



The Ghostwriter is the official newsletter of the Great Lakes Association of Horror Writers.

Members news/sales/publications/etc. should be sent to Peggy Christie at peggy.christie@comcast.net

The deadline for next issue is July 14, 2007

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The Ghostwriter

Volume 1, Issue 6

June, 2007

The Other Side of Normal: A Message from the President

Have you read any good blogs lately?

Blogs?!?

I read this ridiculous statement the other day and I couldn't believe what I just read.

Blogs?!?

Is this what our culture has come to? Is this how we get our entertainment, by reading the inane rants of some loser who has nothing better to do then to sit in his parent's basement and type on his computer. Have we become a culture of voyeurs?

Let me ask another question.

When was the last time any of you curled up on a cold winter's eve with a good . . . computer?

Last month in St Louis, a bookstore owner held a book burning in protest to the lack of

interest in reading. This wasn't just a protest. This man was trying to get rid of some of his inventory. He tried to give his books away to schools and libraries, but they turned him down. These are two institutions that are always complaining they need more money, so then why would they turn down free books. Oh, that's right they want new computers.

Has the computer destroyed literature as we know it? I hope not.

Maybe we, as writers, need to take a more proactive position. Maybe we need to get out there and ask people have they read any good *books* lately. And if they say they don't have the

time to read, ask them if they have the time to take a dump. I know this sounds a bit crass, but it's the truth. Everyone's favorite place to read is in the restroom.

Another thing the computer is trying to ruin is our ability to spell, but that's another rant. Just for the record thanks in not spelled T-H-A-N-X.

Read any good blogs lately? Please.

Let's get out there and change our culture back. It's up to us.

Have you read any good *books* lately?

I'll see you in Oz folks

Adam Gifford
President

Demon of the Month (from deliriumsrealm.com)

NAGAS

In Hindu mythology, the Nagas/Nagis were a race of serpents whose purpose was to populate the underworld, Patalas. They were the 1000 offspring of the sage, Kasyapa, and Kadru, the daughter of Daksha. They are associated

with weather (especially rain) & pictures of them are worshipped during times of drought.

In terms of appearance, Nagas wear precious jewels on their heads and are usually shown in three forms:

1. as humans with snake heads the upper portion of their body;
2. human, the lower portion, snake-like;
3. as snakes

The Tomb Keeper Archives - by Michael Cieslak

By my calculations we are only a month away from the onslaught of "Christmas In July" sales. Isn't it bad enough that the holiday season has already absorbed Thanksgiving and has its sights set on that most sacred holiday--Halloween? Well I think it is time to fight fire with fire (especially the fire inside the creepy Jack-O-Lanterns). What's good for the goose is good for the goblin, I say. So welcome to the first annual: Halloween in June!

While some of the inspiration behind this month's list is sheer spite on my part, there is another, slightly more logical reason for this month's set of links. This issue will feature a number of websites which will be great help to home haunters and others who want to trick out their house (what a treat). It is always better to order early. The closer you get to Halloween, the more likely you are to run up against out of stock issues.

Long time readers may recognize some of these links, but there are plenty of new ones. A lot of these were recommended by attendees of Hauntcon. If they are good enough for the guys that charge money for their attractions, they should be great for those of us just decorating our homes. While many of these links are geared towards professional or semi-professional haunters, there is plenty of merchandise which can be used at the home haunter level. However, do not be surprised at some of the price tags associated with these high end props and scares.

I attended a lot of interesting seminars and visited plenty of booths on the sales floor at Hauntcon. While I did purchase a number of items, there was only one booth from which I made multiple purchases. This was the booth run by Bert Zelten of minispotlight.com (www.minispotlight.com). Anyone who has decorated their house for Halloween (or any other holiday) knows that lighting is a key element in any display. They also know the pain felt in the wallet when the electric bill shows up the following month. Minispotlights are just that, tiny spotlights, available in a wide variety of colors, which give off a tremendous amount of light. What makes them great for Halloween displays is that this light can be concentrated on one small area allowing you to light up a prop or a scare while keeping the surrounding area in darkness. Even better, these tiny lights sip electricity. They use so little juice that they can run off stereo speaker wire!

So what, you ask, are you going to light with these minispots? How about something which pops up or out at your guests? If this sounds interesting, it is time to delve into the exciting world of pneumatic props. While there are a number of places which will sell home-made cylinders (made with PVC pipe or even screen door closers), it is best to avoid these. These cylinder stand-ins are not designed to stand the kind of air pressure which builds up inside them. Besides, there are many places where you can get pneumatic

cylinders just as inexpensively. One such place is Evilusions (www.evilusions.com). They have a huge selection of pneumatic cylinders, fittings, mounts, triggers, and anything else you might need to build your own props. They specialize in haunted houses, so they also have pre-made props for sale. Check out their entire selection on-line. Brian will work with customers to help them figure out exactly what they need and how it should be put together. He can be reached through the website or by e-mail at gadget@evilusions.com.

Frightprops (www.frightprops.com) is another company specializing in material for the haunt industry. Their catalog features pages of pneumatic components as well as fog machines, lighting, audio components, and both static and animatronics props. When ordering keep two things in mind: your budget and that many of these props are designed for professional haunted houses, not home haunts. The Hellevator is probably outside of your budget and your neighbor will probably frown at the skinned bear prop.

