

# ANTHROPOLOGICALLY SPEAKING

**EXCLUSIVE**

**i-Bones: the  
"founding myth"**

**A day on  
the Bones set**

**Pej Vahdat  
Interview**

**Ossicini**

Project Bones

**SDCC Chronicles**

Kethy Reichs in Rome

**Bones fans gathering**

Sweets! Oh, Sweets!



# Anthropologically speaking

Number 0  
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## Credits

Editorial	pag.01
i-Bones: the “founding myth”	pag.01
Bones: the Italian odyssey	pag.03-04
One exception, my exception	pag.04
Kathy Reichs in Rome	pag.05-08
Bones fans gathering	pag.09-11
SDCC Chronicles	pag.12-14
On the trail of Bones	pag.15-16
A day on the Bones set	pag.17-19
Visiting the Bones Italian set	pag.20-22
Semiserious analysis of the “patient-x”	pag.23-24
Sweets! Oh, Sweets!	pag.25
Double interview	pag.26-27
Project Bones	pag.27
Exclusive Pej Vahdat interview	pag.28
Fans... meet Fandom	pag.28
Scientifically Speaking	pag.29
Coded Message	pag.30
Bones Crossword	pag.31
Bones personal soundtrack	pag.32





## Editorial


Dear friends and Bones's fans, here we are not only to celebrate the 5th birthday of the website i-Bones and of the whole Italian fans community, but also to celebrate the 5th anniversary of the very first broadcasting of the show on the Italian television screens.

Exactly five years ago, in fact, on December the 4th 2006, when Rete4 first aired the pilot of Bones we published a little fan-site called "BonesItalia" on the web that soon began to gather all the Italian fans of the show. The beginning was not easy: we were a little reality, like many others on the web, and the limited visibility of Bones in Italy did not help us to get known, but thanks to our perseverance and the longevity of the series things got better, and nowadays we are considered one of the most active tv series fandom in Italy.

This 5th birthday is an important opportunity for us, a little bit like the 100th episode is for a series (as it is usually aired, in fact, during the fifth year of production), for a celebration in style. That's why we're organizing a series of events and activities for the purpose of continuing sharing this big passion that is Bones.

This is how "*Anthropologically Speaking*" was born, like an insane project of digital publishing, completely self-managed, dedicated to i-Bones and all those who already know the show and inspired us, as well as to all those who are simply interested in discovering, page after page, this world, our community, who we are, what we do and how much we have grown in these 5 years. This is a written testimony in order to set down in black and white what we've been and what we have done in these years, so to give to the future squints of tomorrow a little bit of hard evidence to refer to when they'll think of us one day. All information, ideas, articles, stories and graphic works collected in this magazine were created by the members of our community, none of whom is a professional in the field.

The only things that have spurred us into this difficult project were passion, enthusiasm and commitment. Hoping that you'll enjoy the reading of "Anthropologically Speaking" I'll let the pages speak for us!

(@iBones) 

1

## i-Bones: the "founding myth"

[Note: A "founding myth" is the etiological myth (from the Greek "aition", which means "to give a reason for") that explains the origins of a ritual, or the founding of a city, or a narrative recounting the spiritual origins of a belief, philosophy, discipline, or idea.]

If I have to tell the story of i-Bones I would better start from the beginning.

People often ask me "How did you come up with the idea of founding a fandom?" and my answer usually is something like: "It was something that was missing. I had the ability and the desire to do it, so I asked myself: why not?". But this is only the short version of the story. A story which is, in fact, a little more complex and since only a very few people who know it are still part of the community and the memory of it is beginning to fade, I thought that this could have been the perfect opportunity to share it with everyone else.

I apologize in advance if I'll be boringly autobiographical, but -after all- this is also an important part of my story...

Let's go back to 2005.

Like any teenager grown on "bread and TV series", I was in the midst of my post-Buffy crisis: the Hellmouth was closed, the series was over and I was still looking for something that could replace it at the top of my interests. Before its fandom was completely dispersed, I decided to participate to the BuffyCon in Milan and that's where I saw Bones for the first time.

It was - obviously - the pilot episode, shown in English and perhaps even without subtitles or maybe only with the English ones. I remember this because my younger sister, who was with me at the time, complained about how the rhythm of the jokes was too quick and she couldn't follow the conversations. On the other hand I immediately fell in love with the quick repartee, the liveliness and the banter of what later became the typical Booth&Brennan style. I still remember the exact moment when I established with absolute certainty that I liked that series: the bickering on the sidewalk that ends with the lines:

**Booth:** "Do you want me to spit in my hand? We're Scully and Mulder."  
**Brennan:** "I don't know what that means"

Pilot on FOX  
in the USA  
September 13  
2005

Pilot in Italy  
on Rete4  
December 4  
2006

BonesItalia  
is online  
December 4

New domain  
www.i-bones.net  
November 8  
2007

Season Premiere  
IV season  
September 3  
2008

First  
Reunion  
September 5-7

BonesItalia  
become  
i-Bones  
December 4



I had never seen X-Files (my bad!), but I knew what that meant.

The immediate effect that that convention had on me was to rediscover David Boreanaz as an actor in the first place: I never particularly liked him on Buffy, I found his character quite flat, defined only by his obsessive love for the Slayer (I've always been a "Spuffy" at heart!). In few months I made up all 5 seasons of Angel, re-evaluating not only the character, but also the actor, who -in the meantime- had enchanted me (can you blame me?).

Before the arrival of summer 2006, I also finished to watch Angel, and the dilemma of having to choose a new "favourite" TV series, occurred to me once again.

All of you who are reading this article should be fans of some TV show (hopefully, Bones as well), so I'm assuming you know how these things work, right?

Then I remembered Bones and I looked for information in the Internet: in the US the first season had ended in May and the second one would have been launched in September. Apparently, the Italian debut was imminent as well (September or October, the rumors were saying), so how come there wasn't a single Italian fan-site dedicated to the series online yet?



I understood immediately that that was my chance: it was a long time that I wanted to use my skills to create a little fan-site, but it would have been completely unnecessary in the Whedonverse because there were already so many of them that adding another one to the pile would have been a complete waste of time. Moreover, I'm convinced that, in order to be somehow "influential" and "believable" in its relationships with the broadcasting company, a fandom should be as united as possible, and that's why, despite the desire that I had, I never took a stab at creating a fan-site before.

However the one I was presented with was the opportunity to create something new, something that was missing and that no one had thought to do before, so I didn't back down and I embraced the challenge.

I spent the summer of 2006 watching the first season of Bones and collecting as many information, pictures, photos, videos and material as possible.

I began to participate in Bones foreign communities and to get to know the administrators of the international fandoms.

I began to design the first version of the website ("Bones Italia 1.0") upon a free domain.

I also discovered that an Italian discussion board about Bones already existed on Forumfree (even if it was desert at the time), so I convinced its administrator to join the forces in order to connect the website to the discussion board.

After these preparations, we were ready to accommodate the future Italian Bones fandom. The only missing thing were ... the fans!



The launch of the series on TV, in fact, was postponed to December and - consequently- I also had to keep postponing the publication of the website.

First of all to ensure that once it was online it would have been as complete as possible, and secondly because I wanted the date of "foundation" to have a doubly important meaning.

The Italian debut of the show took place on Monday, December 4th 2006, and in the morning of that same day the site was officially published online: it couldn't be defined "complete" (and, for me, it will always be a perpetual "work in progress"), but the date could no longer be postponed, it had to be that.

This is how the adventure of i-Bones began.

Even if, at that time, it wasn't called "i-Bones" yet, but this is another story...

(@iBones)

i-Bones on  
Twitter  
March 4

1st Reunion  
new group  
March 21

Reunion  
April 18

7th Telefilm  
Festival  
in Milan  
May 8-10

1st Bones  
Reunion  
May 9

Season IV  
Finale  
May 14

Reunion  
May 17

HH answers  
to i-Bones  
on Twitter  
May 17

Reunion  
May 27

2009



Rumors concerning the arrival of the tv series "Bones" in Italy began to circulate in the summer of 2006, when it was announced that Mediaset (the largest Italian public commercial broadcaster) had bought the rights and would begin to transmit it on Rete4, one of its free-to-air terrestrial channels, in September.

And although the new episodes aired during the Christmas holidays (on December 23rd and 30th, but not on January 6th), the rest of the first season registered a respectable average share of 7.94%.

I started to follow Bones on Rete 4, also because those times when I stayed home on Saturday night was the only viable (or possible) alternative to the "hilarious" varieties offered by other networks. Of course, like all good things in this world, was (in) appropriately relocated in prohibitive times and then deleted, so I opted to buy the DVD of the first season and I granted to myself a full immersion in "Jeffersonian" world. So I converted myself to the original language version (that I find more beautiful than Italian...).

(Lathika)

Once again it was Rete4, on August 2007, to launch the second season of the show but, because of the summer holidays and the once again awful slot time on Saturday evening, the audience was so low that after just two weeks the network was forced to cancel it, and didn't give any news about it for several months.

The same season (the second one) was revived at the beginning of March 2008 (when in the United States the third season was almost over), again on Saturday night and again bringing a very low audience, even for Rete4's standards.

