

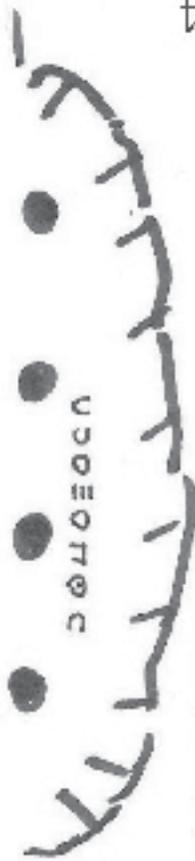
**LOSCON 34**  
**THE DIG**  
NOVEMBER 23-25, 2007



# DIG JOURNAL REPORT #4

## OCTOBER 2007

LOSCON 34  
11513 Burbank Blvd.  
North Hollywood, CA 91601



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WOBES

**THE EXCAVATION  
STARTS SOON ...  
JOIN THE DIG TODAY**



## *Chairman's Message.*

10-11-07

The Legend of the Mummy's Curse grows as the LosCon Expedition is poised to launch ....

Our background research has now been completed leading up to the actual excavation of the site of LosCon 34. The results of that research can be found in detail upon the website at [www.loscon.org](http://www.loscon.org) as well as will be provided in the excavation report (also known as the Program Book). Now comes the last steps of laying in supplies, buying equipment, and setting up base camp. Please come and join us in our digging up of a science fiction convention themed around the sciences of archaeology and paleontology. The more excavators there are the more we will be able to accomplish and enjoy.

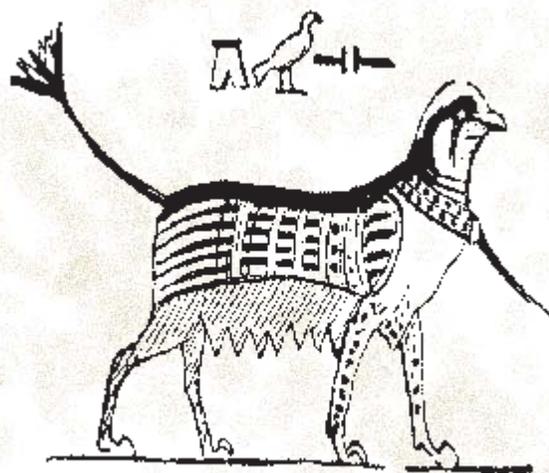
Many of you may have heard that I ended up in the hospital a little while back. The short of it was that some "viral infection" laid me out so that I entered the hospital unconscious with kidney failure, anemia, pneumonia and put on a respirator for about a week. This happenstance on top of other small annoyances have increased the muttering amongst the crew about a "curse". I assure all of our present and future dig members that, as with most supposed "curses", it is all primitive nonsense. Nothing will stand in the way of the success of this expedition. I'm currently much better and slowly regaining my stamina. My committee are showing themselves to be some of the best science fiction excavators that we could hope for. This excavation will uncover quite a unique and enjoyable science fiction convention experience. The most up-to-date information about these

topics and all the rest of the convention planning will always be on the website and information will be posted once available.

If you haven't joined yet, or have friends that haven't, please consider it. A benefit of joining now is a speedier check-in process and early registration on Thursday, which is only available to pre-registered members. If you already have your membership, make sure that you have booked your hotel room as well. Room rates this year are only \$96 a night single-quad occupancy.

For those of you wondering why this is Progress Report #4 and not an earlier number, the other progress reports have been posted instead as PDF files on-line. Visit the website at [www.loscon.org](http://www.loscon.org) and download these reports to read several wonderful stories by John DeChancie, get more information about events, and to follow the progress of the riddle quest.

