

Unremembered Loss

For all the news and information from the world of Rathrae, and for the story Unremembered Loss

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Publishing My First Book – Continued

So here I am again, still taking about getting my first book published.

I'm a lot closer now – really. I received the proof copy of the paperback and passed it around for review. I think I've discovered one of the axioms of publishing:

It doesn't matter how many people review a book, each new person will find at least one more thing that could be changed.

With this fact known, which means there will be at least one error remaining for the paying readers of the book to find, I've submitted the book for distribution. This means

that in two days the book should be live on Amazon, Barnes & Nobles, and iTunes for purchase as an e-book and a paperback.

The journey to publishing this first book has been quite a leaning experience. The big test will be to see how much less work the second one is. I have all the pieces in place for the second one, less two licenses.

A Steampunk Tale Update

I've been making progress on my other writing project, A Steampunk Tale. Eight short stories have been submitted. Five are currently being written with another five ready to go.

I've had a few of the authors on the project drop out so I've been trying to fill their spots. I was at Comic-con last weekend so I decided to carry around a sign that said I was looking for Steampunk Writers. I picked up two – who have already

submitted their pitches – and handed out cards and flyers to a dozen or more others.

I'm having a lot of fun with this project – and after my let down with the zombie project, my expectations are a lot lower and I've set it up so I have a freer hand editing things that need work.

Here is another of the characters from the project, Hadrian Scott.



My Fairy Garden

My Fairy Garden is an idea that keeps coming back – which I think means there must be something good in there.

I've thought about doing little project / activity packs that I could send out each month and even wrote up a business plan for it. I started mapping out a video game. I've written four short stories. I've thought about making it a project like my Steampunk one.

My latest thoughts are around a card game. I thought about a collectable card game, but decided that a game with fixed cards would be better.

Emma and I spend an afternoon together and mapped it out. Later that evening I had a test deck of cards done and Emma and I played our first game.

We had a blast and thought about a few ways to make it better.

The really fun thing about the game, beside it being about fairies and having a lot of cool pictures on the cards, is that with the same deck of cards you can play both a cooperative game and a competitive game, with two or three or more players.

The next step is to make a better sample deck - still without real pictures - and play a bunch more matches to hone the rules.

I can't wait to show it to you.