize this and many have begun to use the internet to not only draw in new player but to keep old players coming back for more. Many offer free downloads for the games they produce that are a great free way to enhance your

game or preview upcoming products.

Wizards of the Coast, probably has one of the most extensive downloadable gaming libraries around. Whether you enjoy D & D, d20 Modern, Star Wars, or any of the many other games they produce you will likely find useful content concerning your game on their website.

Even if you are an old school gamer that never made the transition to D & D 3e or 3.5 there is a plethora (my big word for the month) of gaming goodies you can download for free, including 2e adventures & the entire Maztica campaign setting.

There are maps, character sheets, and adventures for you 3e/d20 gamers, card list for CCG players, not to mention the online demos for the new kids.

Just go to the website at [www.wizards.com](http://www.wizards.com) then go to the game page that interest you and from there go to the download section. This is also the home of the RPGA as well as a ton of forums if you like to chat about whatever WoTC game(s) you enjoy. If you like WoTC products you will definitely find something of use here.

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## The Comic Vault

### You look Maaahvelous

I have always thought Ms. Marvel sucked as a character and to be honest I was right. I can't think of a single comic that I ever read when I was growing up where she was ever "cool". Even with her whole stint as Warbird in the Avengers I never took a liking to the character and felt she was just a cheap Powergirl or Wonder Woman wanna be, but for some reason I wanted to like the character. So in spite of myself and knowing full well I wouldn't like it, I picked up Ms. Marvel #1. As I read through the issue I was surprised to see this 3rd rate character actually became not only likeable, but one of the books I actually look forward to each month.

The book is by no means a great book and in a few years, after several creative team changes, the character will probably return to the status of wanna be, but for now the book is a very enjoyable read. The creators have done a fine job in fleshing out the character and making her seem very human. Even though she does have the status of a being public celebrity with no secret identity in the Marvel U, her problems are fairly down to earth, for a superhero comic book that is. After a long day of fighting alien invaders or dimension hopping, all she wants to do is let Calgon take her away, except she has to wade through a living room full of TV cameras. The creators even have a little fun with the character by making her well aware that she is not seen as one of the big guns, a status she desperately wants to achieve as a result of her time in the House of M. This turn around is probably one of the few good things to come from that mini-series.

I think that if the creative team stays true to the foundation that has been laid down and builds upon it Ms. Marvel can easily become a well known and loved Marvel character. As long as the stories remain as entertaining as the first 5 issues have been I know that I will continue to make mine Marvel.

## BECAUSE I SAID SO....

If you don't already read *Invincible* by Image comics then nothing I say here is likely to change that. After hearing every trade magazine cram their praise for the book down my throat each month I finally decided to pick it up.

The book is a good read, but from the issues I picked up it wasn't worth all the hype. It's a fairly decent superhero comic about a boy with Superman like powers, who happens to be the son of another superhero.

The issues I read, 22-32, had the obligatory super powered slug fest, but also a fair amount of drama and character interaction. It

tries not to be a standard superhero comics, by delving a little deeper into the lives of the main character as well as the supporting cast, but it's nothing that hasn't been done before. Spiderman was doing this long before most of us were born. Which if you get right down to it describes a lot of other superhero comics.

While the stories are entertaining and the artwork fits the book well I just don't see this as the ground breaking book it was made out to be. Definitely something worth reading if you have some extra money in your pocket on comic book Wednesday, but not some-

thing that I will be adding to my monthly hold list.

Perhaps I set the bar a little too high for the book due to all the industry praise, but I just don't see anything in the book that is that phenomenal. Sure the characters are likeable and the stories are entertaining, but it never achieves the greatness that I was expecting.

I will probably pick up a few more issues just to be sure that I am being fair and I will recommend that you pick up an issue or two and judge for yourself. But if you like superhero stories and want something a little bit different buy *Astro City*, *Top 10* or *Exiles*.

## Geek Speak

### RPG

Role Playing Game

### GM

Game Master— the person that organizes and narrates the players adventure in a roleplaying game.

Also referred to as the Story Teller or the older term DM: Dungeon Master.

### CCG

Collectible Card Game

### Gen Con

Gaming Convention named for the location where the first event was held Lake Geneva, Wisconsin.

## Gen Con, the greatest four days in gaming and then some

How is it even possible to accurately convey to you what Gen Con is? Sure it's the worlds largest gaming convention, so large in fact that the city of Indianapolis is adamant about not losing it. If what I have heard is correct they are expanding the Indianapolis Convention Center just to keep it.