This time, after three weeks of unsatisfactory ratings, rather than stopping it, the network decided to relocate it to a variable time slot between 11.30pm and 12am, but always on Saturday night.

At this point, with the third season already dubbed, Mediaset decided to surrender the first airing rights to Sky, the most important pay-tv Italian digital satellite television platform.

After the reruns of the first two seasons, FoxLife (one of Sky's channels) aired, for the first time in Italy, the third season in November 2008.

The third season wasn't aired on the Italian free channels until the following year, when in the USA Bones was already in its fifth.

1st Bones Summer Time Summer 2009	Season V Premiere Sept. 17	Reunion Sept. 19	Bones best series for TVGuide Bones 2nd best series on Yahoo.it December	Celebration episode 100 January 26	Reunion January 30-31	Partnership with IMDb.it April 14	8th Telefilm Festival Milan and 2nd Bones Reunion September 7-9
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**BONES**  
3ª STAGIONE

Dal 15 Dicembre  
in prima visione assoluta  
su FoxLife



Meanwhile Mediaset changed Rete4's management team and the new one decided to re-value Bones in its schedule.

Since November 2009, Rete4 aired Bones third season for the first time and then the 26 episodes of the fourth and even the first half of the fifth, without interruptions, relocations or hiatus until the end of May 2010. Still the time slot was the one of the unhappy Saturday evening, registering ratings more or less on average with those of Rete4, but still among the lowest, in absolute terms, of the 7 Italian non-paying networks.

Starting from September 2010, Rete4 put "Bones" at the center of its "serial night" (on Saturday again), alongside "Lie to Me" and "Law & Order: SVU". It aired the second half of the fifth season, but just with one new episode per week (while, until then, the new episodes were weekly aired in pairs, as it is used in Italy).

In March 2011 Rete4 tried to revive the "serial night" as it had done in autumn 2010 (one episode of each of the three shows, on Saturday evening), but with the approach of summer the ratings gradually lowered, so that after about two months (7 episodes) the network was forced to cancel the "serial night".

Once again, the "game" was back to Sky who, in the meantime, had never stopped to air reruns of the old seasons and was able to launch on FoxLife, starting on September 26th, 2011, the sixth season on Monday night, airing the new episodes (from 6x08 onwards) from October 31st until January 2nd, 2012.

I would like to emphasize how the passage on satellite channels has been particularly effective in terms of ratings: in fact, the episodes of Bones' season six (both the ones already aired on free channels and the new ones) were the Monday evening second most watched show on Sky channels, second only to the movies premieres on Sky Cinema, and even beating the series aired on the "admiral" channel of the group, Fox (including, on 09/26/2011, also the much hyped "Falling Skies" by Spielberg).

As for the near future, Rete4 will pick up season 6 exactly where it left it (episode 6x08) starting from February 2nd 2012, with two new episodes per week, but (finally!) on a new night, Thursday to be precise, like in the USA. Will they get to air the first part of the seventh season as well? We imagine it will all depend on the ratings on Thursday night...

And the Odyssey continues...

(@iBones)

4

## One exception. My exception

If I had to describe Bones with just one word I would choose this one. Has it ever happened to you to meet a person and to dislike him/her from the moment your eyes met? That's kinda what happened to me when Booth said to Brennan "we are Scully and Mulder". I can now say that my first impression could have never been that wrong. And if I still had any doubt all I had to do was to meet the i-Bones community at the Telefilm Festival to dispel it. Such a committed, joyful and genuine group could not be fan of a mediocre, clumsy and predictable TV series. Could it have been the giant dice that we threw during the fan club's team game to make me fall in love? Bea, "you already had me at hello". I borrowed this quote from Jerry Meguire because I'm sure that by knowing the webmaster of a website you can know anything you'd like to know about the staff and the people who log in everyday.

And so the "10 reasons to love Bones" video comes to my mind: it didn't just capture the skeptics at the Telefilm Festival, but it even came in handful when I wanted to proselytize. If anybody tells me that he doesn't know who Doctor Temperance Brennan is, then I immediately send him an e-mail with the link to the video. And obviously it always scores a hit. Explaining why we love someone or something it's difficult because it means to find out the reasons why it touches us deep into our souls. But there are no rational motives beyond a choice made from the heart, with our "gut". Whoever has ever grown fond of a series' characters like they were life-long friends knows what I'm talking about. Other ones, like me, are even luckier because thanks to this feeling they've come across a place called i-Bones, where you feel at home.

(Alessandra De Tommasi/Journalist)

Bones series of the year in Italy April 2010	Bones at New York FoxUpfronts May 17	Season V finale April 20	Reunion May 21-23	Reunion June 11-13	Bones panel at SDCC July 22-25	2nd Bones Summer Time Summer 2010	Start collaboration with Rete4 August	Season VI Premiere. Bones Italian Forum not "spoiler free" April 20
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## Kathy Reichs in Rome

The 10th December 2010, Katy Reichs, who inspired with her life and writings the TV Series *Bones* was invited in Rome to have a speech during the "Letterature Festival Internazionale di Roma 2010". The theme of the day was "the pleasure", and we have reported here her intervention that, we are sure, all the *Bones* fans are going to love. Here her beautiful and really moving speech.



We are gathered in Italy to talk about the pleasures of life from different perspectives. I can say without qualm that one of my great pleasures of life is being in Italy. The language, the cuisine, the wine, the art and architecture, the warmth of the people. It's a delight.

When I think of the theme for today's event, la dolce vita, it evokes images of rich food, beautiful scenery, singing in a fountain, lavish debauchery, Federico Fellini. So you can imagine my surprise at being invited to join you. My name is Kathy Reichs, and I'm a Forensic Anthropologist. My business is the dead. The dictionary definition of forensic anthropology is fairly clinical: Forensics is the application of a broad spectrum of sciences to answer questions of interest to a legal system. Locard's Exchange Principle dictates that every contact leaves a trace. Every time people meet, or touch, or enter a room they leave tiny specks of themselves behind, and they carry tiny carry tiny specks off when they go. Those transferred bits of thread, dust, or even an eyelash enable keen-eyed scientists to link bad guys to their crimes. Investigators seal off a crime scene, video and photograph the setting, collect and preserve fingerprints, blood, paint chips, or bullet fragments. An army of scientists examines that collected bounty that falls within their specialty, seeking patterns. Some focus on documents and handwriting. Some look at tools and weapons, or DNA and other biological substances. While TV glamorizes the individual heroics of the lone scientist or detective, real police work involves the participation of many.

A pathologist may analyze the organs and brain, an entomologist the insects, an odontologist the teeth and dental records, a molecular biologist

the DNA, and a ballistics expert the bullets and casings.

Numerous players placing pieces in the jigsaw puzzle until a picture emerges. I look at bone. I work at the medico-legal lab in Montreal. The "evidence" we examine is the victim. As a forensic anthropologist, I examine decomposed, burned, dismembered, and mummified bodies and skeletons. I may be asked to determine age, sex, race, and height.

I may be asked to estimate how long someone has been dead, or to describe what was done to his or her body after they stopped breathing. My line of work is not for the squeamish. Forensic anthropologists get involved in soft-tissue cases. Cases arriving at my lab for autopsy are homicide, suicide, and accident victims, people who have suffered violent deaths. Forensic anthropologists tend to get the most severe cases, the ones that can't be resolved by the pathologist through a normal autopsy. What I always keep in mind, though, is that I work with the dead, but for the living. I work to help families when someone has gone missing. I testify in court to bring justice if there has been a violent crime. So you can imagine my puzzlement at being invited to speak on the pleasures of the body. The dolce vita evokes images of luxurious gastronomy. My story often takes place several floors below the dining table, after a body has long quit the pleasure game. One example is the case that inspired my seventh book, *Monday Mourning*. According to the summary of known facts, the episode began with a backed-up toilet in a pizza-by-the-slice joint. The proprietor called in help. While banging pipes, the plumber spotted a trapdoor behind the commode.

Reunion  
October  
22-24

1st Reunion  
in Milan  
October 5

Calendar  
"Bones Faces"  
December 16

1000 fans  
on Facebook  
February 17  
2011

2nd Reunion  
in Milan  
February 20

DVD s5 are  
out, contest  
to win them  
May 4

Reunion  
May  
13-15

Bones 2nd  
as series of  
the year  
July 4

I-Bones at  
SDCC &  
Bones gathering  
July 21-24



Curious, the plucky plumber pried, then peered, then plunged underground. When his flashlight beamed up a half-buried long bone, the man surfaced, notified the owner, and the two set off for the local library. A copy of *L'Anatomie pour les Artistes* confirmed that the booty in their sack was a human femur. The pair called the police. The police processed the basement, recovered a bottle, a coin, and two dozen additional bones. In the end, three individuals lay on my table: a young adult aged eighteen to twenty-four, a middle-aged adult, and an older adult with advanced arthritis. The youngest of the three had sharp instrument trauma on the head, jaw, sacrum, femur, and tibia. I called the detectives.

They informed me that the bottle was new but the coin was old, dating to the late nineteenth century. They could not confirm the coin's association with the skeleton. I told them to return to the basement. I needed more bones.

