

CLARENDON HOUSE PUBLICATIONS

‘The world is better with all this beautiful work seen at last.’ – A. Delf, author

Last week from Clarendon House



Galaxy # 29: An Inner Circle Writers' Group Science Fiction and Fantasy Anthology

Alternate histories, exotic magical fantasies, parasitic life forms, doomed space missions, murder mysteries with a science fiction twist, other dimensions, demonic visitations, telepathic dragons, helpful aliens, benign artificial intelligences, and intergalactic theft - all this and more awaits inside this new Galaxy!



Welcome!

Welcome to the Clarendon House Newsletter for week ending 31st July 2026!

Last week saw the release of *Galaxy # 29*, featuring the work of Raphael Merriman, Sultana Raza, Tony Fyler, Timothy Law, Valerie Fuqua, the Birch Twins, A. L. Paradiso, Debby Hackbarth, Theresa C. Gaynord, Gabriella Balcom, Gareth Macready, Mark Pearce, Jim Bates, David Painter, Mark Kuglin, Lesley Mace, Kathy Sherwood, Linda Sparks and Alexander Marshall.

Coming soon: *Issue # 91 of the Inner Circle Writers' Magazine* and Andrew and Helen Birch's *Travels with a Barbarian Volume 3: The Warrior and the Countess!*

Stay tuned for more!

Feedback is welcome. Drop me a line at grant@clarendonhousebooks.com

Below is a popular blog item.



Why We Can't Spot Proofreading Errors and Six Things You Can Do About It

There are few things more annoying to a writer than finding errors in a manuscript after final checks have supposed to have been done.

Actually, 'mortifying' might be a better word, as the work has often been published, marketed and sold to readers before some of those errors are detected. That means that money has changed hands; readers have made a purchase and rightly expect a fully professional product: typos, spelling errors, grammar mistakes, punctuation slip-ups, and so on, all act to distract readers at a most basic level, disrupting and disappointing the readers' expectations.

The 'industry norm' is about one error for every eight to ten thousand words, but any errors at all are unacceptable. They act against the whole thrust of fiction by undermining reader attention at its most fundamental level, jumping readers out of stories mechanically.

But despite the fact that you have repeatedly combed for errors, and by the time you publish are absolutely certain that not a single misplaced apostrophe or any other discrepancy has survived, the first thing your readers notice isn't your beautifully engineered story or your profoundly important message, it's the misspelled word in Chapter Six.

Errors are horrible saboteurs, destroying the smoothness of your product and providing ammunition for critics. Even more frustratingly, time and time again the things that you miss

are the things you know well - it's the use of an apostrophe, or a comma before quotation marks in dialogue, or the repetition of the word 'the' in a sentence you have read a hundred times.

Researchers at the University of Sheffield in the UK suggest that we miss these things not because we are stupid but because the conveyance of meaning through texts is an advanced function of human beings. Turning letters into words and words into sentences is something that the brain strives to put on automatic so that it can concentrate on putting together the complexities of the meaning behind or within the words.

Reading a text isn't a mechanical thing for human beings - we're experiencing the thing as a whole, rather than ticking off each word like a computer. Working with the supreme intangible, Meaning, our minds leap to conclusions in order to extract significance. We are not as interested in the mechanics.

When we're reading other peoples' work, we are slower: we read each part more carefully because we don't yet know what the overall meaning of the thing is; but when we read our own stuff, we jump over words because we already have the fullness of meaning that the text contains. The reason we don't see our own mistakes is because what we see in front of us is overlaid by what we have in our heads already.

We tend to think of our minds as advanced computers. They should be able to do the tasks that a computer can do, we think, but better. But mental activity is not entirely mechanical like a machine - it is partly imaginative, partly instinctive. We overlook mechanical details because we are thinking at a higher level than a machine.

Other readers are more likely to pick up on our errors because they have never read something before and on an unfamiliar journey we pay more attention rather than imagining the final destination.