Gen Con is so big in fact that there are five, yes five, cities/countries around the world that do or will be hosting the convention, with Australia being the newest. Nearly every gaming company you can think of and many you've never heard of come to Gen Con to promote their products. Video games, table top role playing games, card games, miniature games, and even anime have a presence there. With the demise of E3 and the open invitation to all video game companies to join them, Gen Con may very well become the true home of gaming. Not bad for what started out as a little gathering of gamers in Lake Geneva Wisconsin.

So we've established that Gen Con is not only big, but likely to get much bigger. So why should you spend the money and give up your time to attend? Well mostly because no matter what type of gaming you are interested in you will find it at Gen Con, as well as thousands of people who

love the hobby as much as you do. Even if you aren't a gamer there is likely something that will be of interest to you.

Anywhere you go at the convention center, or the five surrounding hotels that also host events, there is a sense of belonging. You don't have to be a closet gamer here, you are among friends. Walking around you will see men, women, and children of all ages with smiles on their faces. Just being a part of an event this extraordinary is something I don't think any self respecting geek should miss.

There are seminars, film festivals, celebrities, people running around in costumes and of course games. Officially sanctioned games such as the RPGA and CCG tournaments as well as open gaming. While I didn't personally see it there were even wireless tournaments for all the PSP and DS owners that attended. Gen Con doesn't just promote gaming it caters to it.

You would think that with an event this large the human element would be missing, but then you'd be wrong. Anywhere you go you will encounter friendly faces and be welcomed with open arms like a member of the family, there are no strangers here. If you are walking buy one of the many gaming rooms, and I recommend you do, feel free to stop by and

check out whatever they are playing. Just have the courtesy of not interrupting a game in progress. Players are probably the best promotion that a game publisher can ask for. They are always eager to explain how to play and what you need to get started. If they have room they may even let you sit in or at least watch.

Vendors and attendees alike are not only willing but eager to speak with you about what they love, and the reason we all attend, gaming. If there is a new game you have been dying to play but were unsure about simply walk up to their booth and ask. I've never encountered any real sales pressure, probably because the vendors are gamers too. They created their particular game because they love gaming and they believe in their product. They are happy to explain rules, give demos or just talk with fans. It doesn't matter if it's Jolly Blackburn, Kevin Siembieda, or Margaret Weiss you will be treated more like a long lost friend than a potential customer. Everyone is happy to take pictures, sign your book or just talk.

Let's not forget about all the cool swag. If you walk away from the con without an arm full of free goodies there is something wrong. We're not talking about junk you will

never use, most of it is really good stuff. This year I ended up with more free miniatures, dice, comics and game books than I could carry. I had to make a trip to the car then go back so that I could shop and that was before I started doing demos. Given that Horrorclix premiered at Gen Con I ended up with enough minis to start playing.

Game demos are also a great way to make your decision about whether to buy a game or not. There are literally hundreds of demos going on at any moment. Plus if you do a demo they will likely give you something to add to your collection.

Besides the freebies there are also tons of great deals. If there is a game, supplement or out of print book that you want it's a good possibility you will find a copy for much less than cover price. I found several thirty dollar books that I got for less than five dollars a piece. Now that's a great deal.

For a gamer Gen Con is the proverbial candy store. With so many choices and so much to do it can become overwhelming. It's a good idea to plan what you want to do in advance, put you should also leave some time to look at all of the new and innovative products you've never heard of. If you take your time you may just find your next favorite game.

## Vendor Review

Since Gen Con is not only a chance for gamers to come together, but for game publishers to promote their products I thought I would go over some of the more memorable vendors I encountered. While I did get to spend time going over many of the booths there were some that were so crowded and busy that I didn't give them the attention they deserved. So as not to slight the many other great publishers I will say right now that this list is not who was the best at Gen Con. It is simply a review of some of the vendors I was fortunate enough to speak with or where I was able to spend a great amount of time looking at their products.

### Palladium Books

Even though last issue I reported on the hard times this company had fallen on you would never have known it by if you walked by their booth. Tons of people stopped to wish them well and show support. As has been reported the outpouring of support from fans old and new has gone a long way to helping Palladium out of it's bad times. There is a reason the they are considered the biggest of the indy publishers, people love them and their games. I was fortunate enough to speak with Kevin and the gang who were incredibly gracious to a Rifts newbie. With all the time they spent signing autographs, taking pictures and just speaking with people it's a wonder they got any work done. Walking around their booth I found what seemed like every book they have ever published and was able to pick up my copy of Rifts: Ultimate Edition, which they were happy to sign. All in all a great bunch of people who not only love what they do but care about their fans.