See you at the Dig - Dr. Susan "Arizona"



Sak

## LosCon 34's Fan Guest of Honor Capt. David West Reynolds



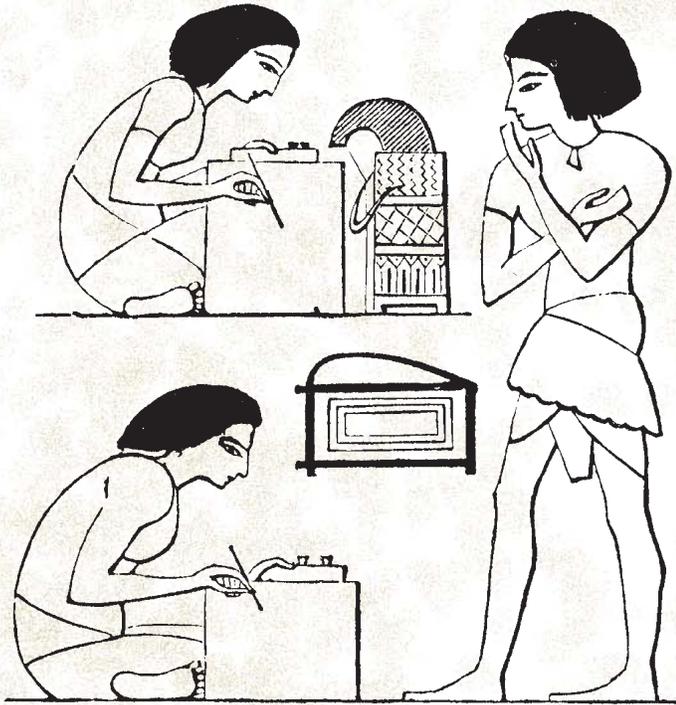
The first I heard of Capt. David West Reynolds was in *Star Wars Insider* (the *Star Wars* Fan Club Publication). It told the tale of this archaeology grad student who went to Tunisia in 1995 to relocate the filming sites for the original *Star Wars* movie. This was a successful quest that led even to the location of 20-year old *Star Wars* props still in the Sahara. The tale captured my imagination, since at the time I was working on my own Ph.D. in archaeology but was also a regular attendee at science fiction conventions. At the time I viewed my two passions as quite separate entities, the story of Capt. Reynolds expedition made me realize that they didn't need to be separate. I also decided that if I ever was chair of a convention (at that time a very remote dream), that I knew who I would ask to be Fan Guest of Honor. Since that day, Capt. Reynolds (now with his Ph.D. in Classical Archaeology from the University of Michigan) has followed a professional career path that has continued to successfully combine these two passions in a way that every fan can envy.

This extracurricular grad student's work served to draw the attention of Lucasfilm. Capt Reynolds was approached to serve as a location scout for Lucasfilm as they released the special editions of the original *Star Wars* movies. Eventually these contacts led to a job offer of working full-time at Skywalker Ranch. There Capt. Reynolds was able to explore the archives (every fan's dream for sure). Drawing on his archaeological and anthropological training, he has written several *Star Wars* books expanding the detailed background

of the *Star Wars* universe. Capt Reynolds considers the universe of *Star Wars* "like ancient Rome or Egypt, a culture from another time and place to explore." He also held a position on the marketing team behind the launch of *Star Wars* Episode I. Combining his archaeology and the *Star Wars* universe he created the story of Luke Skywalker's youth for Lucasfilm Ltd. and *Archaeology's* Dig magazine.

He is currently the director of the Phaeton Group ([www.phaetongroup.com](http://www.phaetongroup.com)), a science and media think tank that pursues field science projects in several different fields. In this way he continues to show new generations of students how to make the dreams of the big screen a reality in the professional world of science. Reynolds has climbed mountains in Venezuela, Kenya, and Canada, excavated dinosaur eggshell, explored unmapped caves, and carried out archaeological research at the Vatican manuscript library. In the course of his consulting work he has sculpted a full-size dinosaur skeleton, created museum models of historic spacecraft designs, and acted as presenter for the television documentary series *Omnibus* for the BBC. His projects through the Phaeton Group have included subjects ranging from the archaeology of medieval Africa to the Russian moonshots. His interest in space exploration qualifies him to be considered one of a fairly small group of extra-terrestrial archaeologists who are documenting the artifacts and sites left behind by this unique expression of relatively recent human activity. I for one am looking forward to hearing about these experiences.