Perhaps you are interested in motion on a smaller scale--moving eyes, talking skulls, etc. If you are interested in servo-animatronics then you need to visit ServoCity (<http://servocity.com>). They have everything for the model airplane, car, or robot enthusiast. You can even make your own kits with controllers and the servos you need for your specific projects. If using servo motors to animate props sounds interesting, there are a number of websites which

provide not only ideas for projects, but step-by-step directions. Chuck Rice has directions for adding servo motors to a skeleton (<http://www.wildrice.com/Halloween/Construction/Skeleton/>). Scary Terry (<http://www.scary-terry.com/>) has a number of do-it yourself projects listed, including how to make a talking skull (<http://www.scary-terry.com/buckyservo/buckyservo.htm>). Cowlacious Designs (http://www.cowlacious.com/talking_skull_products.htm) not only shows you how to animate a skull but also sells the components (including audio!).

Many of these sites make use of Bucky skeletons and skulls. If you are not familiar with these items, or if you want to buy anatomically correct skeletons, skulls, and the ever popular five pound bag of bones, head over to Bucky's Boneyard (<http://anatomical.com/bcategory.asp?c=7>). Bucky's makes medical school quality anatomical models. With every production run, there are a certain number of lesser quality bones. Bucky's assembles these and sells them at discount prices. Bucky is the standard skeleton for all kinds of haunts and is a great purchase. There are a lot of companies specializing in props and decorations that will add that extra 'boo-factor' to your house this year. Oak Island Entertainment Group (www.oakislandgroup.com) has items for a number of different holidays. Their website seems a bit tame at first, but the many of the items inside may be too



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Check It Out

<http://www.gritosenelpasillo.es/index.php?idLan=1>

Channel Your Inner Demons – by Jennifer Gifford

There are never that many opportunities for me to give kudos to a cable company for helping the typical horror lover next door, so when they develop and design programming just for me, well I can't help but feel all warm and fuzzy inside.

I am not your typical demographic. I'm not a soccer mom, I'm not some smutty single looking to mimic my life after the latest reality series, and I'm not a man. The Shows on HGTV, Bad Girls Club on Oxygen, and Bassmasters are usually shows that my Tivo has been carefully instructed to ignore.

However, I do have to say how impressed I am with the show, A Haunting, on the Discovery Channel. I was

shocked at first too, because it's not your typical programming, for the Discovery channel in general, or for cable either. But the show has received a surprisingly good rating, and a strong following.

The show is based on true life experiences, reenacted of course, but they are based on actual happenings to actual people in actual places. From disturbed ghosts, to haunted buildings, to demonic landscapes, it branches out past the traditional Casper type spooks.

I think one of the best features about the show is that it approaches the topic of the supernatural from a different perspective. It takes the approach of psychologist, trying to find rational and logical explanations to a subject that clearly exists

outside the realm of normal. Why do ghosts exist? Why do spirits linger? Researchers and paranormal investigators try to find the clues as to why this weird phenomenon exists, and how those who are being haunted can rid themselves of these unwelcome guests.

Each new episode starts off with a usual 'typical day in the life' then introduces the weird phenomenon, strange happenings, and creepy clues that lead up to something not of this world.

In addition to their scientific approach, they are also look at the perspective of historical imprints and 'hot spots'-those places that have had something so psychologically damaging happen, that the even the soil of the earth has been scarred,

therefore creating a haven for supernatural activity. The show vaguely suggests that the realm of supernatural and horror, is not only a permanent fixture, its also evolving.

Mixed in with factual data, historical research, are actual interviews with the real people themselves, where you feel like a kid around a campfire having a creepy fireside chat, telling ghost stories.

Each episode varies on its topic, but its well worth tuning into to get a little bit of horror fix every week. The shows ending leave you with the sense that the supernatural is not over, that there is more to come, and it sometimes concludes that not all ghosts have something to say, and not all unwelcome guests leave.

Archives – cont'd

intense for the average trick-or-treater (especially those listed under "Brutal Images"), but where else can you get a package of 48 bats for under \$50?

Gore Galore (<http://www.gore-galore.com/index.html>) carries a wide variety of oversized costumes and puppets. They also have the directions (and materials) required to corpsify your Bucky skeleton. Of all of the business cards collected at Hauntcon, Gore Galore's toe tag card (with severed toe) was by far the most original. Be warned, if you are interested in one of the oversized costumes you must hurry. The cut-off date for ordering for the 2007 season is the 1st of July.

Haunted Village (<http://www.hauntedvillage.com/>) carries props both large and small. They also carry an alternative to foggers--bubblers which produce

bubbles which glow in black lights. Home haunters with animated props might be interested in checking out their selection of trigger devices as well. Farscape Studios (<http://www.gatheringofdarkness.com/index.shtml>) is a Michigan based organization the produces incredibly realistic looking (although expensive) masks. I am a big fan of Rotting Jack. This year they have branched out and are offering background music for sale as well. Sound can be an effective tool for setting mood and creating scares. While a number of sites offer music for sale, there are plenty of sites which provide free sound downloads. Two of the most comprehensive are Liss Productions (<http://lissproductions.com/halloween/sounds/>) and Dave's World (<http://davesworld56.250free.com/DavesHalloweenSounds.html>).