### Kenzer & Co.

As a huge fan of the Knights of the Dinner Table I have to admit a little bias towards these guys. They are one of my must stops when I go to Gen Con. Not only because I'm a fan but they are generally a great bunch to talk to. Unfortunately I didn't get to see Jolly this year, and they were very busy so I didn't get much time to speak with them. However I did get to spend a great deal of time looking at their products. I even found a few issues of KOTDT that I was missing. I'm not really a Hackmaster fan, but I do like their d20 products and both were well represented as usual.

### White Wolf

I have played several of the WW story telling games such as Vampire, but they're not really my cup of tea. However as a D & D player I find the work they publish by Monte Cook and their Sword & Sorcery books to be some of the best on the market. While this year we didn't get to see a volume two of The Year's Best d20 they still had a ton of great merchandise and were one of the most crowded booths I went to.

### Green Ronin

I really don't think it will come as a surprise to know that this was one of the other very crowded booths at the con. With Mutants and Masterminds second edition winning an Ennie it's fairly obvious people love their products. I have heard players claim that M & M second edition is what d20 is suppose to be. I have yet to play M & M but it is on the top of my list. I didn't get to speak with anyone at the booth for more than a few moments but as usual they were friendly and gracious.

### Wizkids

I don't play any of the clix games they produce, but I do collect the miniatures so this is also one of my favorite booths. While there is an area set up so that you can purchase the various games almost the entire area is set up for demos. I managed to get in on a Horrorclix demo which was fun and seemed to be one of the big draws this year. Of course the huge Great Cthulhu miniature helped to get people's attention. I think they told me it was 16 inches tall and weighed around four pounds. Very impressive as was the price tag of eighty five dollars.

### Wizards of the Coast

This is WotC's home turf so they naturally have the biggest booth in town and last year it was one of the most impressive. However this year they opted to tone down the decorations, although the dragon tapestry and statues were cool, and make more room for demos, which was nice. As should be expected from the big fish in the pond there were a lot of people wandering around their booth. Actually booth is not a correct description, it covered five or six isles and had room for fifty or more booths. Even though I am a fan of their products, I don't like the feeling of being rushed and treated like a customer when I go to their booth. In all fairness there are literally hundreds of people in their booth at a time and the people working it were very busy, but still so were the other vendors. I guess that's the difference between the little guys who are only one step away from the fans and the big corporation. Don't get me wrong I'm not knocking WotC and I am one

Continued from page 8 **Vendor Review**

of the millions of people that helped to make them successful. I will continue to buy their products and support them, because they put out good stuff. So you have to consider the fact that if one of the other vendors were to get this big the very same thing may happen.

### **Pulp Gamer**

Even though I didn't get to speak to these guys I do listen to their podcast. I think it is great how gaming podcast are beginning to get the recognition they deserve as a true media outlet. After all podcast are put out by fans and fans are who buy the games. They were recording each time I went by so fans were unable to chat, but it was nice to put faces to the voices.

### **Chaosism**

I was kind of surprised that a game as good and popular as Call of Cthulhu had such a tiny booth. Of course I had heard they were not going to show this year so their presence was a pleasant surprise. While everyone was nice and great to speak with there didn't seem to be a lot of fan interest when I went by. Of course I was only there one day, so that should not reflect poorly

on Chaosism. They did manage to show a great deal of product in the space they occupied so people interested in picking up Cthulhu merchandise had a good amount to choose from.

### **Paizo Publishing**

What would the premiere gaming convention be with out the presence of the premiere gaming magazine publisher? Maybe it was just me but their booth seemed a tad smaller than last years. They had a few goodies for sale including the Black Dragon miniature, the U.K. Dungeons and Dragons board games, as well as their own adventure books. They stayed fairly busy while I was there so there wasn't much opportunity to talk, but defiantly worth the visit.

### **Steve Jackson Games**

I don't play any of their games but for some reason I feel the need to go to their booth each year. They always have some good deals and are generally a friendly and funny bunch. There seems to be something going on here nearly all the time. It is a very loud and busy booth. Even if you aren't a fan of the games I recommend stopping by just to browse.

## **Surviving the conventions**

While the whole point of attending conventions such as Gen Con is to have fun, you still have to keep our wits about you. It's not very fun to travel to a con and not have enough money to get the things you want or need. So I have put together a little checklist of things you might want to do before and during your convention experience. While I will be focusing on those of us that will only be attending for 1 day a lot of this info is pertinent to the 4 day con goers as well. I've broken the checklist down into the do's and don'ts of attending a con.