Roughly speaking, detection of carbon 14 levels in the bones can pinpoint whether a person died before or after 1950. I sent bones samples to a radiocarbon dating lab and a week later we had our answer. The pizza parlor victims had died prior to 1950. The relieved police didn't have to revisit the basement rodent community. The archaeologists took over.

Though the dossier is closed, I occasionally ponder those bones, as I snack on a slice of pizza or a steaming bowl of puttanesca. Are there bones lying in cellar graves beneath my feet while I eat, drink and be merry? Do the anonymous dead lie waiting for discovery while the living transact business one floor up? If you have a brain like mine, you see a neighborhood as a map of potentially undiscovered bodies. The science of forensics has been discovered, and in a big way. Avid readers and TV viewers across America and Europe now know who to call for analysis of skeletal, burned, decomposed, mummified, mutilated, and dismembered remains.

The detectives reported that no cemetery had ever occupied land under or in the vicinity of the pizza parlor building. Worse news. The detectives reported possible mob links for an occupant of the property some forty years earlier. I repeated my request for more bones, and offered to accompany a team back into the basement. A week passed. Two.

Why the reluctance to return to that cellar? One word: Rats! The Police were afraid to re-enter the cellar because it was, literally, crawling with rats. We hit a compromise. If I established that the deaths had taken place more than fifty years ago, we'd call it a day and they were off the hook. My analysis now focused on the question of time since death. Every bone was devoid of flesh. Only one technique held promise. Nuclear weapons testing in the 1950s and 60s simulated atmospheric production of carbon 14 in unnatural quantities. The carbon 14 produced artificial radiocarbon in increased levels.



It doesn't matter if a legal trial involves a clear cut hit and run case with fifteen witnesses. The jury will demand paint fleck analysis and DNA. After years of anonymity, my field of endeavor is suddenly hot. It's hotter than Justin Bieber.

When I completed my grad studies, it was the rare police officer or prosecutor who'd heard of forensic anthropology, much less used it. My colleagues and I belonged to a tiny club, known to few, understood by fewer. Though awareness and utilization have increased over the years, our numbers have not. There are still only a handful of board-certified practitioners in North America, consulting to law enforcement, coroners, and medical examiners. The military employs a platoon or so.

I often say "the evidence is in the bone," but the evidence of the skyrocketing popularity of forensic anthropology is in *Bones*. *Bones* is a hit television series based on the main character of my books, Dr. Temperance Brennan. When I first heard a proposal for *Bones*, I was skeptical. Could a TV drama introduce viewers to the technical complexities of my discipline in an understandable way? Could the show bring to life the human side of my job, convey a parent's anguish over the loss of a child, a detective's frustration over an unsolved murder, an anthropologist's sorrow at the sight of tiny broken bones?

*Bones* is all I hoped it would be, capturing the issues of forensic science, the human sides of participants, and the occasional humor needed to preserve the emotional balance. Tempe is portrayed as a woman and a scientist struggling to control passion, maintain objectivity, and be sensitive to human vulnerability.

i-Bones on  
the Boenes set  
August 10, 2011

1500 fans  
on Facebook  
November 5

Episode 609  
on FoxLife IT  
November 7

Record of  
connection, more  
more than 10000  
November 8

1st i-Bones  
Magazine  
December 4

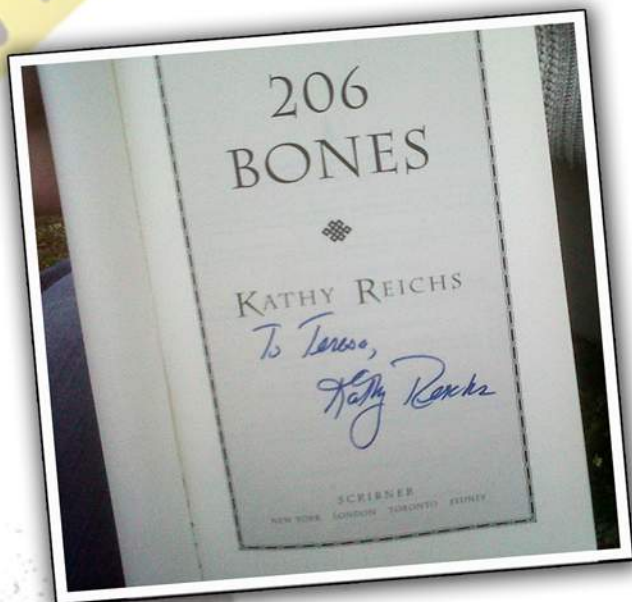
Reunion  
December 8-11  
to be continued...



Each episode underscores the dedication of detectives and lab scientists working hand in hand in the pursuit of justice.

In the TV series *Bones* Temperance Brennan partners with FBI agent Seeley Booth. Though I don't have such a close relationship with any one law enforcement officer, I find this connection to the FBI very fitting. The bureau was one of the first agencies to recognize the value of forensic anthropology, calling on Smithsonian scientists for help early in the twentieth century.

Things were looser back then. Not so today. Forensic anthropology gained formal recognition 1972, when the American Academy of Forensic Science created a Physical Anthropology section. The American Board of Forensic Anthropology was formed shortly thereafter.



Throughout the seventies, forensic anthropologists expanded their activities to investigate human rights abuses. Labs were set up and mass graves were unearthed in Argentina and Guatemala; later Rwanda, Kosovo, and elsewhere. Our role also grew in the arena of mass disaster recovery. We worked plane crashes, cemetery floods, bombings, the World Trade Center, and most recently the tragedy of hurricane Katrina.

Still, no one knew our name.

Cue American television show *C.S.I.* The breakthrough forensic sleeper attracted millions of viewers, and forensic science was in the air. And on the air. We'd had *Quincy* in the seventies, but pathology now dazzled. *Cold Case Without a Trace*. *Crossing Jordan*. *Bones*. Even old timers like *Law and Order* beefed up on ballistics.

And popular literature was right in there. Patricia Cornwell. Jeffrey Deaver. Karin Slaughter. And, of course, me, with my forensic anthropologist heroine, Temperance Brennan.

Suddenly we are rock stars.

I like to think that my own novels played some small part in raising awareness of forensic anthropology. When I started the Temperance Brennan books I had no training in writing. It was a given from the outset that my main character would be based on me - a subject I might know something about. I place Tempe in contexts with which I am familiar and comfortable. Certainly, professionally, I identify with her. In the books she's a bit younger than I am. In the TV series she's a lot younger than I am! Book Tempe is fortysomething and works in a crime lab almost identical to mine, the *Laboratoire de sciences judiciaires et de médecine légale*. But Tempe's involvement in cases takes her beyond the lab more than mine ever has. My work is pretty much restricted to scene recovery, lab analysis, and court testimony. I have a little trouble with some of the impetuous things Tempe did in early books - digging up bodies and confronting victim associates and family members on her own.

I would never do that. It's important to me to include humor in my stories. It's an interesting balancing act. Each book deals with death, and it's a challenge to insert humor into that context without being disrespectful. I do think Tempe's sense of humor reflects my own. Friends tell me that when reading the dialogue they hear my voice quipping the wisecracks.

In my books, I offer readers a peek into my own cases and experiences. *Déjà Dead* is based on my first serial murder investigation. *Death du Jour* derives from work I performed for the Catholic Church, and from the mass murder-suicides that took place within the Solar Temple cult. *Deadly Decisions* stems from the many bones brought to me grâce à la Québec Hells Angels. *Fatal Voyage* is based on my disaster recovery work. *Grave Secrets* was inspired by my participation in the exhumation of a Guatemalan mass grave.

*Bare Bones'* investigation into poaching sprang from moose remains. *Monday Mourning* grew from the three partial skeletons discovered in a pizza parlor basement. *Cross Bones* draws on my visit to Israel, weaving strangely unreported Masada bones, a burial box purported to be that of Jesus' brother James, and a recently looted first century tomb into a modern murder plot. *Break No Bones* opens with a modern skeleton mingled with archeological remains, and pursuing that investigation reveals some macabre motives for the murder. *Bones to Ashes*, one of my personal favorites, involves time I spent with the Acadians of Canada - a community of people that savor la dolce vita to the fullest, yet still have to deal with death in their midst. In *Devil Bones* I return to my home in Charlotte and explore the world of alternative religions.





The difference was that Neely was a skull, rib cage, and lower jaw on a steel gurney, and it was my job to confirm her identity as the young girl snatched from her east Charlotte neighborhood two months earlier. When people ask me how I separate my work from my personal life, the scientist answers confidently that it's part of the job, you focus on the science. But victims of violent death don't obey these boundaries. They remain with us. They live in the loved ones left behind. They live in the perpetrators who harmed them. And they live in the people seeking justice. After the Neely Smith case, I abandoned ancient bones for recent. I switched to forensics, and never looked back. Amber Alerts, the American missing child notification network, were fifteen years away when Neely Smith disappeared, but Charlotte was the kind of town where her name was on every lip. Authorities marshaled a citywide manhunt. Volunteers scoured fields and lakes. Neely's absence was like a presence. The town's collective heart broke with each failure to find her. Parents kept children at home, shadowed them to the school bus, discouraged outdoor play, canceled dance lessons. I struggled with my need to cocoon my daughter, my understanding that I could not protect her from everything, and my conflicting desire to foster confidence and independence in my child. The contraction I felt each time she skipped out the front door was not physical, but felt no less painful that the first time she left the protection of my womb for the wide world. Scientific objectivity cannot discipline that.