*Dr. Susan "Arizona" Gleason*



## Neophyte Newsie Needs Nerds!

The dashing and colorful Martin Young has been selected to edit Loscon34's Journal of RKOlogy. His only problem: he has no idea what he's doing. His solution: get other people to do things for him. True, he has the handsome and talented Robert Evans as chief reporter, but he needs people to carry completed newsletters to wherever they're supposed to go, and to do other stuff he hasn't even thought of yet. Please volunteer!

He will also need SUBMISSIONS! Once the con starts, items of interest will be gratefully accepted. Some of them might even be used in the newsletter! (possibly edited for space.) Others will be used for purposes you probably don't want to know about.

Email Martin at [squiptryx@gmail.com](mailto:squiptryx@gmail.com)

## PHOTOGRAPHY/VIDEOTAPE POLICIES

It is permissible to videotape at Loscon as long as you respect people's requests not to and as long as you are polite and unobtrusive. We will be handing out "no photo" buttons that people can pick up at the information desk to indicate to both our official and unofficial videographers/photographers that they wish not to be pictured. If you are intending the footage to be sold and/or shown in a non-private forum we desire for you to register yourself with our Press Liaison. Once registered you will receive a press badge and your intentions may be posted in the newszine so that people will know. There will be Official LosCon Videographers and Photographers roaming the hallways of the convention every day. All attendees should be aware that unless they pick up the "no photo" button they might be included in such pictures or tapes that LosCon will be using for future publicity.



## IMPORTANT INFORMATION FOR FAN TABLES:

*Please bring your own power strips & extension cords.*



## Registration Hours

Thursday, November 22, 2007 : 7pm - 10 pm - Pre-reg only  
Friday, November 23, 2007: 10am - 8 pm - for all sales  
Saturday, November 24, 2007: 10am - 8 pm - for all sales  
Sunday, November 25, 2007: 10am - noon - for all sales

## Anime

The anime room will be bringing you tales from the past, future, and slightly sideways to the present from 10am-2am Friday, 10am-2am Saturday, and 10am - 3pm Sunday. And earn fabulous volunteer hours sitting around watching anime! Ask Volunteers how you can sign up for a shift operating our advanced technology.

## Art Show

We have over 30 artists in the show and are about 50% sold out. There is still some room left but it is going fast. For a list of the attending artists, see the Website - <http://www.loscon.org/34/art.html>.

## LosCon Base Camp (Con Suite)

As you go through your day digging up panels and workshops, sifting your wallet in the dealer's room, and discovering the treasures of art show - take a break and stop by "Base Camp" to refuel and recharge so you may have the energy to continue your quest. We have crate loads of rations to satisfy your cravings, to quench your thirst, and stimulate your creative spirit.

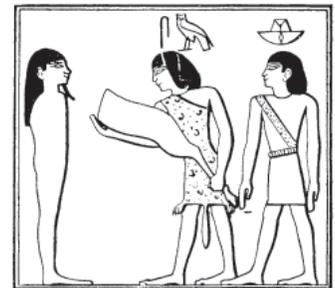
Hours:

Friday 9am-8pm  
Saturday 8am-8pm  
Sunday 9am-8pm

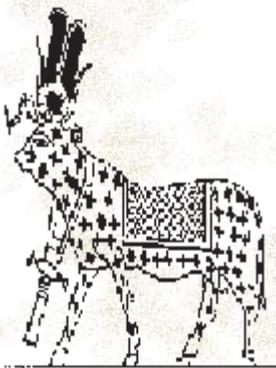
## Costume Repair Station

Have you ever worn a costume and had one of the buttons come loose? The Costume Repair Station is where you'll be able to sit down with a needle and thread (or glue and duct tape) to fix something that went wrong, touch up your makeup, or take that helmet off and get some fresh air. This is a place that you can stop by for a costume pit stop. If you have a Costume Malfunction and need a safety pin, a black sharpie marker, a hot glue gun, or use of a sewing machine, the Costume Repair Station will be right in the middle of things near our dealers room and the exhibits.

(The Costume Repair Station is designed for quick fixes. If it's going to take you more than 30 minutes to repair your costume, we ask that you finish your work elsewhere to be fair to the other costumers.)



