

MARKET

BY
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Appearance in *The SFWA Bulletin* Market Report does not imply that any magazine, e'zine, anthology, or publisher is a SFWA membership-qualifying market, nor does it imply that any market is otherwise endorsed or approved by SFWA. Writers are advised to exercise due diligence and investigate all markets before submitting. Only you can decide if a market is suitable for your career goals.

Street addresses are given where known. However, fewer markets are providing them, instead requiring electronic-only communications and submissions.

Save Your Postage: Temporarily Closed:

Ballista is closed to submissions until January 31, 2009 (see also *Changes of Address*). *Comet Press* is temporarily closed to general novel/novella/novelette submissions. *Delirium Books* is temporarily closed to new unsolicited submissions. *The Harrow* is closed to submissions and is going on a one-year hiatus in summer. *New Dawn Fades*, *Renard's Magazine*, and *Written Word Online* have been closed by their respective editors/publishers. *Potter's Field 3* is closed to submissions until May 2009. *Shroud Magazine* has cut its pay rate and has closed to all submissions until February 1, 2009. *Sonar4 Science Fiction and Horror* has been filled for the entire year of 2009, and is now closed to submissions.

Permanently Closed/Missing:

Elastic Press is closing down and *Subtle Edens* will be their last title. The *Grim Grafitti* (sic) website is down. *On The Brighter Side #3* is the last issue. *Tales of Moreauvia* (<http://www.moreauvia.com/?q=node/5#submit>) is closed to submissions. *Three Crow Press* is temporarily closed to submissions, except for the erotic issue.

Changes of Address:

Ballista URL to <http://www.flapjackpress.co.uk/page4.htm>. *The Blue Lady* URL to <http://blackriverpublishing.homestead.com/NakedSnake.html> (*note*: their computer expired and all submissions were lost). *SNM Horror Magazine* URL to <http://www.snmhorormag.com/snm submissions.htm>.

Magazine News:

New romance magazine seeks paranormal and other subgenres: "*New Love Stories* magazine debuts in stores next month. The editors are looking for stories featuring a romance between a man and a woman, between 3,000-5,000 words. They're open to all subgenres of romance, including contemporary, historical, inspirational,

and paranormal. They'd like sexuality in the story, though nothing overly graphic. Payment is \$300. Find all the details at <http://www.newlovestories.com>."

Prozine *Apex Magazine* (former title: *Apex Digest Online*) pays 5 cents/word: OK, the particulars. 1. Dark SF/horror SF. 2. Word DOC (.doc) or RTF (.rtf) as an attachment, or pasted in the body of an e-mail. 3. Maximum of 7,500 words. Firm limit. 4. Double spaced. Please use Courier or Times New Roman as your font. Font point size of 12. 5. No multiple submissions. No simultaneous submissions. 6. We no longer accept post mailed submissions. They will be discarded unread.

Payment for new fiction will be 5.0 cents per word (made on publication). We claim first world electronic rights for 90 days from publication, non-exclusive electronic rights for an additional 9 months, and non-exclusive anthology rights. We will try to answer all submissions within four-six weeks. Right now, estimated response time is 20-30 days. Submit to submission@apexdigest.com.

Prozine *Grantville Gazette* (5-6 cents/word) wants *themed* science fiction:

If anyone is interested in submitting stories or articles for possible future issues of the *Grantville Gazette*, you are welcome to do so. But you must follow a certain procedure:

All stories and articles must first be posted in a conference in *Baen's Bar* (<http://bar.baen.com>) set aside for the purpose, called "1632 Slush." Do not send them to either me or the editor, Paula Goodlett, because we won't read them. Don't send them to the editorial board members, they won't read them either.

There are no exceptions, including for professional authors. Established professional authors have submitted to the *Gazette* through *Baen's Bar*.

Prior to writing a story and posting it you may send the Gazette Editorial Board a short sketch of your proposed story or article, to make sure that nothing in it conflicts with "established canon" before you start expending the time and effort to write it. Indeed, I encourage you to do so. But keep it *short*. (By which I mean no more than 500 words.) You can e-mail the sketch to the Editorial Board at: editors@1632.org.

Your story/article will then be subjected to discussion and commentary by participants in the 1632 discussion. In essence, it will get chewed on by what amounts to a very large, virtual writers' group.

You do not need to wait until you've finished the story to start posting it in "1632 Slush." In fact, it's a good idea not to wait, because you will often find that problems can be spotted early in the game, before you've put all the work into completing the piece.

Key:

F: fantasy
H: horror
prozine: professional magazine
SF: science fiction

While this is happening, the *Grantville Gazette* Editorial Board and the editor, Paula Goodlett, will be keeping an eye on the discussion. Paula will buy stories from those which seem to her to best fit the magazine.

Visit the website for formatting details.

I insist that people follow this procedure, for one simple reason: By now, the setting for the 1632 series and "established canon" in this series is very extensive, with (by January of 2008): six novels in print (1632, 1633, 1634: *The Baltic War*, 1634: *The Galileo Affair*; 1634: *The Bavarian Crisis*, and 1635: *The Cannon Law*); three major anthologies in print (*Ring of Fire*, 1634: *The Ram Rebellion*, and *Ring of Fire II*); fifteen issues of the *Grantville Gazette*, either in electronic or paper editions.

All told, the above represents somewhere around three million words in print.

To make the situation still more complex, the series is set in the actual 17th century and so a reasonable knowledge of the history of the period is needed also.

We have found from experience that if a writer, no matter how well-established, tries to write a story without first taking the time to become familiar with the setting, they will almost invariably write something which we simply can't accept. Not, at least, without a major and extensive rewrite.

In short, the procedure outlined above will save you a lot of wasted time and effort also.