Anyone who has come from a town that harbored such a crime will remember the name of the child and carry it with them. Charlotte, North Carolina. Soham, England. Praia de Luz, Portugal. These stories are important.

Last year's release, *206 Bones*, deals with the unavoidable downside of the popularity of forensic anthropology, and a sore point with me - incompetent or dishonest forensic scientists. My upcoming book, *Spider Bones*, is based on work I did as a consultant to JPAC, The Joint POW-MIA Accounting command, the military laboratory dedicated to identifying US dead from World War II, Korea, and Southeast Asia. Real life forensics still differs from the media depictions. On television and in most of my books, the murders get solved and the perpetrators found guilty of the crimes. That is not always the case. My training was in archaeology, with a specialty in skeletal biology. I first found my way into forensic anthropology through a request for help in a child homicide investigation. The tiny bones were identified. The killer was not. That case changed my life.

When I met Neely Smith in 1981 she was the same age as my daughter. Both were friendly, talkative, five-year olds.

They instruct us about the place where they happened, about ourselves, and about how to bear the burden of such memories and move on. They speak to the permeability of "objective science". My work is filled with these names. While I strive to keep personal and professional separate it is never entirely possible. There will be another unsolved child murder. There will always be more work to do. Both the dead and the living etch their names into my bones, crossing paths within my sphere. I don't explain to my daughter why I sometimes hug her too tight, nor do I explain to my colleagues why I sometimes refer to an eight year old only as "the victim." Yes, I have kids. They are grown now, and grandchildren are on the horizon. Wanting to create something for them, I have begun writing young adult books. *Virals*, the first in the series, will be out next November. In the stories Tory Brennan, fourteen-year-old great niece of Temperance Brennan and her friends solve cold cases. And the kids have some very special powers. Relax! They are definitely not vampires. As a scientist I know my body has 206 bones, but I hold more than 206 bones within me. I hold my daughter's bones, Neely Smith's bones, the bones of the unknown buried beneath my feet. I hold all the bones that need a voice. When I am on vacation I love to admire the art, the luxurious hotels, the stunning views, the taste of the food, the comfort of the saunas, the lightness of the air. *La dolce vita*. But, in the end, my vacation ends and I return to my community, my desk, the piled up assignments. Because tomorrow, there is always more work to do. Bones are the foundation upon which all our lives are built, surviving even death, and there is immeasurable pleasure in finding closure for those that once walked as I did.

(speech by @KathyReichs)



## Bones fans gathering

Thanks to some favorable astral conjunctions, last July I had the great opportunity to go to the San Diego Comic-Con, a must to see international event not only for manga and comics addicts, but also for the fans of movies and TV series.

I was in New York for an internship, I knew that omelette and Chemistry were going to the Comic-Con and I also knew that David (Boreanaz) and Emily (Deschanel) were going to the panel of Bones, so I thought: "Why not? At least, I have to try!". If you think about it, getting there from New York was cheaper than going from Italy. So I tried and I still can't believe I was lucky enough to get a 4-days pass for the convention and to find an accommodation at affordable prices less than one month before the event!

Everything was so perfect that something had to go wrong! In fact, as you well know, less than two days before the event, the Bones Comic-Con panel 2011 was cancelled. I think that it was the only panel of the entire convention to be cancelled.

Suddenly the most important reason that had spurred me into doing this crazy trip...was gone. Can you believe it?!? Well, at the time (they told me the news the night before the departure, while I was packing my suitcase) I didn't want to, but so it was.

Now, I will not dwell on sterile controversy about how Fox could have better handled the whole situation because -at this point- it is useless, but I'll tell you the good things that this experience has left me with.



First things first: despite my bad luck, the Comic-Con Experience is and remains an Experience, one of those with the capital "E". Because if you're a fan of TV series, movies, comics or everything that is "American" in general, even a little bit, Comic-Con is an event that can't fail to impress you. But even if you're not a fan of any of these things, you can't not be amazed by the mass of colored, dressed up, noisy, but always dutifully channeled, people that populate the streets of this little Californian city in those days at the end of July.

I can assure you that after San Diego my perception of "conventions" is forever altered.

What made the Experience so memorable that I almost forgot the disappointment, was sharing it with a part of our "Bones family". In those days, in fact, I really shared everything with omelette and Chemistry: getting up at dawn, the Starbucks' coffee at 4.30 in the morning, the endless queues, the tempting-but-not-really-dietetic food, the stakeouts to the Fox booth waiting for the gadgets, losing one another in the crowd, the competition to see which phone was able to connect to the wi-fi network first, the Angel-style hotel elevator, the tiredness (!!!) and so many other things that the list could go on for hours!

It was also an opportunity to expand a little bit more our "Bones family", making it even more international than it already is!

On the evening of Wednesday, July 20th, in fact, the first international "Bones Fan Gathering", organized during the Comic-Con as the perfect opportunity to allow the Bones fans from all over the world to get to know each other personally, took place in San Diego. It's like what we do in Italy with our community with the (big) difference that there, in addition to the possibility to meet other fans, there was the great opportunity to see and interact, live, with the actors and creators of the series(!!!).



The idea of the gathering came from a group of super fans very active on Twitter: Erin, Cally and @Rayne73, who spread the word, extending the invitation to anyone who wanted to participate. The plan was to meet in the evening of July 20th to dine together, get to know each other, spend the night chatting and then - at dawn - going together to the Convention Center to make sure to get front row seats in the Ballroom 20, where the Bones Panel was supposed to be held. A perfect plan, ruthlessly ruined by the deletion of the main event, the Panel itself.

Despite the "little" defection, I have to admit that the evening was very pleasant. When we arrived at the place the organizers welcomed us by giving us a bag full of "Bones goodies", small objects that could somehow be connected with the world of Bones, such as little rub ducks, rubber bones, fake skeletons and so on. Everything was so cute I was surprised when I didn't find brainy smurf and pig Jasper! While we waited for everyone to arrive, omelette, who had already gone to the Comic-Con last year, introduced me and Chemistry to the girls she already knew and then, during the evening, I got to know - or at least to exchange a few words - with pretty much everyone of the presents.



We weren't a lot, maybe 40. I have to say I was expecting a lot more of people. If you consider that at the last meeting in Rome we were almost 30, and that we could only see the actors through a screen rather than live, I was expecting one hundred people at the very least to a convention that important! You also have to consider that Ballroom 20 (where the panel was supposed to take place) has 6,000 seats and that last year Bones panel was not only packed, but that someone couldn't even get in! It is true indeed, as I've learned, that many people who seat inside the room, may not be especially interested in the panel, but are only taking seats for the next one. And it is also true that not everyone who goes to the Bones panel uses Twitter or - more generally - participate in the online fandom, but 40 people wasn't exactly the number I had in mind thinking about the presences in the Bones gathering. Moreover, just like us, most of the people came from Europe (France, Belgium, UK, Poland), a couple of guys from South America and a handful from Canada. I think there was someone from Australia as well, and the rest (less than a half, if you ask me) by the various States of America. I also noticed a strong predominance of girls as opposed to only 2 boys, exactly like in the online fandom.

The evening went by pleasurably, between a comment and a joke, with most of the discussions going back to the motivations that had led to the cancellation of the Bones Panel and the speculations about how the storyline would have gone on after the shocking ending of the sixth season.

There was also time for the presentation of the initiatives of the Bones Project, created by a group of fans (that we already presented several times on i-Bones) who devote themselves to organize various forms of charity fundraisings.

At some point, the quiet atmosphere of the room was suddenly broken by a piercing squee (for the uninitiated, the "squee" is the onomatopoeic verse of the female from the Hominidae fangirl family: the more is the emphasis you want to give to the verse, the more "e" you have to use).

Suddenly the room grew quiet and every head turned toward the source of the squee with a questioning look. We soon had our answer: apparently Hart Hanson, the creator of Bones, had just tweeted that he was sending Josh, his personal assistant, to our gathering in San Diego in order to bring us an unspecified "surprise". Can you imagine the delight that this news caused among us? We began to consider every possibility and its opposite. Some of us were hoping that the "surprise" was Mr. David Boreanaz in person, but this - of course - was too absurd to be true. The waiting turned out to be exasperating and the frenzy of the moment eventually gave way to fatigue, so much that some people even left the gathering before the arrival of the surprise. Not us, of course!

Around 11 pm, after 3 hours of travel, this famous Josh finally arrived, accompanied by Sam, the personal assistant of Stephen Nathan, aka the other "boss" of Bones. The two visibly exhausted by the long journey after a hard day's work, told us that everyone at Bones was incredibly sorry for the cancellation of the Panel (but they provided no further explanation about the motives, and we didn't press the matter), and since they knew we were meeting in there (the power of Twitter...), they had brought us a little preview of the video ([www.youtube.com/watch?v=DwtraFhmZbA](http://www.youtube.com/watch?v=DwtraFhmZbA)) that should have opened the panel (since they were just starting to film the seventh season, there were no clips from the new episodes).