## Toy



**WE ARE PROUD TO ANNOUNCE THE DISCOVERY OF THE PHARAOHS LONG LOST TOY VAULT.**

Discovered this year by the crack team lead by Dr. Arizona and high school grad Azusa George.

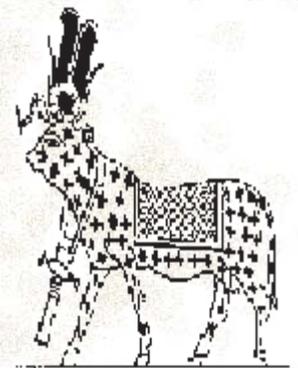
***THIS PIECE OF HISTORY HAS LONG BEEN THE STUFF OF LEGENDS. FOR IT IS SAID THAT ANY ONE WHO PLACES A TOY IN THE TOY VAULT OF THE PHARAOHS WILL RECEIVE THE BLESSINGS OF THE GODS, AND A NIFTY RIBBON.***

ALL YOU NEED TO DO IS BRING A NEW UNWRAPPED TOY AND LEAVE IT IN THE VAULT. YOU WILL RECEIVE THESE BENEFITS AS WELL AS THE KNOWLEDGE THAT YOU HAVE BROUGHT JOY TO A CHILD. I AM LOOKING FORWARD TO SEEING YOU. THANK YOU VERY MUCH.  
TOY DRIVE PHARAOH: GEORGE MULLIGAN



*TOYS DONATED TO THE SALVATION ARMY FAMILY SERVICES*

## Drive



# Volunteer?

You want to **volunteer? Great!** Access to food, a chance to step up the chain of command, or just to meet all kinds of interesting people.

## Awesome raffle prize rewards

To date, **requests for volunteers** have been received from the following departments:

**Green Room** (9 a.m. to 4 p.m. each day)

**Art Show** (setup & teardown)

**Special Needs/Handicapped Services** (4 hours @ midday)

**Ice Cream Social** (Friday evening 6:30 p.m.)

**Dig Boxes** (10 a.m. to 6 p.m. each day)



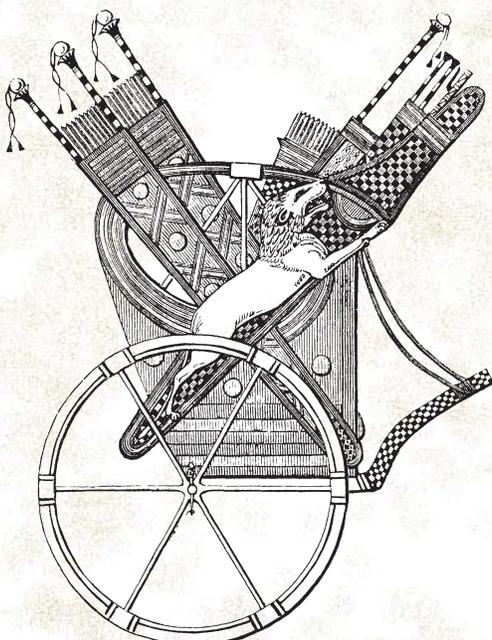
**Times shown above are approximate.** See the volunteer coordinators and/or department heads for more details.

**Departments:** If you head up a department that is not on this list (somehow I feel there are many), be sure to let us know your volunteer openings so that we can coordinate with our lusty band of enthusiastic conscripts.

**Volunteers:** Remember that you must complete an information form & release of liability in order to be given credit for volunteer hours worked, for purposes of all the wonderful perks that accrue as a result of your good efforts.