You may have had the experience of typing something without looking at the screen and experiencing a very small, very subtle sensation of 'glitch' in your mind before you are even consciously aware that you have made a mistake. You look up and there it is - you've slightly mistyped something. That segment of typing was a fresh journey, a route upon which your mind was paying attention, observing even small departures from the norm. But read over that same passage time and time again and it becomes old, grooved-in, familiar. We see that passage as a piece of Meaning, and that's when mechanical details get missed.

When you're proof reading, you are trying to trick yourself. You are trying to fool your eyes and mind into thinking that this is a new journey.

So what should you do to help to trick your mind?

1. Put your work into a new format - new font, even new colour. Make it as strange to your eyes as you can.

A piece of writing glowing at you in a florid, pink font is likely to seem entirely odd and therefore requiring more attention.

2. Read it backwards, sentence by sentence. This disconnects the flow of your mind trying to anticipate the meaning that it knows is coming 'because it has seen it before'. It forces you to read more mechanically.

Imagine walking to work - but backwards. Every step would need to be measured with lots of looking over your shoulder. The whole journey would be a new adventure, even though the streets you would walk would be familiar to you. You're more likely to notice potholes and changes of level than you would be if you were walking forward.



3. Take plenty of breaks. Divide the work into small sections and plan to do something else between those sections. If you go off to check emails or social media or something between each section, your mind returns to the text refreshed and is less likely to get 'stuck in the rut' of predicting what comes next.

4. Do the proofreading in a different place. Take the work to a café or library or somewhere slightly unfamiliar. Your senses will be just that much on higher alert than they would be if you sat in your normal chair.

5. Do the proofreading at a different time. If possible, schedule the proofreading to be done at a much later time than you did the writing. The intervening days, weeks, or even months mean that, when you come back to read it again, it has some attributes of 'newness' about it.

6. Read your work aloud. This is one of the most effective methods. Reading something aloud involves more mechanics - you have to be slower and more careful, especially if you are able to read it aloud to someone who is actually listening. If the other person has a copy of the text in front of them and can follow you along, errors leap off the page immediately.

The whole process of proofreading is a matter of seeing what is there rather than what you think is there. Anything that pulls you back from supposition, anticipation, 'dubbing in', 'filling in the gaps' and so on and instead makes you alert to what is actually on the page in front of you is going to be worthwhile in this endeavour.

How Stories Really Work

Exploring the Physics of Fiction

by Grant P. Hudson



*'I'm reading through **How Stories Really Work**. I've studied writing books for years but I've never seen anything like this! This book is REVOLUTIONARY. Everything is made so simple and precise that other methods of writing seem clumsy by comparison. It's not just a way of writing, but a way of seeing.'*

-A. P. (Author)

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Myth & the 'Now'

A journey into the heart of storytelling and life

Second Edition

Myth & the 'Now' takes the reader on a journey into the heart of myth and attempts to bring it into view in new ways. It's a voyage which will visit unusual places, from Asgard and the world of the Norse Gods, to Navajo plains and Finnish lakes;



along the way, be prepared to glimpse not only the evolution of human civilisation but the human soul and how it grows in individuals. Get ready to look beyond the edge of fiction's universe to an even wider world...

Grant P. Hudson

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CLARENDON HOUSE AUTHOR
ALEXANDER MARSHALL

A Marilyn 5 Adventure

Heaven's Shield



Heaven's Shield: the most expensive space cruiser ever built, is about to be launched on its inaugural voyage around the Solar System...

But Marilyn 5, advanced simulated human and Chief Operative of Special Services, detects something is wrong.

When she boards the vessel on the night before its launch, she finds that her former owner, genius inventor Harold S, has been expecting her for a while - but what no one is expecting is a ruthless attempt by renegade sim terrorists to steal the incredibly powerful Kruptos plasma which powers the ship's engines, an attempt which puts the lives of all

the passengers at stake, including that of Marilyn's beloved Harold...

