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Editor: C. C. Finlay (as of March/April of 2015)

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Web Address: [www.sfsite.com/fsf/](http://www.sfsite.com/fsf/)

What they publish: Fantasy and Science Fiction of flash, short, novelette, and novella lengths.

Submission Guidelines: Submit story in standard manuscript format by electronic submission to

<http://submissions.ccfinlay.com/fsf/> OR by mail to C. C. Finlay, Fantasy & Science Fiction, P.O. Box 8420, Surprise, AZ 85374-0123. Include SASE. No multiple submissions. Length: Up to 25,000 words. Payment: 7-12 cents per word. Allow eight weeks for a response.

Description of Publication: F&SF is a highly professional, print and electronic magazine carried by almost every bookstore with a magazine rack. It publishes predominantly Fantasy and Science Fiction, with a dash of humor from either genre. They publish both well-known F/SF writers, such as Stephen King, Ray Bradbury, Ursula K. Le Guin, among many others, as well as unpublished writers. 2014 is F&SF's 65<sup>th</sup> anniversary.

Prose Per Issue / Amount of Published Annually: Six issues are published annually and, taking a sample of the last eight issues, on average, 0.63 novellas, 4.1 novelettes, and 6.1 short stories are published per issue, with a total of 5 novellas, 33 novelettes, and 49 short stories published overall in the last eight issues.

Prose Reviews:

### **The Caravan to Nowhere**

*By Phyllis Eisenstein*

Minstrel Alaric is performing in a tavern at the edge of a vast desert when he's offered a job by Piros as an entertainer in Piros' trade caravan, which is heading into the desert. During the slow journey, Alaric is teased with hints about Piros' son, Rudd, and what has caused his strange fascination with the mirage city just at the horizon. He discovers Rudd's addiction to a powder mined in caves along their route and, despite trying for a happy ending, he fails to save Rudd from forever chasing mirage castles across the desert sand.

The reader is teased alongside Alaric with hints of something terrible having happened to Rudd, but only witness his strange behavior and the occasional comment from secondary characters as to what occurred. The prose/voice is pleasantly invisible to the eye and easy to follow. By the near-end of the story, the reader wants Alaric to save Rudd, but it's still satisfying when he can't.

### **Marketing Strategies of the Apocalypse**

*By Oliver Buckram*

In a post-apocalyptic future of killbots, NeoVelociraptors, and balls of marauding gray goo, Johnny and the Colonel struggle to survive just a little longer. In doing so, they have a conversation about the Colonel's life before the apocalypse, when he worked as a product placement specialist. Their conversation, however, is interrupted by a killbot's attack, and during the fight, the Colonel is hit and falls. After Johnny destroys the killbot, he runs to the Colonel's side, who is gasping, but alive. He pulls from his jacket pocket a copy of *Fantasy & Science Fiction*, and comments on how the 220+ page magazine stopped the bullet, and advises Johnny to go to a local bookstore and purchase his own copy today.

A clever form of self-advertising, the story is both funny and entertaining while also being informative about how a reader can find their own copy of F&SF, all the while remaining within the bounds of the story.

Rating: 2. F&SF is one of the three top tier publications in the Fantasy and Science Fiction genres. Competition is insanely high. However, publication in F&SF is a possible career-maker, and while other magazines will get your foot in the publishing door, F&SF will get you invited in for tea.