## WEAPONS POLICY

(Yep, that includes your whip Indiana!) Please leave your realistic weapons at home. Remember that we are located extremely close to a major international airport and really do not want to draw the unwarranted attention of Homeland Security. All weapons that are even remotely identifiable as such must be checked with convention operations and peace-bound if necessary. If you are uncertain about the status of your costume prop, please check with our operations crew (located in the Convention Office to the side of the elevators opposite of registration). If you are not willing to have your item peace-bound (usually by a zip-tie), please leave your prop in your room. If you purchase such an item in the dealers room, please leave it within the wrapping until you get back to your room. No brandishing of prop weapons (even for photographs) in the hallways. There will be a room available for Photographs on Saturday where you can do your weapon poses. Check with the Masquerade Director about specific masquerade related weapon policies. Thank you and have a safe convention experience.



a war chariot with bow cases

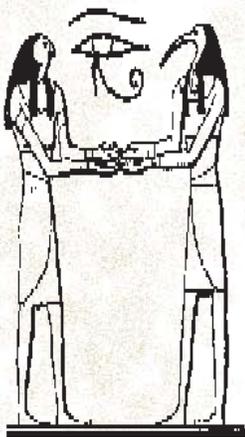
## Loscon Opportunity

This year for the first time, LosCon is making available a few rooms for members to personally reserve to present readings, demonstrations, or other items they feel might be of interest to their fellow LosCon members. These rooms are labeled the Writer's Lounge and the Artist's Lounge. There is also one room designated specifically for Birds of a Feather Meetups. This is an opportunity for you to directly influence a portion of LosCon's programming. Space reservations will be allocated on a first come / first serve basis with all decisions made by the Chair being absolute and final. You must have a full membership to LosCon in order to place a reservation. Individuals can only reserve 1 one-hour time slot. Groups can request a larger block of time for workshops or presentations within the Writer's Lounge or Artist's Lounge. Time allotment will be allocated by the LosCon Chair. Simply e-mail [chair34@loscon.org](mailto:chair34@loscon.org) and provide the following information: title of presentation/workshop, description, name of presenter/s, and preferred date and time. You will receive a reply within a few days. At the convention, if there is any more time slots available, you will be able to sign up at the information table. Groups and individuals will be fully responsible for their own publicity for their event. If said reservation is made early enough, it will be posted on the web and given to the on-site newszine editor. Information about these sessions will not be placed within the Program Book or in the Pocket Program. Remember, the convention is only providing a space with chairs and a table, no audio/visual or other tech. Take advantage of this opportunity and e-mail to reserve a time today.

## Regency Dancing

by John Hertz

Naturally we'll have Regency Dancing at Loscon 34. If you don't know how, I'll teach you. If you've tried it but can't quite remember, or if you're actually very good at it, don't worry about that either.



Historical costume of about the year 1800 is welcome, but not required. When we do this at s-f cons people come in all kinds of costumes. Or come as you are.

In the English Regency period Napoleon ruled Europe, and one of the all-time great wise-guys "Beau" Brummell ruled England – more or less. Right away you see the English had good priorities.

By 1811 there was a Prince Regent. History still can't make up its mind about him. But he kept a full set of Jane Austen novels at his bedside. He must have had a sense of humor. We fans delight in Georgette Heyer's stories of Regency aristocrats. She knew history well and kept a light touch. Her books started the fashion of Regency romances – several times; they go in and out of print. No other writer has ever done it so well.

Try *Cotillion*, just reprinted in October, whose hero isn't the protagonist and isn't even a woman – Fuzzy Pink Niven's favorite. *Arabella*, a good introduction, has a fine meeting between the title character's father and her unlikely sweetheart. Everybody loves *The Grand Sophy*.

Book dealer Marty Massoglia says Heyer is his best-selling author at cons.

If you read fanzines, you know I tried to explain in *Mimosa*; see it on the Web at [www.jophan.org/mimosa/m29/hertz.htm](http://www.jophan.org/mimosa/m29/hertz.htm).

# Indiana Jones And the Temple of Blood (Drive)



LOSCON AND EARTHDAUGHTER ARTS PRESENT AN AMERICAN RED CROSS PRODUCTION OF "INDIANA JONES AND THE TEMPLE OF BLOOD (DRIVE)." TO BE HELD ON SATURDAY, NOVEMBER 24, 2007 FROM 11:30 A.M. TO 5:30 P.M. IN BALLROOM C. FEATURING AN INTERNATIONAL CAST OF FANDOM BLOOD TYPES. PRIZES TO BE RAFFLED OFF INCLUDE A \$25.00 AND A \$50.00 AMERICAN EXPRESS GIFT CHECK AND A MEMBERSHIP TO NEXT YEAR'S LOSCON.