Marilyn escapes the attention of the terrorist gang and goes solo in an effort to save everyone - but then discovers that the enemy have some dreadful secrets, one of which is that their number includes the psychotic war-droid, Despot 6.

What begins as an attempt to save Heaven's Shield becomes a terrible mission to stop another Hume/Sim War...

Another exciting novella from the pen of acclaimed author Alexander Marshall.

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CLARENDON HOUSE AUTHOR ALEXANDER MARSHALL

CHRONICLES OF BELTH
BOOK ONE

FALL OF THE RED WARRIOR



A new space fantasy novella, based on William Shakespeare's Macbeth, from acclaimed author Alexander Marshall.

The planet Belth, bombarded millennia ago by crimson rays which affected the biological codes of its creatures, is similar to Earth in many respects. Its dominant species is basically humanoid in shape, though many biological functions are different. Civilisations have risen and fallen among the floating continents over the ages.

At the time of this narrative, Tarsna the Red Warrior is Belth's mightiest hero. The current Commander of Belthian forces, Dasar the Dark Cloak is failing in an attempt to defend the planet from twin incursions. Leading the defence are the Red Warrior and his female battle-companion Firebrand. They savagely defeat both invasions.

But when Tarsna and his companion have a sinister encounter after the battle, the machinations of the story become more complex...

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CLARENDON HOUSE AUTHOR ALEXANDER MARSHALL

Who is Miss Starlight?
And can her
tremendous powers
prevent the Nega Wave
from overwhelming
Earth?

Chicago, 1942: the
dawn of the Atomic
Age. Private
Investigator John
McLeod has to find out
what gangster moll
Carol Wyland's terribly
scarred arm has to do
with a Nazi conspiracy
to create superhumans
on American soil,
before it's too late.

What is the dreadful
mystery of the lonely
streaming station of
Kern, far out in space?

The Eye of Lyubov, a
mysterious artefact in
the heart of Siberia: will
Ursula Stone, uniquely
trained agent from the
British Museum's
Department of Select
Antiquities, be able to
obtain it before she
freezes to death?

Waking after two
million years of
quantum displacement,
will Senior Technician
O'Malley be able to
work out why the Red
Seven Ark has overshot
its target and is deep in
intergalactic space?

The 25th Century:
Earth rules over a
hundred worlds
assisted by the
superpowers of the
Enhanced Class. But is
there something
fundamentally rotten at
the core of the system?
A cosmic entity known
as the Challenger has
arrived with one
question: Who exactly
is responsible for the
death of the woman
without a name?

All these questions and
many more are
addressed in this
unique collection of
superpowered tales
from the author of *The
Sword Sundergost*, *The
Phantom Sword of Rondar*, *Raven Stark*:
Hyperean Wars and
many more.



SUPERHEROIC STORIES

ALEXANDER MARSHALL Selected Writings Volume 2

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CLARENDON HOUSE AUTHOR

ALEXANDER MARSHALL

From the world of the
**Sword
SUNDERGOST**

A PHANTOM SWORD OF RONDAR
ADVENTURE

Annua is devastated when her lover Castagath is stolen from her by the pirate chieftain Harabund -devastated because she didn't realise just how vulnerable love had made her...

When Harabund sends her on a quest to the edge of the world in search of a fabulous jewel from the ancient world, she discovers that others are also emotionally tormented on the journey: Zard wants to use the jewel for revenge against Athbar, the would-be Emperor of Turgal, but Zamatar, of the Order of the Serpent, seeks the same gem to find salvation...

Why does the mysterious Jewel seem to have chosen her?

And what other age-old secrets await on the enchanted atoll of Ubatar, last of the Twisted Isles?

QUEEN OF THE TWISTED ISLES



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CLARENDON HOUSE AUTHOR

ALEXANDER MARSHALL

For lovers of J. R. R. Tolkien, C. S. Lewis, Ursula K. Le Guin and epic fantasy on a grand scale...