Between the two you can get

everything from werewolf howls to maniacal laughter to Hannibal Lector's "Fava Bean" soliloquy. Those interested in experimenting with their own sounds should head over to the Audacity store (<http://audacity.sourceforge.net/>). Audacity is a free, open source software for recording and editing sounds. Even the tamest voice can be turned into something chilling with just a little work.

If you are less interested in remaking your home and more interested in making up yourself, visit the queen of professional Hollywood make-up: Bloody Mary (<http://dearbloodymary.com/>). Bloody Mary has make-up and prosthetic appliances sold separately and as packages (vampire, ghost, zombie, etc.). In addition to Halloween make-up the site also sells age-defying products, camo paints (Bloody Mary provides paints to

the US military), comic books, and hot sauces.

If this long list of links has not gotten you into the Halloween spirit, surf over to Fearnat (<http://www.fearnat.com/>) and check out the first episode of Devil's Trade, a web series from Sam Rami's Ghost House Pictures. After watching it, be sure to check out the latest Fear Facts poll (<http://www.fearnat.com/PollFearNet.aspx>) which lists the 101 top horror movie "facts."

That does it for the first Halloween in June edition. We will revisit our favorite holiday in October with a collection of more traditional Halloween links. Until then, if there is any website you think your fellow members would be interested in, send it to thedragonsroost@yahoo.com.

Serial Sacrifice - Carrie Hall

Each month we will spotlight a different member. If you wish to be in the limelight for 30 seconds, please let us know, or you may wish to nominate someone else. If we don't receive any volunteers or nominations, then we will pick a member at random. This month, we will be talking to Carrie Hall.

GLAHW: How long have you been writing? When did you get started?

CH: I began writing as soon as I could pick up a pencil. Well, I mean, as soon as I could pick it up and actually knew what it was for. I remember my first story though, it was read out loud in Mr. G's class (I was in fourth grade); it was about an "adventure" my best friend Brandy and I went on. I think we sailed a boat or something...and ran away for some reason. Not sure what. I do remember the punch line of that tale: "we screamed and screamed", in which, I have no idea why we were screaming so much, but I guess I was destined to become a horror writer from the very start (much to my parents disgruntlement).

GLAHW: Why did you choose the horror genre?

CH: Because I like seeing people screaming and bloody--wait, that's demented! I mean, I *pretend* to like seeing people screaming and bloody...yeah, that's it. Seriously, I enjoy the rush horror gives, that what if something IS lurking in the dark? I enjoy the thrill that comes with good horror movies, books, anything! Horror is compelling because it explores the darker side of humanity, and we all know the dark side is more...fun.

GLAHW: Were you inspired by a person or event to begin

your writing career?

CH: I would say Stephen King inspires me...but more than that--I guess it was the fact I could pick up some books and think to myself "Self, you can write just as good!" Okay, fine, I don't really think in the third person, but it was something along those lines.

GLAHW: Does your family support your writing endeavors?

CH: HAHAHAHAHAAHHAHA.....ahem, sorry. That would be a no. Parents are uber religious and used to throw out my Star Trek books because they were EVIL, and my mother actually tore up a witch report I had to do for English. (After it was graded...thank God).

GLAHW: Where do you get your ideas from?

CH: Well, slicing turkey at work, then cutting the lettuce, maybe I do some heavy thinking when I core the tomatoes...yes, I'm being serious. For some ungodly reason, I do my best thinking and ideas when I'm doing mundane, horribly boring things. The rest I get from other books, movies, and just my sick little brain.

GLAHW: Do you outline your stories before you begin to write?

CH: If a chapter is complicated, yes, and also if I don't want to forget anything. But mostly, I write it all at once and where ever it goes it goes. About 90% of the time, I have the ending first and work my way back.

GLAHW: Tell us something interesting about your past.

CH: I tried to walk to school when I was in kindergarten, silly me. My neighbors found me along M59 and took me home. Mother promptly thanked them and then spanked my ass.

GLAHW: Where do you see

yourself, as a writer, in five years?

CH: Hopefully, God willing, published.

GLAHW: Do you believe in ghosts? Have you ever seen one or had an encounter that you would like to share with us?

CH: I haven't seen any unfortunately. I've felt vibes though, when a particular place has a history or reputation. I do believe in them and would love to have a paranormal experience...at least once.

GLAHW: Are you superstitious?

CH: No...but a lady at my work thinks everything will give her bad luck: her purse on the floor, a knife handed to her, a broom sweeping her feet, ears itching, etc. It's annoying.

GLAHW: What do you do for a living, outside of writing?

CH: I freelance illustrate and work retail hell(s).

GLAHW: How often do you write?

CH: I try to every day.

GLAHW: Do you keep a journal every day?

CH: No, but I do have a Live journal (online one). I update that every few weeks.

GLAHW: What do you prefer to write - short stories, poetry, novels, scripts, etc.?

CH: Novels and short stories.

GLAHW: What truly scares you?

CH: Dying mostly...even though I have a firm belief of where I'll end up...it's the getting there that bothers me.

GLAHW: What sort of hobbies are you into?

CH: Drawing, reading, watching movies, concritting people,

making fun of people, antagonizing people, making people cry, making people spill milk--er, never mind about that last.