We, in return, gave them some gifts to bring to the cast and crew.

One of these objects deserves special mention because it was a really good idea: a wooden box, carved and manually assembled by one of the organizers, Erin, where everyone of us had been invited to put a postcard from our country of origin. Unfortunately omelette, Chemistry and I forgot to bring postcards from Italy, but we still wanted to leave our message so we wrote: "The postcard from Rome is here in spirit, like the cast of Bones was at Comic-Con. We are sure you'll love it like we love you. Thanks for this wonderful show. i-Bones Italian community".

Josh and Sam stayed and chatted with us for another half hour, asking us where we were coming from, complimenting the organization and thanking everyone for being there and for loving the show so much. We were told that Emily was pregnant and beautiful, and that every day, on set, they tried to guess the sex of the baby she was carrying (as you now know, it was later revealed that he was in fact a boy, Henry, born on Sept. 21st, 2011). We were also told that the crew was close-knit as always and that the seventh season would have been beautiful.

After that, overcome by fatigue, they returned to their hotel (which turned out to be the same of omelette and Chemistry!), promising that the next day they would have tried to intercede for us to let us have Bones posters and t-shirts from the Fox booth, as well as the passes for the signing of "The Finder"'s actors, Geoff Stults and Michael Clarke Duncan.

In the end they didn't get us any poster nor the t-shirts, but we appreciated the thought.

This is how the first Bones Gathering officially came to an end, but the adventure did not end there, at least not for us!



The next day, Thursday July 21st, the one when the Bones Panel was supposed to take place, a dozen other girls from the Gathering and us dressed in bright orange t-shirts especially made for the occasion. In this way we were able to identify one another among the insane crowd of people of the Comic-Con even from great distances, and we spent an enjoyable morning wandering through the various stands (not only the Fox one!) hunting for as many gadgets as possible. For the occasion, we also took some pictures of us in our eye-catching orange shirts, which captured the attention of Hanson and David Boreanaz, who retweeted them to the whole twitter-verse... On Friday the 22nd each group of us was on his own, but in Ballroom 20, between the panels of Chuck, Terra Nova, the Simpsons and Fringe, our paths crossed anyway.

The day I consider the best of the entire convention was Saturday 23rd. Improvising a very last minute organization, we managed to meet in front of the Convention Center at 4 o'clock in the morning (and even earlier at Starbuck's for a coffee!!!). We were very, very sleepy but also very resolute to get great seats for the Castle panel. It was like having been deprived of Bones, we -more or less unconsciously-decided to concentrate all our energies on Castle, making sacrifices like the exhausting 8 hours waiting, 4 of which spent in a less-than-a-meter-wide tiny living space.

Our efforts, however, were more than paid off, since we were able to gain a great third row to attend what turned out to be one of the best and funniest panels of the Comic-Con! Castle cast is really funny and Nathan Fillion is a force of nature! Maybe even more "drama queen" than David, but in a funny way!

We can say that the Bones Gathering 2011 adventure ended after the Castle panel, because after that everyone went on his own way. But friendships were forged there, and who says that you can't meet those same people who went around the San Diego Convention Center wearing bright orange t-shirts while shopping on Rodeo Drive while visiting Los Angeles?!? After all, thanks to the Internet, the world has become a little bit smaller and who says that next year we can't repeat the experience? The organizers are already thinking about the 2012 edition and even if there isn't going to be a Bones panel at the next Comic-Con, trust me, the experience is worth doing nonetheless! Obviously, should there actually be a panel with the actors as well (I wouldn't mind a Tj or a Michael too...), it will even be better!

(@iBones)



This giant convention which is held every year in July in San Diego is an all-over-the-world comic books and TV shows fan gathering aimed to be a four-day marathon full of meetings, panels, autograph sessions and purchases of every kind.

San Diego Comic-Con was founded in 1970 by Shel Dorf, a famous American comic-strip letterer so to gather comic books fans during the hot Californian summer.

Since 1970 the convention was very much attended, so much that today it's the most important one in the USA and the fourth largest in the world - with over 130,000 attendees - after the Comiket in Japan, the Angoulême International Comics Festival in France and the Lucca Comics and Games in Italy.

The extent of this event is understandable from the very beginning, while simply trying to buy the tickets to be part of it. The passes are sold solely via Internet on the official web site of the Comic-Con (<http://www.comic-con.org>) and if you're willing to wait in a queue for at least seven hours you can pre-order the ones for next year convention at the San Diego Convention Center.

You can either buy one-day passes or all four-day passes (with or without the "night preview pass" which allows you to have a sneak peek at the event the night before it is officially open to the public) and in order to be one of the lucky ones who'll get them you got to have fast fingers and to know Internet' secrets. Once the organization publicizes the on-line purchase of the passes - and we recommend you to follow the Convention Twitter account ([http://twitter.com/#!/comic\\_con](http://twitter.com/#!/comic_con)) so to know as soon as possible when the tickets will be available - you'll have to summon up your credit card and all of your patience, sit down in front of your computer and hope to be able to buy one of the tickets. In 2011 the Organization had to suspend the on-line purchase for three times because the servers crashed for the amount of people on line at the same time.

There's no way to tout tickets because they are all nominal and delivered to the purchaser after having shown his or her own ID. So do not let fool yourselves with e-bay auctions or on-line sales.

If you have bought a pass but you cannot participate to the event you can get a refund up until one month before the start of the convention. The returned tickets will be sold again for a second and last on-line round during which those who couldn't purchase their tickets for heaven (or hell, based on the prospective with which you face the adventure!) before can try their luck again.

What advice can I - who have been lucky enough to live this experience twice in a row - give to you? Summon up your patience, bring a sleeping bag and your pillow with you and bear in mind that at Comic-Con you eat little, you sleep less and you wait in queue for hours just to walk through the main door of the Convention Center where it's held.

If you're asking yourselves why living this ordeal, the answer is that it's an amazing experience, so totally different and multicolored from everything else that it's worth your sleep deprivation and the jet lag.

Cosplayer's kingdom (those who like to dress up like their comic books, movies or TV shows heroes), the Comic-Con it's the perfect opportunity to meet comic books, video games and TV shows fans from all over the world, a wearing but full experience that will not disappoint you.

## WHERE TO SLEEP

When you buy your pass the SDCC web site will allow you to buy a hotel-inclusive package. I suggest you try with all your might to find a hotel near the Convention Center and to avoid booking a room at the San Diego Hotel Circle, a kind of branch road that enclose the city where many hotels are located.

As a matter of fact even if there's a free shuttle bus service that will bring you to your destination, the distance from downtown will deprive you of important hours of sleep.





But if you decide not to choose the Hotel Circle you'll have to book your room almost a year before next Comic-Con event if you want to find something close to the Center and not so expensive. Personally I'll go for Gaslamp area, perfect for its closeness and because there are lots of pubs and restaurants where you can go to eat once you're out of the CC. So you'll have to search for your place without the help of the SDCC and much ahead of schedule!

### HOW MUCH YOU ARE GOING TO SPEND

Comic-Con price tickets are as follows:

BADGE	ADULTS	JUNIOR (up to 12 year-old)
4 day pass with preview night	175 \$	87 \$
4 day pass without preview night	150 \$	75 \$
1 day pass (Thursday- Sunday)	40 \$	20 \$
1 day pass (Only Sunday)	23 \$	11 \$

If you book your hotel ahead of time you can find rooms very reasonably priced – there's even a hostel near the Convention Center – but you ought to know that the prices range will be between 120 \$ for a hostel room and 400 \$ and even more for a hotel room of medium-level. During the Comic-Con week hotel's rate will skyrocket and you'll have to adapt. The airplane ticket from Rome goes from 700 to 1000€ and it also depends from the date you'll make your reservation.

### WHAT WILL YOU FIND INSIDE THE CONVENTION CENTER

The SDCC building is a two floor one.

On the first floor there's a giant floorspace with hundreds of stands, from the one selling autographed pictures of American stars, to the ones full of T-shirts and those of comic-book dealers such as Marvel and Lego, as well as those of TV networks such as FOX and WB.

On the second floor there are many rooms, the so called ballrooms, where the panels are held. Panels are the opportunity for a meeting between comic books writers, cinema or television stars and the public. They are moderated by journalists or experts that will ask questions to the special guests and that will mediate between the writers/authors/actors and the public who'll be able to ask questions to their favorite stars. Usually a panel lasts 45minutes.

### HOW TO SURVIVE ONE DAY AT COMIC-CON

The average day of a Comic-Con participant starts at 3 o'clock in the morning.

After a muffin and a coffee bought in one of the zillion Starbucks, you can drag yourselves up to the Convention Center, take out your sleeping bags and go back to sleep till the very much efficient staff of the SDCC will wake you up when the doors will be open, usually at 8.00/8.30. "Abandon all hope, ye who enter" because being able to enter the Convention Center doesn't mean having stopped being in queue. Based on what you've planned to do – and I highly recommend you to carefully read the program of the manifestation and to decide what to see before your departure – you can either go to the first floor or the second one, where the panels will be held.