# FILK: The Music of SF by Lee Gold

Yes there is music at this convention - and not just at the dances.

Come join us at the Filksing.

You don't know what filksinging is? Join us and learn.

You think you know what filksinging is? Join us and find out what we think it is.

Hint #1: A lot of filksong is to original tunes.

Hint #2: Some of the filkers you'll hear have commercially recorded tapes and CDs.

You don't know any filksongs? Join us and borrow a filksong book. Or buy some in the dealers room.

Looking for late night entertainment? Join us.

Forgot to pack the bucket you carry a tune in?

Join us (but don't sing louder than whoever's leading the song).

Wow, that's a Rule. Here are a few other, usually unwritten Filksong Circle Rules (adapted from Melinda Hunter's Rules).

Rule #0: Everyone who wants to participate gets a turn. Eventually.

Rule #1 No apologies before performing!

Rule #2 Wait 3D6 seconds after the last performer is done and then loudly strum your guitar or other instrument and start to play and/or sing.

If you sing a capella, STAND UP and start to sing.

(You can sit down once the other people are quietly listening to you.)

If you don't feel up to singing, you may request that someone else sing.

pick a subject and see if anyone's written a song about it.

Rule #3 PLEASE, take conversation into the hall if someone is performing.

Rule #4 No apologies after performing!!

Rule #5 If you do NOT want accompaniment, say so.

Otherwise we will join in at the darnedest times and in the darnedest keys.

Rule #7: Bawdy songs are traditionally sung after midnight.

Rule #8: Traditional folksongs are welcome. So are pop songs that seem to have something to do with science fiction, fantasy, and high tech. Or cats, roleplaying, or Neopaganism. Or other stuff.

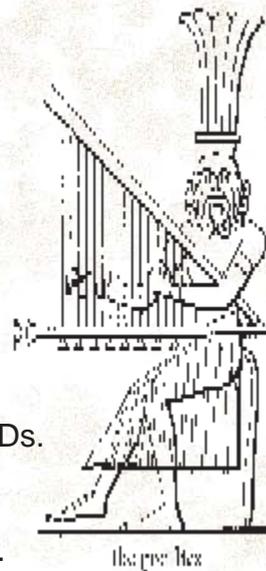
Rule #9 No apologies in the middle of performing.

Rule #10 If someone asks people to turn off their recorders, please do so.

Otherwise, feel free to record whatever you like.

Rule #11 No apologies instead of performing.

Come to the Filksing and hear our fabulous songs .



## *Ice Cream Excavation*

Calling all party hosts, fan tables, and other fan groups! This year, the Ice Cream Social would like to extend an invitation for your group to help promote your organization. We would like all interested fan groups and party hosts to provide ice cream toppings. The toppings can be related to the convention's theme or to your organization. Some ideas include "treecat crunchies" from David Weber fans, candy bones, crushed graham crackers or oreos as dirt, caramel as gold... use your imagination and surprise us!

Please contact Stacey Helton at [icecream34@loscon.org](mailto:icecream34@loscon.org) if you would like to reserve a spot!

## *Raiders of the Lost Talent Show*

Ice Cream Excavation will be presenting Raiders of the Lost Talent Show. The directors of the show are looking for stalwart and entertaining acts for the Ice Cream Social Friday night. Please contact the directors Shawn Crosby at [obishawn@gmail.com](mailto:obishawn@gmail.com) or Tadao Tomomatsu at [tadaotomomatsu@yahoo.com](mailto:tadaotomomatsu@yahoo.com) and include a detailed description and total length of your act for approval.

## *Kids Night Out*

Join us Saturday night from 7-11PM for a pajama party with games, stories, and lots of fun surprises! There will be "nap space" for those who nod off early. Kids welcome from potty trained to 12 years of age. This is not your usual kids programming! It is not babysitting, either. It is a party and parents are welcome and encouraged to stay. However, we know some of them will need to sneak off to the Masquerade or parties upstairs, too.

