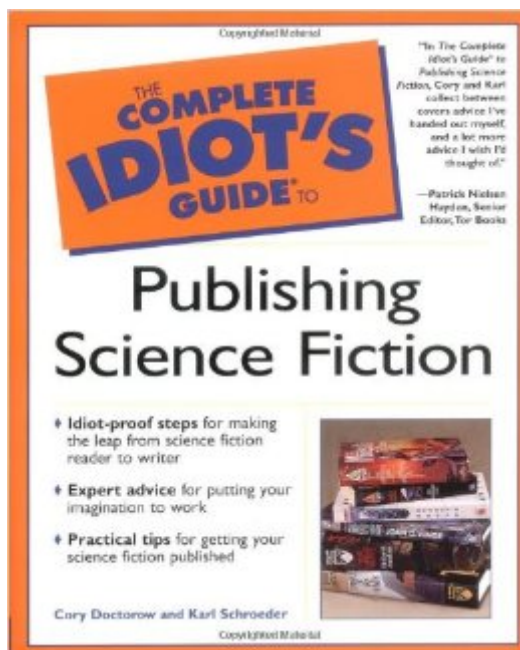


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# The Complete Idiot's Guide To Publishing Science Fiction



## Synopsis

If you love science fiction and would like to write some of your own, this book will give you practical advice. Describing the different types of science fiction and fantasy genres and subgenres, it explains everything from how putting your manuscript together to getting it picked up by a publisher, and suggests relevant resources to put you ahead of the pack.

## Book Information

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## Customer Reviews

My original review is below, but I have things to add. Two books made all the difference for me. Now I have an agent, and he has sold my military sci-fi adventures to Ace Book. The books that made the difference for me were "On Writing," by Stephen King, and "Complete Idiot's Guide to Publishing Science Fiction." King furnished the best advice for writing... the best advice I have gotten anywhere, in his tidy little book. My professors at school were patient and gifted mentors and I was lucky to have such generous men assisting me as I started out; but they were about literature, my desire to publish potboilers confused them and placed them in unfamiliar territory. Doctrow and Schroeder provided current (for the time) and shrewd advice for how to work in the sci-fi market. I followed their advice carefully, including going to the agents they suggested. In the end, I got one of the agents they mentioned, and my agent got me a deal with a good publisher. The following is what I had to say about "The Complete Idiot's Guide" two years ago, as I was still writing my book. I hope it is of value. I almost returned this book when it first arrived in the mail. I took a look at the back and saw

that Cory Doctorow had published all of 15 short stories--no novels, no books, no anthologies... He publishes 15 short stories and off he goes to write a book about getting published. I did not return the book. Instead, I scanned the pages and found that the chapter headings seemed quite sensible, even practical. So I gave the book a try. Doctorow and Schroeder may not have all of publishing credentials of an Asimov or a Card, but they have a lot of solid practical advice to offer any fledgling writer.

"The Complete Idiot's Guide to Publishing Science Fiction & Fantasy" provides practical, solid advice, and it does it with the help of some very funny stories. It's at once sobering and hopeful; it doesn't get you worked up with a lot of false hopes, yet doesn't leave you depressed and suicidal about your chances of getting published either. This book debunks popular myths and legends about writing. It covers the varieties of science fiction, as well as fantasy, including "dark fantasy" or horror. It briefly touches on fans and conventions, including how to handle your fans (the good and the bad). It discusses the importance (or not) of having "new" ideas for your stories, and of knowing your subject. It'll also point out some of the mistakes and problems that knowing your subject can push you into. It goes into writing as a job. It covers the usual "you have to make time for it" idea that every book trots out, but it also provides useful suggestions for how to go about this. It goes over the good and bad methods SF authors use to convey information in their stories. Instead of simply trotting out the old "show don't tell" advice, it provides practical structuring suggestions, as well as examples of those suggestions. It also goes into such genre topics as world-building. One of the invaluable aspects of this part of the book is the insider's perspective. These authors haven't just summed up their own experiences submitting things--they've talked to lots of editors and networked with everyone. They tell you what editors like, don't like, and dread. This book gives practical advice on self-promotion, without pushing you to use the sleazy, shady, or just plain rude self-promotion practices I've seen advocated in many articles.

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