The most desirable room is Ballroom 20, with a capacity of more than 4000 people and in which are held the panels of the most followed and interesting, and so most drawing, TV shows. I advise you to get up and be in queue this early so that you can take the best seats once you're inside. Do not run while on the inside! I witnessed crying people kicked out after having waited for hours just because they run once they were inside.



Let's pretend you're interested in just one panel that will be held in one of the many rooms in the center. Do not fool yourselves thinking that you can enter just to see that one. If you want to see something specifically you'll have to be lumbered with all that is planned to be held in that specific room or you won't be able to be in there when you'll want it more.

You can go to the bathroom, obviously, but they'll give a temporary pass so that you'll be able to re-enter the room once you come back.



## HOW TO GET AN AUTOGRAPH FROM YOUR LOVED ONES

First Comic-Con rule: never go alone. Bring a friend with you and once inside, go separate ways. One should join the queue to enter the room where to watch the panel that you're interested



into the most - on the basis that if you're a fan of a particular TV show you'd like to assist to the panel and to get an autograph too - the other one - the tallest one, that's very important! - should go stand in the queue for the first floor, where there are the TV networks' stands.

It's very important to have explored the first floor the day before and that you know where the stand you're interested into is, because once the doors will be opened you'll have to run - in this case, you're allowed to a walking race or a fake running - to your stand, where the staff will give you tickets with the name of your favorite show and the time in which the autographs will be made for free so that you'll be one of the few lucky enough to get them.

Should you not be able to get your ticket - expect to be crushed by lots of people, that's why you need the tall friend! - keep in mind that may the actors be fast enough, the staff will allow a few who are in queue without the ticket to get their own autograph. Once you're face to face with an actor/actress/comic-book writer you can talk with them and take a picture together, but you have to remember that all of this will have to be done very quickly.

The available tickets for this session are really only few considering the amount of people going to the Comic-Con, so you don't have to think you're jinxed if you don't get one, but you'll have to consider yourselves very lucky if you get to get it!

Once you get your Holy Autograph Grail you can join your friend in queue for the panel and you'll be able to enjoy the daily program and to go back to the stand on the first floor only when it's time for you to get your autograph like it's written in the ticket that you certainly earned.



## MY OWN EXPERIENCE

I first went to the SDCC last year so to watch the Bones panel and meet the actors of course, and even though I went without knowing what to expect - I ignored all the details I've talked about so far - I've been one of the chosen ones not only to watch the panel (11th row, thank you very much) but to get the autographs from the main characters and the executive producer, Hart Hanson, of the show. And I've even been able to give to them a little something from our Italian community, i-bones.net.

I bought my tickets for the CC on the second round, when they sold again the tickets some people had asked a refund for, and in 24 hours I planned my trip to the USA and my meeting with some American girls I've met on Twitter and who were fan of the show too.

Being able to meet David, Emily and Hart has been a surreal experience and not so much at the same time. Surreal 'cause I couldn't believe to have them only a few inches away from me after years spent having them on my TV. Not so much surreal because they all have been so very kind (especially when I told them I came all the way from Italy just for them!) and being able to talk to them has been amazing.

Last year experience had been so wonderful that I decided to do it again so I came back to San Diego with much more experience on my shoulders, but less luck. Bones panel was cancelled last minute because the main characters couldn't make it, but I've been able to personally meet lots of fans from all over the world for a gathering we'd decided to do via Twitter and I could enjoy the event in a more relaxed way.

These are the panels I attended during the four-day Comic-Con: Chuck, Terra Nova, Futurama, The Simpsons, Family Guy, American Dad, The Vampire Diaries, Fringe and Castle.

(@omelette73)



## On the trail of Bones

When you have the plain tickets for the stars and stripes Country in your hands, you start thinking about all the things you saw on TV and that you'll finally be able to do: eat hot pancakes for breakfast, drive a convertible under the Californian sun, take a walk along the Walk of Fame, knowing that the stars you always loved walked in the same streets.

And if you really love a particular TV show, and you are an observant fan, you could be so lucky to find yourself in places that you know very well, which gave you lots of emotion through your television.

This is exactly what happened to me and my fellow traveler, omelette73, during our summer tour in California, Los Angeles more precisely, where *Bones* is filmed, and where you can find its set, at the Fox lot. The city itself is often used as an open sky set, and thanks to those scenes you can spot some corners of the city.

After a little research our Los Angeles visit quickly became a "tour on the trail of Bones".



Our first stop throw us in one of the first scene that marked the beginning of the seven seasons journey of the show.



And if this plaque doesn't ring any bell, this image will help. Did you understand where we are? Here the scene in question.



Follow this street was very exciting, and yes, I *did* act that scene!

After this little success, because finding something in Los Angeles it's definitely a success, we went relax in one of the many public garden of the city:



As you can imagine, the Rose Garden wasn't a random choice.



Surrounded by roses and green, we felt like we were at home...

And we took lots of pictures in which the only missing thing was... *them*...



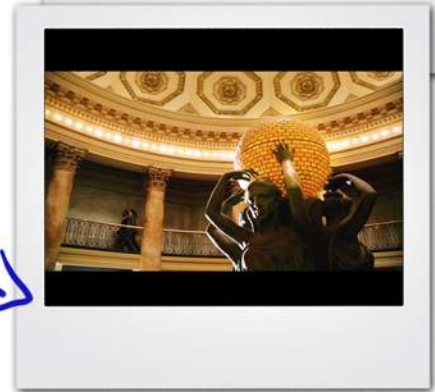
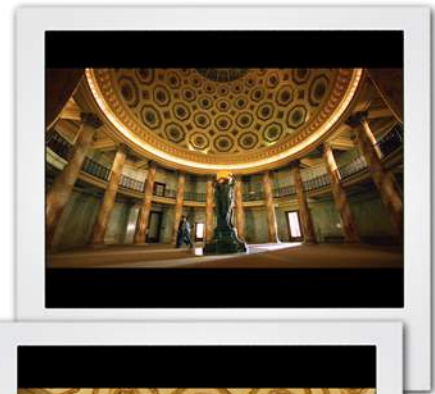
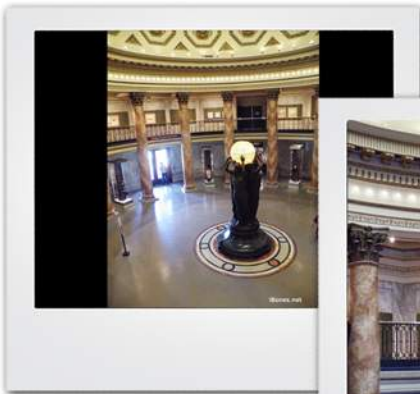
... crossing this same exact garden during the Pilot.

But we knew that another scene was filmed there and we quickly found what we were looking for. I'm sure you recognize those steps which hosted another scene of the first episode of *Bones*.

And, after sitting on those same steps to rest, we decided to take advantage of the remaining time to visit the Natural History Museum of Los Angeles, near the Rose Garden.







There's a moment that every fan of Bones has engraved in his heart, not easy to forget: the final scene of the 100th episode. Who among us didn't shed a few tears watching the rejected Booth's declaration of love?

Well, this place exists for real, and is located just a few steps from the Los Angeles City Hall and the Los Angeles Police Department.

Unfortunately, when we visited the city, the place was closed for works in progress, but from the City Hall roof you still can enjoy a spectacular view.



When we thought that the tour on the trail of our favourite show was over, during a fun day in the Universal Studios, we unexpectedly find ourselves in a special Bones set.

A guided tour takes us into the underground of the episode 5x15 The Bones in the Blue Line, in which we can experiment the same emotions Sweets felt watching a real train derailment.

To make a long story short, find and visit these sites was definitely a plus to our American vacation, and to round it all off perfectly, as Bones fans, we had to finally taste a delicious *Mac & Cheese* to honour Booth, Brennan and the show!

(@Chemistry82)





## A day on the Bones set

Our expedition to the USA – Chemistry82's and mine – started with the bitter disappointment to not to see the Bones cast at the Comic-Con, but it ended with a visit to the Bones set!

We are still thrilled by this event and I'll try to do my best to share this experience.

The first question I am usually asked is: how did you get in?

Let's say we enter the Fox lot thanks to a family member of mine who works for The Simpsons and consequently for FOX, I'm not going to go into details as a matter of discretion, but suffice it to say that the only way to cross those gates is knowing "someone". The news that we could go reached us on Thursday, and Friday, at 3 pm, we were ready for our adventure. We entered directly into the notorious Fox lot and we parked our car after all the security checks, and then we were picked up with a golf cart by our guide, and we started our tour.



First stop: Stage 9, with a visit to Booth's apartment (much larger than I imagined), whose furniture, except the bed, were covered with plastic, to avoid it being filled with dust if they aren't being used. In the same stage we saw the set for the episode 702, where the victim was murdered for this episode, (no photos for obvious reasons, too spoilery) and the FBI offices.

Soon after we headed to the set of The Finder, still under construction, and I must say I was surprised how fast the technicians were working, and then our guide led us to the FOX store to buy obviously Bones related stuff, but don't get too excited, as usually there was almost nothing to buy, only two shirts (one with the Jeffersonian's logo and the other with the inscription BONES) and a mug, which – obviously – we bought!