GLAHW: Have you had anything published?

CH: Online, yes; hard copy, no.

GLAHW: Do you read outside of the horror genre? If so, what else have you read?

CH: Mostly fantasy and erotica...maybe some Sci-fi here or there.

GLAHW: Horror stories can be pretty sick and disgusting at times. Have you ever seen a psychiatrist, or has anyone ever thought you might need one just because of what you write?

CH: *giggles madly and thinks of her mother* Yes. Never went to see one, but they talked of sending me to one.

GLAHW: What type of horror do you like to write?

CH: Horror/fantasy mostly...twisted reality stuff, vampires, dark fairytales, etc.

GLAHW: Do you use a pseudonym?

CH: For my online fanfic, yes. In real life, not sure if I will or not.

GLAHW: What do you think makes a good story?

CH: Good characterization, solid plot, descriptive wording, flowing style (not too hard to read), and decent grasp of grammar. But foremost, it may be the plot that draws me, but it's the characters that make me stay for the full ride.

GLAHW: As a child, what did you want to do when you grew up?

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The Legend of Bloody Mary - from horror-web.com

Bloody Mary—the name strikes fear into many of us as we recall the game we played as kids. Go into a room with a mirror such as a bath or dressing room. Turn out all the lights, light a single candle and begin in a soft whisper to chant the name ‘Bloody Mary’ thirteen times. Each time you say the name, your voice should get louder until the 13th time you are screaming it at the top of your lungs. Some variations of the game have you spinning around with each mention of her name and glimpsing into the darkened mirror with each turn. By the thirteenth spin a female face will appear in the mirror and if you look too long, she will scratch your eyes out, pull you into the mirror or even kill you! This game never fails to instill utter horror in the person playing it. Talk to anyone who has ever played it, they will tell you they really saw ‘something’ there! Was that something the spirit of Bloody Mary?

But who is this vengeful spirit trapped behind the mirror and so anxious to cause us harm?

Ask anyone who has played the game and they will have a different story for the origins of Bloody Mary. In 1978 Janet Langlois published her essay "Mary Whales I Believe in You: Myth and Ritual Subdued" based upon seventeen texts collected in Indianapolis in 1973.

Langlois’s principal concern in her essay was to seek to illuminate the long-standing and vexing question of the relationship between "myth" and "ritual". Does myth evolve from ritual or vice versa?

Speaking on the function of the mirror, Langlois remarks that "It literally reflects the identification of the participants with the revenant. In normal situations, when any of the girls

looks in the mirror, she sees herself, in reports of the game playing, she sees Mary Whales, or at least, expects to. In a sense, then Mary Whales becomes the girl's own reflection". Belief in summoning the mirror-witch was widespread throughout the U.S., even at that time. It's possible these "mirror witch" games have their roots in old time divining rituals involving unmarried girls seeking to see the face of their future husbands. There are a number of variations of these divinations, some involving chanting a rhyme in a darkened room on a special night and then quickly looking in the mirror to catch a glimpse of the bridegroom-to-be.

The concept of mirrors as portals between this world and the realm of spirits is not new. In the days before funeral homes, corpses were washed by the deceased’s family, dressed in their funeral clothes and laid out in coffins in the parlor for their families to view. All of the mirrors in the house would be covered because of the belief that if the dead caught a glimpse of themselves in a mirror, their spirit would be trapped in the mirror and remain in the house rather than moving on to the world of the dead.

One tale of Bloody Mary goes back to the 1930's. A lady by the name of Mary Belle Rider was the second wife of a rich aristocrat who had homes all across the East Coast. Mary was a very bored lady who dabbled in Witch Craft as a hobby.

Eventually she became obsessed with it. There were stories that she accidentally awakened an evil spirit who tormented her, her husband and step-kids for years. The spirit appeared to her in a mirror one night. She became frightened and broke the mirror. She was cut very badly and bled to death before anyone found her. A piece of the mirror was found near her body and it was

believed her spirit was trapped in the mirror dimension. She is said to be a very evil, angry spirit who when called upon will kill the person who summoned her and drag them into the mirror realm with her because she is so lonely.

A very common reference to Bloody Mary is Queen Mary of Tudor. An unhappy Catholic queen, Mary had over 300 Protestants burned at the stake in defense of her beloved Catholic Church. She died lonely and childless and was dubbed ‘Bloody Mary’ because of her short but bloody reign of terror. Some say she is trapped in the mirror because of her hideous deeds. Incorrectly, she is said to have bathed in the blood of virgins in an attempt to preserve her youth, but that was another female ruler entirely—[Elizabeth Bathory](#). Sometimes a legend is twisted to suit whoever is relating the tale.

Another name associated with Bloody Mary is Mary Worth who is typically described as a child-murderess who lived in the area where the legend took root a century ago. There is often a specific local graveyard or tombstone that becomes attached to the legend. Recently in an episode of the WB’s Supernatural, Bloody Mary was depicted as the spirit of Mary Worthington, a woman who was murdered in front of her mirror. Her eyes had been cut out of her head. She subsequently murdered anyone who harbored a secret relating to someone who died. Her victim’s eyes were liquefied and they subsequently died. The Winchester Brothers, Dean and Sam, defeated her by showing a mirror reflection of her, thereby turning her own powers against her. If stopping the Bloody Mary of legend could be so easy, it would be the death of a wondrous tale of the price one must pay for choosing evil.