### **Do...**

1. **Register in advance:** This will not only keep you from waiting in line to get your badge, but will also mean you don't have to show up @ 6 am to stand in line then wait several hours for the exhibit hall to open.
2. **Pick out the events you want in advance:** This will save you the trouble of finding out the event you want is full.
3. **Bring plenty of Money:** Make sure you bring enough money for all the things you will want to buy. Remember there will be things you never thought of and you will kick yourself if you run out of money. Also don't forget parking fees.
4. **Eat before you go:** Con food is not cheap and should be avoided unless you are just inde-

pendently wealthy.

There are always a few restaurants nearby, that have dollar menus, but throwing a few cereal bars in your glove box is a good idea.

5. **Bring a backpack:** You will need something to carry all the things you buy. Also good for carrying your cereal bars for a quick snack.
6. **Wear comfortable clothes and shoes:** While convention centers may have AC, when you put several thousand people under one roof it still gets warm. Plus you will likely be doing a lot, and I mean a lot of walking.

### **Don't...**

1. **bring all your home game material:** Unless you and your pals have planned a game in advance most game you sit in on will only require some dice, pencils and that's about it. This refers mostly to RPG players, others such as war games or CCG's are a little different, but if you play them you probably know that what you will need to take. Either way if you are in doubt contact one of the organizations for your particular game.
2. **Dress in costumes without considering the consequences:** If you aren't prepared to spend hour after hour in the costume don't wear

Continued page 8 first column



Continued from page 7 Surviving the Cons

one. If you feel it is something you absolutely must do make sure you have regular clothes on hand as well as a place to store your costume. This is when finding a parking garage or hotel room close to the convention center is a good idea. Also be prepared to stop for numerous photographs.

3. **get to the events you want to attend at the last minute:** While this may occasionally work, for the more popular events you could be out of luck. Also if the event requires an event ticket make sure you have enough.

4. **forget basic hygiene:** As I said before there are a whole bunch of people under one roof. Have the courtesy to bath, and wear deodorant. While I have never encountered this problem at a con, I have heard some horror stories.

While I could have done two or three pages concerning the do's and don'ts of attending a convention, room just didn't permit it. You may be saying that my list is incomplete or simple common sense, and you'd be right. I have heard or seen first hand, instances where con attendees are so wrapped up in the excitement of attending the convention that they forget the simplest things, especially if they have never attended a con. Then again even a convention veteran has the occasional brain fart. I suggest preparing a checklist well in advance and check it before you leave. There is no reason to ruin the experience by making a simple mistake.

## Convention Calendar

If you are like me then going to a convention only get you revved up to attend more. Once a year just isn't enough! So I have put together this list of conventions for the remainder of the year by month. I make no claims that this is a complete or comprehensive list, just all the ones I know about or could find. I will try to add more as I find out about them and hope to have a very comprehensive list by the time 2007 rolls around. If you know of any gaming, sci-fi, or comic book conventions that are not on my list feel free to email the name and website and I will be glad to add them.

### September

- Dragon Con

September 1-4 2006

[www.dragoncon.org](http://www.dragoncon.org)

- I-con

September 8-10

[www.mecca-anime.com/I-Con/i-con.html](http://www.mecca-anime.com/I-Con/i-con.html)

- Flatcon

September 30 2006

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

- Buckeye Game Festival

September 28– Oct. 1 2006

[www.buckeyeboardgamers.org/buckeyegamefest.htm](http://www.buckeyeboardgamers.org/buckeyegamefest.htm)

### October

- Charcon

October 7 2006

[www.charcon.org](http://www.charcon.org)

- Fallcon

October 7 & 8 2006

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

- Oshcon

October 7-8, 2006

[www.oshcon.org/](http://www.oshcon.org/)

- Gamercon

October 13-25

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

- Ubercon

October 20– 22 2006

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

### November

- Rockcon

November 3-5 2006

<http://rock-con.com/Rockcon2006/index.html>

- Windycon

November 10-12 2006

[www.windycon.org/](http://www.windycon.org/)

## Wii free

Proving once again that they are not ready to be the underdogs Nintendo has announced that the upcoming Wii console will have an internet service that is free of charge. Unlike Xbox Live and Sony's online programs the only charges you will incur from online gaming are from your internet service provider.

Besides being able to play the games you already own online Nintendo will be offering older games that can be downloaded as well. It is not known what the charges for these games will be as of yet. Nintendo has said that the system will be launched in October or November with a price tag in the range of \$200 - \$250, substantially cheaper than the competition. While the Wii may not be the technological powerhouse of the new consoles it seems likely it will have the largest game library around.