After that we headed up the Stage 6, that's where the Lab set is, the same soundstage where also X-Files was shot, and we waited for Emily to finish her scene to enter.

We were asked to wait, because now that she is pregnant, they try to make her as comfortable as they can, which is understandable when you think that they work 12 to 13 hours per day, and now that Emily is expecting her first child, she gets even more tired. Despite the disappointment to not have spoken with her, however, we saw her passing by, even if TJ - shortly after - told us that if she had known that we were there, she would certainly said hello to us. Then everything started, and we entered the Lab (the set is exceptionally beautiful and huge) and we met TJ Thyne (Jack Hodgins),

who hugged both of us and for 4 hours (that's right, we stayed on the the Fox lot for 5 hours, and we left when the crew had finished shooting for the day), treated us like friends and shown a kindness and pleasantness towards us that goes beyond the imaginable.

Before TJ started to film the scene scheduled for the day (with the new intern), our guide left us with the cast and with him, telling us that we could stay as long as we wanted, and that they were prepping two chairs for us, just behind the director, and that we could see how they held a day of work on the set, watching the scenes from the screens and listening to the new Intern and TJ playing their scene using the headphones, just as true members of the crew.





TJ escorted us to Angela's office before he started shooting – the crew was prepping the scene – and he talked to us for like 15 minutes.

He asked a bunch of questions about us, what we do in our life and how we started to watch *Bones* and we talked about *iBones*, our Italian community. He seemed to really enjoy the idea of those people, meeting on Internet and creating bonds thanks to the show, and he was very impressed by the work that's behind the site, with constant updates and translations. He never stopped asking us questions about it.

We even talked about our dinner at the CC, the disappointment not to see



the whole cast at the CC, and the joy to welcome Josh and Sam with their big present for us. He even told us that he had bought a ticket to come to the CC, but he couldn't make it, because he had work to do in the evening and a photocall the same morning. Bummer!

TJ has also told us about his work, that they normally use two cameras to shoot a scene and they repeat an infinite number of times the same scene to take it from every angle. We saw them shoot a single scene for about 30 times!

He told us that it takes nine days to shoot an entire episode, and that the scenes are not done sequentially (from the first to the last one), and that the hard part of his work is to succeed in maintaining the same "mood" in a scene, when you shoot part of it the first day, and the second part five days after!



Another significant factor is that when they are shooting there are something like 10 to 15 people in the same room, and it happened that you can have a camera's objective on your face and you still have to act and be intense, which is not an easy task for an actor, because the source of distractions are really unlimited, which made me admire their work even more.

He told us that he tends to memorize the script scene by scene, and that the first thing he does when he receives a new script, is do research about all the scientific jargon he have to use in the episode.

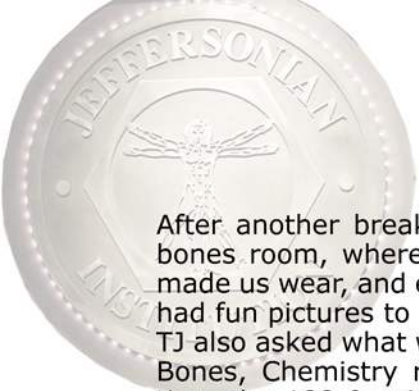
When they called him for his scene, TJ made us sit on the chairs, and from that moment on, each pause between shots, he was with us, showing us every corner of the set, offering us delicacies to eat and treating us with a familiarity and a kindness that still surprised me (we were strangers after all).

When he found out we hadn't eaten anything since the night before (we confessed we were too excited to eat anything), he led us in a corner of the set where they keep all kinds of food for the actors and told us that after half an hour they would have served dinner and of course, we were invited to eat with them ... and guess what was on the menu?

*Thai food!*

It was an incredible day, every single person on that set was incredibly kind with us and it's still difficult to explained our feelings, but what is certain is that we both had to pinch one another to realize we really were there, in our beloved *Bones* set, and this thanks to TJ, who made us feel like we were home and make us forget our insecurity with a different language (in 20 days in the US, TJ was the only person asking us if he were talking too fast!) and our nervousness for the strange moment we were experiencing.





After another break, TJ even took us to the bones room, where he took off his coat and made us wear, and experienced with us, so we had fun pictures to show at home!

TJ also asked what was our favorite episode of Bones, Chemistry responded without hesitation, the 100 ° episode, but I tried to not to answer, because is always been a difficult question for me, given that I don't have really a favorite one. But he had insisted, so I said "The Verdict in the Story," and when he asked why, I told him that I really love the episodes where they talk about "family" on Bones. In fact this is my favorite aspect of the show. Obviously there are B&B, and they are the center, but I love that they managed to make me interested in the life of each characters, and I really, really love the concerted nature of this show, and I'm curious about Hodgins and Angela life as I am about B&B, and I must say that when I said that, he was really listening to me and after a moment of silence, he looked at me and said that he really appreciated what I was saying.

Unfortunately, when they rapped up the last scene – it was 8.30 PM by than - TJ asked us to wait, disappeared for some time and came back with two folders of the Lab, with the Jeffersonian logo, and he handed them to us before saying goodbye with one last hug.

For someone who had this curiosity, we didn't asked TJ for an autograph, but I assure you that after spending so much time in close contact, it seemed almost superfluous to do it, as if this could put a distance between us after the incredible day we have spent with him.

TJ has been a perfect guide and host and he really is a special person. For what can I say I know that after a short time we were with them (TJ and the all crew) I almost forgot where I was, starting to feel really at home.

They even thank us for watching the show! We had even decided not too stay too long, because we didn't want to bother them, but every time we tried to take our bags and make the gesture to leave, someone appeared and to ask "Where are you going, you don't want to leave, do you?" and we, stayed, what could we do but remain until the very last second?



To thank TJ and the crew for this incredible day (how many time I said that? LOL), when we were back in Italy, we decided to send them some flowers with this note "Thank you for letting us live a dream, to you and to the awesome crew of Bones. We will never forget. Grazie dall'Italia," and if someone had any doubt about how awesome TJ is, here is his tweet when he received them:



**TJThyne** TJ Thyne

Amidst my belongings within my trailer upon the fox lot, sits a recent addition. a treasure box filled with fragrant flowers & a smile...

10 minutes ago



**TJThyne** TJ Thyne

Grazie [@omelette73](#) and [@chemistry82](#). U R more then welcome for your "stage 6 TJ Tour" We at Bones are lucky to have fans like you. Thank u!

7 minutes ago [Favorite](#) [Retweet](#) [Reply](#)

([@omelette73](#))





## Visiting the Bones Italian set

Oh yeah. Omelette and Chemistry aren't the only VIP ready to tell you their adventures in the Bones world. Paperella and Romi also have a big one to tell. As a matter of fact we were lucky enough to watch the dubbing into Italian of some Bones' episodes: 6x13, 6x14 and 6x15 to be more precise. TJ wasn't there but B&B were with us in their digital format and we spent two (may I say it again, two!) lovely days with their Italian voices:

Roberta Pellini and Fabrizio Temperini!

Thanks to the willingness of Letizia Pini from Mediaset we were able to enter the Bones Italian sancta sanctorum, where we were welcomed with open arms not only by ours Booth and Brennan, but also by the audio mixer Roberto, the dubbing assistant Giuliana (who is a shipper like and more than us!), two other directors of dubbing and by the dubbers of Vincent Nigel-Murray, Angela's dad and of the amazing Caroline!

It really has been an amazing experience which allowed us to know better the dubbing world and everything that revolves around it.

But let's start from the beginning.

Once upon a time....nope, not that beginning. Sorry!

The beginning: May 19th 2011.

While in the US the season finale of the sixth season was being aired, here there was Roberta "Bones" Pellini welcoming us in an atmosphere that, after the first pleasantries being exchanged, turned to be familiar. As Pellini started her dubbing session we too got ready for our "one thousand and a question" session.

Let's start with the sore points: the adaptation. Let's yield the floor to the most directly concerned.

Roberta, one of the dubbing directors:

"[...] some of the adapters translate personally while others commission other people to do it. In any case I only get the adaptation once it is finished so I don't really know how they translate it. It's not like they [the adapters who commission the translation to others] don't totally understand English but maybe they're not able to translate it perfectly. Sometimes they can be way too literal, while the meaning of the words depends on the context, so they prefer to make use of someone who speaks and understands English in order to translate it and to make the adaptation themselves later. They also check the coherence of the translation with the original text should they not write meaningless phrases that no one would catch. As far as it concerns the scientific dialogues sometimes we use an expert, but usually this is something that Mediaset checks out, while there can be times when the adapter talks to doctors or experts of the field..."



Fabrizio Temperini: David Boreanaz's Italian voice

Roberta Pellini, Bones dubber:

"In my opinion the main problem regarding the dubbing is the adaptation: no matter what show I'm working for there're always mistakes, and big ones too. Adapters now have little time to do their job because as soon as a broadcast company buy a show it wants to broadcast it immediately. It's like yesterday they shot the episode and tomorrow you have to dub it, so the adapters really have little time to do a good job. I would never want to work as an adapter even if I could be one 'cause I don't really like to do what they do, at their home, watching the labial..."