Hollywood has capitalized on

the Bloody Mary legend with a variation of the story in the 1992 movie "Candyman" that used the idea for its plot. When the characters chanted "Candyman" in the mirror 3 times, he would appear and murder them with his hook hand. The movie “Urban Legends” released in 1998 borrowed the Bloody Mary myth for one of its stories. There is no doubt the Bloody Mary tale will be once again revisited with perhaps a different version or twist.

A prominent question about the Bloody Mary legend is why would otherwise rational children want to risk unleashing a murderous spirit? Gail de Vos, author and storyteller, offers the following explanation:

So why do children continue to summon Bloody Mary, flirting with danger and possible tragedy? Psychologists label the ages between 9 and 12 as "the Robinson age". This is the period when children need to satisfy their craving for excitement by participating in ritual games and playing in the dark. They are constantly looking for a safe way to extract pleasure and release anxiety and fears.

This may be a logical explanation, but there is still the question of whether summoning Bloody Mary is safe? Are you willing to take the risk of unleashing her angry spirit? It is up to you to decide. Halloween is near, spirits are restless and perhaps Bloody Mary is waiting for you to call upon her and release her from the painfully lonely existence inside the mirror, so she can scratch your eyes out or even worse take your life as her own! If you choose not to play the game, you should still be ever so cautious! Legend has it that if you are near a mirror in total darkness, she will come for you, regardless of whether or not you're trying to call for her!

Double Feature – Movie Reviews by Peggy Christie

OK – here we go with my yin-yang keeping the balance and all that movie reviews. I was hoping to have two movies with a positive review this month. But like the wizened comedian Stephen Wright says, “You can’t have everything. Where would you put it?”

My first review is one of the “8 horror movies to die for”. Remember last year when only a select number of theaters around the country carried eight horror movies that were too scary for national release, or whatever? I’ve only seen two, including this month’s review, and I liked one. 50/50 is not a great batting average as far as I’m concerned but I’m keeping hope alive.

“Unrest” is the tale of a group of medical students as they endure their first Gross Anatomy class. We have the bespectacled doctor/professor, telling the students as they gather into groups of four, that’s it OK if you get sick or faint. That’s normal. No worries. But for Alison, it’s more than a case of just being grossed out. The cadaver she and her three fellow classmates are studying is trying to tell her something. Or warn her. I forget. I was too distracted by the fact that Alison was living in the freakin’ hospital, ALONE, until her financial aid came through.

As the class progresses, Alison become increasingly weirded out by the cadaver, just knowing it has a story to tell her and she had to find out what it was. What are the scars on the dead woman’s face? Were they self-inflicted? She was so young but she had no family to claim the body? Then, as people start dying, Alison

becomes more desperate to find the truth.

No background info on the dead people is given to the students. Possibly to help with objectivity. So Alison’s doing the investigating and freaking, Brian is doing the digging of Alison and sort of being a help, Carlos just keeps hand wringing and chastising about respect for the dead, and Rick – well, Rick is something that rhymes with his name. The closer Alison gets to the truth, the faster people die. Until finally the horrible story is revealed.

I watched this with my husband and we pretty much laughed and blasted holes through the plot for the duration of the entire movie. We tried not to. We tried to just go with it and look at it as an entertainment piece. But that only lasted about 5 minutes. The cadaver’s story was not explained very well, the writing was pretty bad, and you just don’t give a crap about anyone in the movie. Many things seemed incongruous. I mean, after finding dead bodies, investigating demons and possessions, knowing the cadaver you fear is responsible is still in the hospital with you, would YOU really want to have sex? Would you honestly let your girlfriend into the morgue and let her play with the cadaver you’re studying? From what I understand, formaldehyde is pretty brutal on the skin. But after soaking in it, our med students are A-OK.

The only good thing I can say is there was a nice creep factor going on through the flick. Atmosphere, sounds, location. Apparently the writer/director also went to medical school or studied some medicine so he understood and knew how

morgues are operated.

Apparently, they don’t just store dead bodies in the freezer. I thought one method, which I won’t spoil, was too gruesome to be real. Joke’s on me because it was. That helped boost my rating for “Unrest” to 2 hatchets.



My second flick review is “The Return” starring Sarah Michelle Gellar. OK, OK. Breathe. Most people out there either really like her or really hate her. I understand that. I liked her because of *Buffy the Vampire Slayer*. I tried to watch her in other things but she was not believable as a manipulative bitch in “Cruel Intentions” and the Scooby Doo movies dropped her a few notches on my scale of great movie accomplishments.

What she can do, though, is play a character that is broken, vulnerable, and on the verge of becoming completely unhinged. Sarah plays Joanna Mills, a woman who does a lot of traveling for her work because she can’t sit still for more than five minutes, who starts dreaming about a murder that took places years earlier. Her visions plague her until she finally finds the murdered woman’s home town and begins to investigate. Seems she may end up in the same fate if she doesn’t figure out who the woman was and who killed her.

Joanna has had a great professional life but her personal life is a mess. She and her father rarely see each other, she has few friends, and her ex-boyfriend is a stalker. Nice support group she doesn’t have. She seemed to be a bright child but after a major car accident,

everything changed. As an adult, she is fragile and isolated, prone to cutting herself. And now these dreams and visions, possibly directed to her from the dead woman, drive her forward to find the answers.