Heide Nichols

Staff: Barbara Newton (looking for more)

Games: Simon says (communication is the foundation of culture and I make this energetic to tire people out!), Kings Breakfast (what do people eat); Once upon a Time game (stories are history and myths of culture), fowl play (animals play a role in our culture), Qwerkle (for colors and shapes that express how we see things and basic mathematical concepts), A live Great Dalmuti game ( for societal position), and possibly more.

Stories: A participation story typical of middle Europe (the Germanies) "Girl Who Would Not Laugh," a Finnish/Northern Russian myth from the Kalevala "How the animals got their voices", an African/Middle Eastern chant along called "Neverending Story," an Anazasi tale about the girl who became Butterfly, and a Far Eastern fable. (Heide was a Faire storyteller for too many years you can tell)

Surprises:

Crafts: Make a medicine pouch or dreamcatcher.

Symbol stories- Using a lexicon of symbols, kids will create their own story much like many early languages used symbols for words.

PJ Pageant- I have a crown and sash for the winner and personally will preside in my own Pajamas, robe and Dragon slippers.

Folk Dance- Heide will teach the spiral serpentine danced throughout the Mediterranean region.

Guided meditation: soothing sounds toward evening taking us off to a relaxing place to welcome sleep

# Dealers Room

Autumn has arrived and LosCon 34 is just around the corner. Wait'll you see the dealers we've go lined up for our Dealers' Room. All are excellent vendors, ready to tempt you with lots of fascinating and delightful treasures. You'll be happy to see a number of our most popular dealers back again and a few new finds as well. Our following dealers have confirmed their attendance:

Angelwear Creations	Jewelry and gemstones
Baron's Beauties	
Bedazzled by Design	Costumes
Bobcat Publishing	
Book Universe	New books, t-shirts and games
Brick by Brick Design	
Buy Soundtrax	
Cargo Cult Books & Notions	New books, CDs and DVDs
DAG Productions	Filk CDs, note cards, etc.
Dark Gift	Items of leather, candles and fangs
Dragonmarsh Apothacary	Oils, herbs, gifts and much more
FM Designs	
Fo' Paws Productions	T-shirts, other shirts and totes
Gray/Guardians	
The Hornsmythe	Horn, bone, & leather and costumes
House of Artemas	Canvas, fleece and knit gifts
The Lillian Todaro Collection	Butterfly Fairy Jewelry and beadwork
Lyzard 13	Action figures, toys, blinkies & treasures
Massoglia Books	Used books and bumper stickers
Michael D'Ambrosio	
Money-Changers	Coins and medals
Nova Science Fiction	Science fiction magazines
QR Zed Engraving	Knives, miscellaneous engraved items and crossbows
Realm of Regalia	Trims and costumes
Sea Fire Productions	
Soundtrack	Vintage movie memorabilia
Springtime Creations	Space-faring jewelry

As you can see, this provides us with a variety of dealers offering a wide spectrum of merchandise. So, what could be better? You, joining us for the festivities, of course!

Keep watching our website to find out if we provide a few more surprises for you. :)

Kris Bauer Dealers' Room

## Dealers Room Hours

Friday:	10:00 am - 6:00 pm
Saturday:	10:00 am - 6:00 pm
Sunday:	10:00 am - 2:00 pm



# LosCon Masquerade

The LosCon 34 Masquerade will take place on Saturday, November 24, 2007, at 8:00 PM, in the Ballroom. Once more, we are pleased to be offering to the winner of Best in Show for the LosCon masquerade one membership to Costume College, courtesy of the Costumer's Guild West, and a special award for Best Costume related to the con theme of "Digging up the Past".

Here are the rules for this year's show. Please remember that the rules for the masquerade are for the safety of the participants and the audience, not the whim of the director. If you have any questions regarding the rules or the masquerade, please see the Director, Jess Miller, at the signup table in the lobby. Your questions will be answered.

You must read the rules before entering.

The categories will be children 13 and under, Novice, Journeyman and Master. Only one costume can be worn by each person, but there is no limit to the number of costumes you can make and have your friends wear!

No unsheathed, edged weapons on stage. All edged weapons must be peace bonded. There will be a weapons master to check them if there are any questions.