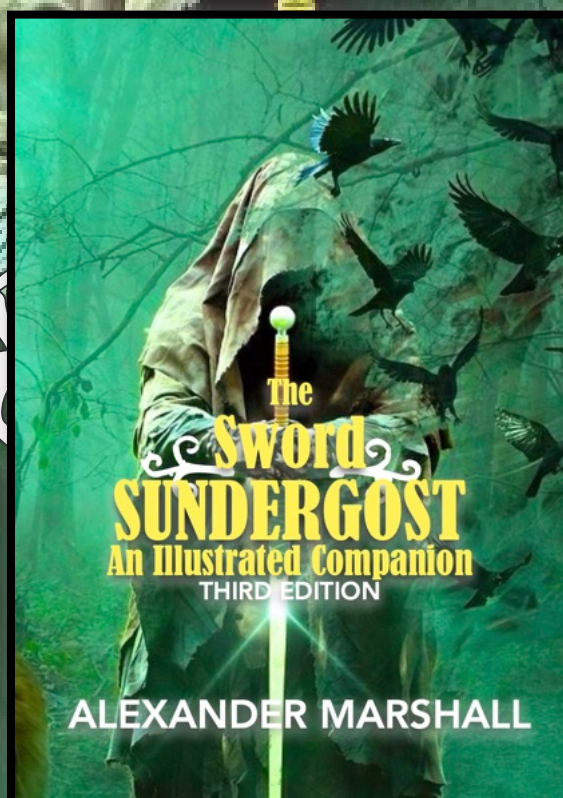
And now, for FREE, comes this lavishly illustrated e-book to give you a glimpse into the wide world of Gandria - from the mighty mountains of the Penning to the deserts of Turgal; from the heroic and tragic Valkurn to the twisted and burned Dare-kor; from ancient and powerful gemstones to the Sword Sundergost itself, herein are many windows into the imagination of Alexander Marshall.

THIRD EDITION: now with updates to include *The Phantom Sword of Rondar* and *Queen of the Twisted Isles*!



The SWORD SUNDERGOST

An Illustrated Companion
REVISED AND EXPANDED



PLUS

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CLARENDON HOUSE AUTHOR

GARETH MACREADY



THE BONES OF MY UNIVERSE



In this unique collection of short stories, Gareth Macready demonstrates both tremendous skills as a writer and an extraordinary understanding of both the Australian and Japanese cultures, blending them together to create science fiction like nothing else you will have ever read, including Dragon Tech, alien police procedures and dramatic martial arts, as well as a fine sensitivity for the human condition.

Gareth Macready lived in Japan, working as a variety act, and built a small studio theatre there. He received the Key to the City from Osaka City Council and collaborated with Japan's biggest comedy company, advising the council on the city's inaugural PerformaFest. Ten of his short stories have been published in Galaxy anthologies. One of his short stories received an Honourable Mention from The LRH Writers of the Future Competition. His short film script, Frank Sees Grandpa, won the Best Screenplay Short at the Ardélion Awards Gala 2025.

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2026 so far!



Stay tuned for much more in 2026!
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CLARENDON HOUSE PUBLICATIONS

Over seven years ago, I launched Clarendon House Publications from my home here on the edge of the Yorkshire Moors in England.

Since then, I have published almost 300 high quality items - books, magazines, course modules - and helped hundreds of authors and poets achieve publication, some for the first time.

Over 30 authors have had individual novels or collections produced through me - some of these have had several books published and have gone on to carve out careers for themselves as writers.

With the best-selling books **How Stories Really Work** and **Become a Professional Author** (and the **Become a Professional Author Course**) I have helped writers understand exactly what it is they are doing and how they are doing it - and boosted their confidence to do more of it.

Many Clarendon House writing tools have been released for free download, fully illustrated, in order to assist writers create real careers for themselves.

Now, here collected for the first time for your convenience, are all those publications with links to take you to wherever you need to go to acquire them. They make great gifts - for yourself and others!

Please email me if you have any questions or feedback:
grant@clarendonhousebooks.com

Here's to many more publications and many more years helping you achieve your dreams!

Grant P. Hudson

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