The more she investigates the murder, the further she is taken away from the real world. Except for Terry Stahl, the town’s outcast, whom appeared to her in one of the visions. Terry is just as alone as Joanna and so they cling to each other in hopes of filling the void they both carry inside. She and Terry become friends, and more, as she gets closer and closer to the truth. Will she be the one that can redeem him? Can he help her before she ends up dead, too?

Trying to figure out the mystery is a good enough reason to watch this movie. Add on the terrifying visions and dreams, the painful sense of loneliness and isolation from Joanna and Terry, and a great plot twist at the end, and this makes a great multi-layered character driven show. The fact that the visions are more colorful than Joanna’s real life enhances your pity for her and fuels your hope that she will triumph in the end – in solving the murder, in life, and in love.

The movie had trouble keeping a constant pace and lagged at times. But otherwise it was a great ride. 4 hatchets.



Horror Quiz

Below is a Stephen King quiz from the Horror-Web site. How much do you REALLY know about him? Check the last page for the answers!

1. What was the title of Stephen King's first published novel?
A. The Shining B. The Stand C. Carrie D. Salem's Lot
2. Who directed the original version of THE SHINING?
A. Stanley Kubrick B. Rob Reiner C. Frank Darabont D. Paul Michael Glasner
3. Which of the following is not a name of the biological weapon that destroyed most of the earth's population in THE STAND?
A. Captain Tripps B. Project Blue C. The Choking Death D. The superflu
4. Which member of the King family is *currently* not an author?
A. Tabitha Kind B. Owen King C. Joe Hill King D. Naomi
5. STAND BY ME is a movie adaptation of what Stephen King story?
A. The Body B. Grey Matter C. The Reach D. Breathing Method
6. What was the title of the third published Richard Bachman book?
A. Rage B. The Long Walk C. Roadwork D. Thinner
7. "The Ten O'Clock People" are folks who are experience a bizarre chemical imbalance in their brain due to what?
A. Drinking decaffeinated coffee B. Experimenting with a new drug called Lot 6 C. Quitting smoking D. Adrenaline sucking vampires
8. Which of the following movies did Stephen King direct?
A. Maximum Overdrive B. Silver Bullet C. Creepshow D. Cat's Eye
9. Which of the following movies was not a TV mini-series?
A. It B. Desperation C. The Tommyknockers D. Sometimes They Come Back
10. Who was the artist for CREEPSHOW?
A. Barry Windsor Smith B. Bruce Jones C. Bernie Wrightson D. Mike Kaluta
11. Alan Pangborn is the sheriff of which city/town?
A. Castlerock B. Derry C. Jerusalem's Lot D. The City of Lud
12. Frank Darabont has directed or will direct all but which of the following?
A. The Green Mile B. The Talisman C. The Shawshank Redemption D. The Mist
13. Ben Richards is a major character in which novel?
A. Salem's Lot B. IT C. The Tommyknockers D. The Running Man
14. What was Stephen King's first published short story?
A. Carrie B. Jerusalem's Lot C. Rage D. I Was a Teenage Graverobber
15. Who wrote the screenplay for FROM A BUICK 8?
A. Stephen King B. Clive Barker C. George Romero D. Richard Chizmar
16. Randall Flagg was born in:
A. Las Vegas after the superflu B. Gilead C. Delaine D. He was not born, he simply was
17. Who is the Lawnmower man's boss?
A. Zeus B. Pan C. Dionysis D. Satyr
18. What television show did the boy from CUJO star in?
A. Silver Spoons B. Growing Pains C. Family Ties D. Who's the Boss
19. Who was the bad guy(s) in the short lived television series, GOLDEN YEARS?
A. Randall Flagg B. Greg Stilson C. The Crimson King D. The Shop
20. How many Stoker awards has Stephen King won?
A. 12 B. 16 C. 18 D. 24

The Dark: New Ghost Stories – Book Review

by Jennifer Gifford

Curling up with a good book is a phrase that we hear all the time, however if you love horror and its wonderfully dark subgenre's, it's easier said than done. In an age where blogs and reality TV have dominated and nearly obliterated the book venue, it's a rare and wonderful surprise to find a collection of chilling and spooky stories to curl up with. I always read all the stories in any body of work, but with anthology or collection I read, I have my favorites. But after I read through the stories, and realize which stories really impressed me and left an impression, I wonder why they appeal to me, which in turn leads to a catharsis of inner rationalization and brainstorming of my own twisted ideas. It's a process that it bittersweet. I look forward to reading each new story, getting inspired and going into the attic of my past and searching through old memories. But it saddens me when the last page is turned, and like some newly strung out junkie, I'm wondering where I will find my next fix.