No food product-based costumes or messy substances allowed on stage or in the backstage area.

No outside food in the backstage area. You may be careful about the burger, but your neighbor may not.

No fire allowed on stage.

No projectiles of any sort. If you need to throw something during your presentation, clear it with the director.

No Costume Is Still No Costume.

If you have any questions, ask the director; surprise the audience, NOT the director.

If you have any doubts, ask the director. See above.

Presentations are 30 seconds to 1 minute for one or two entrants, 1 to 2 minutes for groups of three or more. Keep it simple is the best policy.

The Green Room, located in the Washington room, opens at 6 PM. Please be there and checked in by 7:30 PM. This means either in costume or you have your costume ready to put on in the Green Room. Please do not check in and then leave.

Please get the signed entry form to the masquerade sign-up by 4:00PM. No signed entry form, no entry.

Please, **NO LATE ENTRIES**. If you have any questions, ask the director.

**See Loscon34 website for Sign up Form.**

# The Mummy Quest Continues . . . .

The Riddle Quest continues. All the riddles from the various conventions are posted on the website. The first letter of the answer to each riddle from each convention batch can be combined to make up a word. These words then give a hint as to where at the convention that the Mummy's Prize is located. The covers of each of the Progress Reports (available on-line without the overlain text) also help provide an additional and separate clue.

## Coppercon Riddles

- Riddle #43 Large as a mountain, small as a pea,  
Endlessly swimming in a waterless sea.
- Riddle #44 I do not breathe, but I run and jump. I  
do not eat, but I swim and stretch. I  
do not drink, but I sleep and stand. I do  
not think, but I grow and play.  
I do not see, but you see me  
every day. What am I?
- Riddle #45 My head bobs lazily in the sun.  
You think I'm cute, For my face is yellow,  
My hair is white, and my body is green.  
What am I?
- Riddle #46 I'm black and white and read all  
over... What am I?

## Conjecture Riddles

- Riddle #47 When I'm used, I'm useless,  
once offered, soon rejected. In  
desperation oft expressed, the  
intended not protected. What am I?
- Riddle #48 What is it that when you take  
away the whole, you still have  
some left over?
- Riddle #49 In marble walls as white as milk,  
Lined with skin as soft as silk,  
Within a fountain crystal clear,  
A golden apple does appear.  
No doors are there to this strong hold  
Yet thieves break in and steal the gold.
- Riddle #50 How far can a dog run into the wood?
- Riddle #51 A cloud was my mother, the wind  
is my father, my son is the cool  
stream, and my daughter is the  
fruit of the land. A rainbow is my  
bed, the earth my final resting place,  
and I'm the torment of man.

## Silicon Riddles

- Riddle #52 What is one thing that all wise  
men, regardless of their poli  
tics or religion, agree is  
between heaven and earth?

## Tuscon Riddles

- Riddle #53 I am, in truth, a yellow fork  
From tables in the sky  
By inadvertent fingers dropped  
The awful cutlery.  
Of mansions never quite disclosed  
And never quite concealed  
The apparatus of the dark  
To ignorance  
revealed.
- Riddle #54 What do you throw out when  
you want to use it but take in when  
you don't want to use it?
- Riddle #55 People are hired to get rid of me.  
I'm often hiding under your bed.  
In time I'll always return you see. Bite  
me and you're surely dead. What am  
I?
- Riddle #56 I'm in a zoo  
But not in a jungle  
I rarely come in pairs  
But I'm in every puzzle  
Some think I'm in a xylophone  
But, I most certainly am not  
You don't see me with a loan  
But very strangely in a zealot  
I'm in the magical prison of Azkaban  
Well, can't you see?  
I'm in the buzz of a fan  
But, my oh my what could I be?
- Riddle #57 My first is in 'eye' but I can't see.  
Once, a Beatle believed in me.  
My second is in 'here' but I've just  
gone. Every 24 hours I'm moving on.  
What am I?
- Riddle #58 Six letters have I, and many more;  
One word tells what the others are  
for; Conceal a thing is what I do; So  
what am I? Need a clue?

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