One point in particular: I have gotten extremely hardnosed about the way in which people use American characters in their stories (so-called "up-timers"). That's because I began discovering that my small and realistically portrayed coal mining town of 3500 people was being willy-nilly transformed into a "town" with a population of something like 20,000 people-half of whom were Navy SEALs who just happened to be in town at the Ring of Fire, half of whom were rocket scientists (ibid), half of whom were brain surgeons (ibid), half of whom had a personal library the size of the Library of Congress, half of whom...

Not to mention the F-16s which "just happened" to be flying through the area, the Army convoys (ibid), the trains full of vital industrial supplies (ibid), the FBI agents in hot pursuit of master criminals (ibid), the ...

Not a chance.

If you want to use an up-time character, you must use one of the authorized characters. Those are the characters created by Virginia DeMarce using genealogical software and embodied in what is called "the grid." And, even then, you are restricted to using characters whom some other writer has not already laid claim to, unless the time frames and story ideas don't clash.

You can visit the website to download the latest version of the grid.

Please do not send her a query out of idle curiosity. Only do so if you are planning to write a story. Virginia is busy too.

You will be paid for any story or article which is published in the *Grantville Gazette*. The existing rates are 6 cents/word for any story or article up to 15,000 words long. A story or article which exceeds fifteen thousand words will be paid at the rate of 5 cents/word for anything that goes beyond 15,000 words. (In other words, you'll always get the six cent rate for the first 15,000 words, no matter how long the story winds up being.)

“Gordon van Gelder has announced that *The Magazine of Fantasy and Science Fiction* will change to a bimonthly publication schedule rather than its current eleven issues per year. According to van Gelder, the change is aimed at keeping production costs down. Although only six issues will be published each year, there will only be a cut of about 10% of the wordage due to an increased size for each issue.”

Anthology News:

New: *Thoughtcrime Experiments* (<http://thoughtcrime.crummy.com/#guidelines>; Leonard Richardson, editor; queries only, leonardr@segfault.org) seeks SF/F, pays \$200/story:

This is, as the name implies, an experiment. I want to put together an online anthology of high-quality speculative fiction. I’ve budgeted USD1000 to buy five short stories for USD200 each. I’ve written and critiqued speculative fiction for years, but this is the first time I’ve put up money for it.

What’s the difference between giving a story a positive review and actually buying it? I want to see how difficult it is to find five stories I like enough to buy. Once I’ve chosen five, I’ll publish them here, under a Creative Commons license.

Since this project just started and there is no additional information about it, I assume you’re interested in the...

Submission Guidelines: Send your story to thoughtcrime.experiments@gmail.com. Include the story as an attachment. I prefer plain text, but any document format is fine. If you want to, you can mention your publication credits, your name, etc., but all I need to start with is the story and your e-mail address. If I buy the story, I’ll need to get in contact with you anyway.

In general, I’d prefer you send me a story you’ve already written and pounded the pavement for and acquired a couple rejection slips for.

Legalities: I’m buying the first electronic rights, and the right to publish your story under the Creative Commons Attribution-Noncommercial-Sharealike license. I want the stories I buy to first show up on this website, but once they’re published I want them to circulate.

There are a number of reasons why writers don’t usually solicit other writers’ writing, but the big one for me is legal liability. I don’t want you to sue me if you send me a story that includes a poisoned croissant, and ten years later I write a story that includes an exploding cupcake. On the other hand, it would be stupid to make you promise never to sue for any reason just so I’ll look at your story. So instead of making you sign some indemnification clause with your submission, I ask that you submit your story in the same professional spirit that prevails in a writing group or workshop.



I’ve never done anything like this before, but nor am I some fly-by-night shyster. I’ve written two nonfiction books for *O’Reilly* and I’ve run this website for over ten years. I’m bound to run into problems doing this, but I want to work with you in good faith to create something incredible.

The usual boilerplate: send only one story at a time, don’t send a story that’s currently being considered by someone else, don’t send a story that’s already been bought or published.

Deadline: Let’s say February 28th, 2009. If I get five must-buy stories before then, I’ll cut it short so as not to string anyone along. If I haven’t bought five stories by then, I’ll extend the deadline or run whatever stories I have bought. If I promise to buy your story and then cancel the project or otherwise can’t follow through, I’ll pay you a kill fee of \$75.

Length: My overriding concern is “is this worth two hundred bucks?” I’m not going to buy a flash piece for \$200, and you wouldn’t be happy getting \$200 for your novella. So let’s say between three and ten thousand words.

Genre: I like science fiction at lot, especially science fiction set within fifty years of the present. It’s not as likely I’d pay \$200 for a fantasy story, but if you’ve got a fantasy story set between 1959 and 2059, send it in. I’m not going to pay \$200 for a horror story, unless it’s a really original parody or something.

More specifically, I like stories that engage with the pop culture of the past, present, or future. I like stories that use the alien to illuminate the everyday, or vice versa. I like hard SF that requires a degree to understand, provided it’s the computer science degree I actually have. I like farcical ridiculous gonzo pastiche.

If you don’t have anything that you think I’ll like, send me something anyway. The worst that can happen is I’ll say no.

Thank You:

I would like to thank Kent Brewster of *Speculations Magazine*; editors and publishers; *Expressions* (<http://samsdotpublishing.com/expressions/>); *Ralan Conley’s Webstravaganza* (<http://ralan.com>); *The Internet Review of Science Fiction* (<http://www.irosf.com/>); *SF Scope* (<http://sfscope.com/newsnotes/market-reports/>); *SF Site* (<http://www.sfsite.com>); and *Cynthia Sterling’s Market News* (cynthiasterling-subscribe@yahoo.com).