The Dark: New Ghost Stories, is a collection of bone chilling ghost stories edited by Ellen Datlow, whose expertise in the horror genre spans over a decade, and serving us up the tastiest

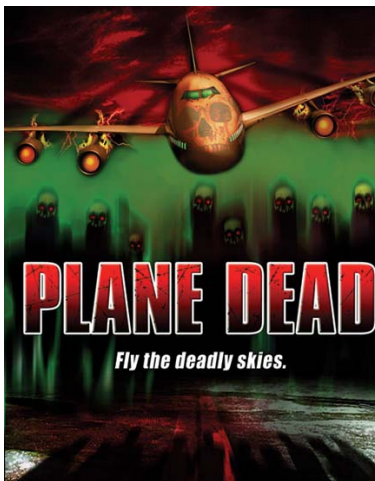
treats in the supernatural gore medium, is her forte. Another collection of Datlow's work worth picking up is *Vanishing Act*. The collection masses sixteen short stories that range from the Hitchcockian subtleties of what goes bump in the night, to the outlandish supernatural newcomers like Kelli Link. A bonus: it was the winner of the international horror guild award for best anthology of the year. Now I'm not one for flashy titles and prestigious awards, except when the genre scrutinizes its own and seeks out the best. After all, if you're going to order a steak, go for the filet mignon not the flank. Of all of the stories entombed in *The Dark*, I'll preview my top three. The first is a modern tale by Jeffrey Ford entitled, "The Trentino Kid." I love this short story because of the gritty feel of the back alleys of Long Island, New York, where the protagonist tries to scrap a living off of what the sea offers up. It's based on an urban legend of the cruel, but sometimes forgiving mistress that is the sea, and what happens when you forget the two simple rules for survival. It's modern twist on what lurks beneath the looming and dark waters of the world made me think twice before going into the water. It reminded me of the small fear I have of water, and not being

able to fully enjoy one of nature's most abundant gifts because of an all too close encounter I had as a child with a shark. My second choice was, "Seven Sisters" by Jack Cady. I fell in love almost instantly with his vivid descriptions of Victorian architecture not necessarily because of my love of old buildings, but because the old painted ladies of the Victorian era, (for those of you that don't know, the term 'painted ladies' is in reference to the brightly colored Victorian farmhouses. The more brightly colored and ornate the houses, the more wealthy you were.) He ties in the style of the house, the intricate fancy hand carved woodwork called 'gingerbread' that many architects in the late 1800's and early 1900's used, that signified the desire and need to collect and display the opulence that one could acquire, in direct parallel to the desires of the soul. The story itself loses you in a quaint town in Washington state, that in effect could be any small town main street in the world. The characters are as vibrant and broken as the seven Victorian houses that shadow the small town where things that go bump in the night, always mean something bad. I loved the concept of Jack's story because it speaks to the part of me that believes history, personal history, is tied to the abstract

concrete brick and mortar structures of our past. We leave something behind, whether we realize it or not. This story made me question the ripple effects of my past and how that's parlayed into my writing.

The last of the stories is probably my favorite. Charles Grants, "Brownie, and Me," sounds like a cute tale of camaraderie about two old friends, but in reality it's a layered tale (think seven layer bean dip here) where the realities of the living and dead are forced to merge and coexist. But worse, we find a reality where both realms are dependant upon one another, without one ever realizing it. The story has a wonderful texture to it, with gritty layers of vanity an anger, to the lighthearted realization that we are never alone, and that isn't always a good thing.

Did I want an anthology that appealed to me on all my layers? Did I want to spend the nearly twenty dollars for something so promising? I loved this anthology, from the smoky hued nightvisionesque cover scripted in old English font, to the simple tagline on the back asking me, 'Are you afraid of the dark,' to which the little kid in me, flashlight in hand, eager to jump under the covers and be scared senseless whispered, "yes."



A routine flight from LA to Paris turns deadly when a renegade scientist -- on the run from the CIA -- has smuggled a secret coffin containing the body of another scientist that's infected with a genetically engineered virus. The 747 jumbo jet collides into the eye of an inescapable storm, releasing the infected scientist from the cargo hold. A life and death battle ensues as the virus turns the unsuspecting passengers into the undead and the terrified surviving passengers attempt to battle through the rest of the flight. With the government refusing to allow the jet to land, the stranded passengers have no where to escape the ravenous flesh-eaters as they're trapped in the deadly skies.

Market Report - by Peggy Christie

ANTHOLOGIES

NEW: [HORROR LIBRARY, VOL. III](#) - annual print (Cutting Block Press); h (fic). Pay: 1½¢/word. Words: 1-6k. RT: <3 months. Reprints: not likely/query. E-sub: [only. R.J. Cavender, Editor \(QS\)](#).
Opens: 15 July 2007
Do Not Submit Before!
Deadline: when filled
PubDate: 2008

[BOOKS GONE BAD: Secret Lives & Evil Times of Diabolical Books](#) - 1-time print (Dead Letter Press); df/h (fic). Pay: 1¢/word. Words: 4-12k (<4k/>12k query). RT: 6-8 weeks. Reprints: yes. E-sub: [only. Tom English, Editor \(QS\)](#).
Deadline: 30 September 2007, or until filled
PubDate: November 2007 (earliest) to Spring 2008

[I AM THIS MEAT](#) - 1-time web-antho (Susurrus Press); most (see GLs) genres (fic/flash/poem). Pay: \$10 (flash/poem=\$5). Words: 50-6k (1-50 lines). RT: <2 months. Reprints: no. E-sub: [e-mail only. James Maddox, Adicus Garton, Rev. Brian Worley, Editors \(QS\)](#).
Deadline: 31 August 2007, or when filled
PubDate: 31 October 2007 (tentative)

[POSTCARDS FROM HELL: The First Thirteen](#) - weekly print/PDF e-mail (WordArts Inc.); h (flash). Pay: \$50. Words: <600 (prefers <500). RT: <3 weeks. Reprints: no. E-sub: [only. Minion \(Jeff Crook\), Editor \(Q\)](#).
Deadline: 30 July 2007, or until filled
PubDate: 1st postcard mails 4 August 2007

MAGAZINES

NEW: [BIG OLE FACE OF MONSTER](#) - quarterly print; h (fic/nonfic/reviews/art). Pay: 2½¢/word+2 copies for fic (nonfic=2 copies). Words: <5k for fic (nonfic limits vary). RT: 1-2 months. Reprints: query. E-sub: [preferred. Mitchell Smith and Jenni Morrison-Smith, Editors \(QS\)](#).
Deadlines: 15 Feb, 15 May, 15 August, 15 Nov

NEW: [CHILLING TALES](#) - 3x year print/PDF; h (fic/art queries). Pay: \$20=editor's choice, others=exposure. Words: 2-4k. RT: 1-2 months. Reprints: query. E-sub: [only. P.S. Gifford, Editor \(QS\)](#).
Deadline for 1st Issue: 30 September 2007
1st Issue Debut: December 2007 / January 2008

NEW: [FEAR AND TREMBLING MAGAZINE](#) - monthly webzine; h (fic/poem/art). Pay: \$5 for fic/poetry (exposure for art). Words: <3k (preferred). RT: <1 month. Reprints: yes. E-sub: [online form only. John Kuhn, Editor \(Q\)](#).

NEW: [NITEBLADE](#) - quarterly webzine +annual print antho; sf/f/h (fic/nonfic/poem/art). Pay: \$1. Words: <10k; (query for longer). RT: 6 weeks. Reprints: yes. E-sub: [only. Rhonda Parrish, Editor \(Q\)](#).
1st Issue Debut: 1 September 2007

DEAD MARKETS: Infr:



Serial Sacrifice with Carrie cont'd

(cont'd from Page 4)

CH: I wanted to be(in order) a teacher, doctor, astronomer, botanist, policeman, firefighter, lawyer, astrophysicist, illustrator and author.

GLAHW: Are you religious?

CH: Yes, but I don't consider myself any denomination. Just Christian.

GLAHW: What book, if any, most influenced your life – and why?

CH: Stephen King's It and Carrie. My dad used to be a huge King fan, and those were the first books I read. But, I didn't quite appreciate them as I should have. It wasn't till I was older and more mature to realize the complexity King imbues his books. I also was influenced by Dark Shadows

and Dr. Who. It's all their fault I'm not normal!

GLAHW: What are you reading right now? Are there any authors (living or dead) that you would name as influences?

CH: Stephen King's Bag of Bones, and I love the dialogue in that book—very well done. Laurell K Hamilton (early books in the Anita Blake series) influenced many of my vampire theories, as well as Anne Rice, Jim Butcher, JK Rowling, who breathed new life into some tired genres.

GLAHW: Give us three "Good to Know" facts about you. Be creative. Tell us about your first job, the inspiration for your writing, any fun details that would enliven your page.

CH: I'm an artist as well as a writer. I have four galleries and have three

book covers under my belt.

I won't tell you my first job because I hated it (Meijer); working with people makes you see the worst in them. I used to be a nice girl until I worked retail...*sigh*

Fanfiction is a thing of mine, I like it and write it more than original stories. I test out ideas, characters and overall style issues on Fanfic. I consider it my practice game before the real thing.

GLAHW: What else do you want your readers to know? Consider here your likes and dislikes, your interests, your favorite ways to unwind — whatever comes to mind.

CH: I tend to be sarcastic, blunt, rude, opinionated and arrogant at times. But then, I can be the exact opposite of those things, and often at the same instance, LOL. I can read a book all day and not get up to eat -

likewise, I can draw/write all day and forget to shower and actually put on clothes. I cannot write with music blaring words, but I can write to soundtracks and anything without lyrics.

When I think I'm right I will pursue to the end—but if I happen to compromise, it doesn't mean I think I'm wrong. I can hold a grudge forever, yet, if said person apologizes, I will forgive in an instant (usually). I like to observe and keep to myself most of the time—but will often, if I'm comfortable enough, I can be reckless and daring (just ask Jenny and Adam about that ONE Sunday, LOL.)

Overall, I tend to be contradictory in personality, but I figure it makes me interesting. (Or annoying, depending on how you look at it).

Journey's End

I have another sentence for you this month. This will be the last sentence for this year's contest. This should give you all four months to give us some chilling stories. Also, there is going to be a little change. Instead of using the given line for the first line of your story, you can use it

anywhere in your story you want, all we ask is that you bold the line so we know where it is.

Here's this month's line:

Everyone has a morbid story to tell, and I'm no exception.

Now, go forth and be creative. The deadline for this contest is October 1st.

Until next time,

Adam

Stephen King Quiz Answers:

1. C
2. A
3. D
4. D
5. A
6. C
7. C
8. A
9. D
10. C

11. A
12. B
13. D
14. D
15. D
16. C
17. B
18. D
19. D
20. B

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