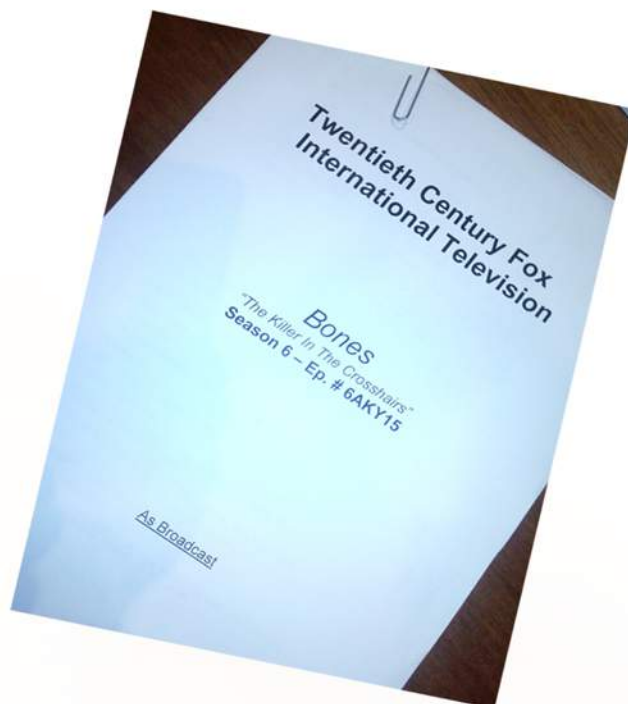
As far as it concerns the censorship and the titles' problems the ball directly passes to Mediaset. We were told that, in the censorship case, there's a tendency to avoid any phrase or exclamation that could upset the Vatican or the MOIGE (the Italian Parents Movement), while in regards to the episodes' titles the direction of dubbing gives Mediaset three options from which to choose: the literal translation (which is – alas! – rarely used) and two more concerning the plot of the episode.

Ascertained the solidarity that bonds us in regards to these problems that not only concern *Bones*, but the entire Tv shows' headlining system and amazed by Pellini's terrific work rate and skills, we chat a little with Roberto and Roberta about the technical aspects of dubbing. The two of them tell us that it takes 13/15 days to dub 3 episodes with 3 turns of 4 hours each. By taking into account work time and the availability both of the dubbers and of the dubbing rooms, the dubbing usually follows a "column system" where each dubber dubs his or her part without having the other character's dubber in the room with them.

**Roberta**, one of the directors of dubbing:

"For us, as a society, it is better to dub three episodes at time because they only last 45 minutes each and it's easier to have the dubbers' availability. [...] Usually we dub three episodes in 13/15 days. It takes 4 and a half turns to dub an episode so we split them in a system of 3 by 3 so as to join them at the end..."

If you were wondering, yes, they sometimes modify the adaptation while dubbing, even if it respects the original script, to improve the synchrony between the labial and the dialogues – and believe us, we have witnessed it and it's not easy at all to fit the two.



**Roberta Pellini**: "[...] with characters that we've been dubbing for a long time we just watch it [the original scene] and then we cut it directly, while with others it's different. In this case we watch the scene, we try the dubbing with the mute on and then we cut. For example, since I know her [Brennan] very well I try while she's speaking, I mean I try my lines over the original video, mostly for a matter of length of the words. But trying while they're talking means losing the expressions of the character 'cause you can't look directly at his/her face. So trying over the original gives you an idea of what the actor is doing and then you have to put something of yours in it too and mix the two. But the best way to do it would be to first watch the video without talking over it because otherwise you could miss a movement, a head shake, anything else that the actor does while talking and you won't make it while dubbing and then that is not dubbing, it's a totally different thing..."

To unwind a little bit the terrific work rate it's time for a coffee break which we spend talking with the pleasant Pellini who tells us about her feelings about the show: "It's so very delightful. I really enjoy her character, she's so much fun and I do really dub her for fun and she even comes naturally to me. There are other characters that don't come to you as natural as her. For example I also dub Alice in "The good wife" and she's like a "prig" because of the script and so the actress that plays her as to hold back her feelings and I find it more difficult to play that character... [...] Yes, I watch it [Bones], I like it. If I can I watch it on TV even if just to see how it plays once completed... in any case I have the scripts with me, I know what happens in every episode... at last, Booth and I both know it."

Pellini, you're one of us!



Did you get some rest? Are you ready?

Great, let's proceed with our next victim: *Fabrizio Booth Temperini*.

And guess what? He's one of us too!!

Shipper down to his bones, Sir Temperini loves to watch *Bones* and he's very happy with the shift of focus of the show from the procedural aspect to the private lives of the characters.

"I noticed that in the first seasons the cases were the food for far more personal subjects. Over the years the interest shifted into the interpersonal dynamics between the characters. I found it a very good choice..."

Galvanized by this fanboy side of him we managed to be professional and focus on the main theme, the dubbing. And being Temperini the director of dubbing from the beginning, who better than him to ask question about it?

*Fabrizio Temperini*, Booth's dubber and *Bones*' Italian dubbing director:

"The director of dubbing chooses the actors for the show and in the dubbing room he is the acting guide for the others, while the assistant cures the sync. At the final stage of the production there's the sync: with the help of the audio mixer he pays attention not only to the performance but to the sound too. It's a collaboration, even with the assistant when there is a labial problem within a line..."

He tells us about his assignments too: from the choice of the dubbers which is connected with the tone and assonance of voices – and the skills of the actor too, obviously – to the guidelines for the performance of the other dubbers in the dubbing room until the choice to Italianize the dialogues so that more viewers as possible can understand them. Should the episode not be understandable by the most part of the viewers in the opinion of the broadcast company it can be sent back to be re-adapted and so the production will last longer. And the same stands for censorship.



22

Making the most of his kindness we talked with him about the adaptation problem too. We gave him a sample of some climax scenes' adaptation (like the 100th episode, to give an example) made by our staff and he said he was willing to have a face-off, just like Pellini said she was in for using the subtitles that we fan translate so to help (and improve) the adaptation.

At the end of these two days we have to admit that we left the dubbing room with the knowledge that fan and dubbers want exactly the same thing: a Tv show which is true to the original and has the ratings that it deserves, but that, unfortunately, because of the small amount of time of production and because of the problems above enlisted, that are sometimes difficult and sometimes even impossible to overcome, can't always match the expectations.

We hope that we'll be able to meet the dubbers again and that we'll be able to collaborate on a regular basis with them so that everyone can get some benefit from it.

(@ChiaraLotus & @10\_Romi)



## Semiserious analysis of patient X

*Patient suffering from Bones Obsessive-Compulsive Disorder [Bones OCD], conducted at the Jeffersonian Institute of Washington.*

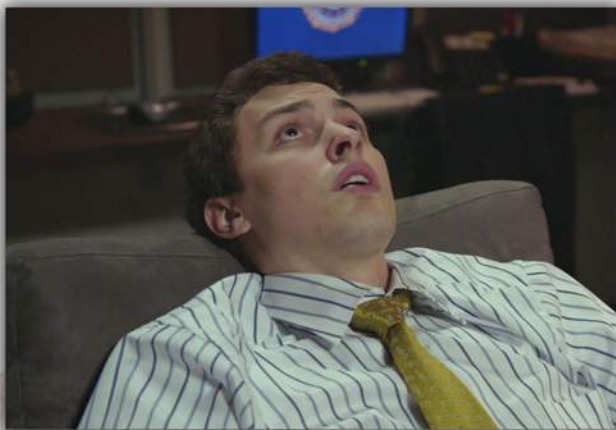
### Case history

Patient X is the typical Bones fan.

Generally the patient doesn't unveil himself, hiding his/her identity under a nickname, but he/she does feel the need to come into sight twice a year. Dismissing the lunar phases, it's not clear yet why the patient decides to show himself/herself to the public.

Patient is manly female gender, 20s to 40s year old, but it possible to find specimens well on in their years.

Patient X is affected from the obsessive compulsive syndrome, which is a psychiatric disorder that manifests itself in a large variety of forms, although it's mainly characterized by the anancasm, a symptomatology constituted by obsessive thoughts associated with compulsions (particular or ritual actions to be performed) which try to neutralize the obsession.



### Diagnosis

The disorder involves jeopardizing the normal rhythm of the daily activities and of the social and working functioning of the subject. As a matter of fact it is well known the twisting of the patient's circadian rhythm in particular times of the year, which can be noticed by the Patient X impossibility to detach himself/herself from his/her personal computer and the Bones Italian Forum in particular.

The obsession is appraisable as a whole of thoughts, doubts, images or recurrent and persistent impulses that torment the subject and that are by him/her perceived as invading and inappropriate, provoking a marked suffering.

The most important and meaningful event is tied up to the vision of the 100th episode, during which the subject has manifested clear signals of suffering with crisis of weeping or, as brought by some cases of chronicle, the vain attempt to throw the computer off the window.

In the last year a certain hostile activity has also been manifested in front of a particular type of fruit, the banHannah. Patient X manifests his/her aversion by trying, with all the means at his/her disposal, to keep it out from his/her sight.

If questioned about it, the subject affirms being able to commit the perfect homicide without leaving evidence.

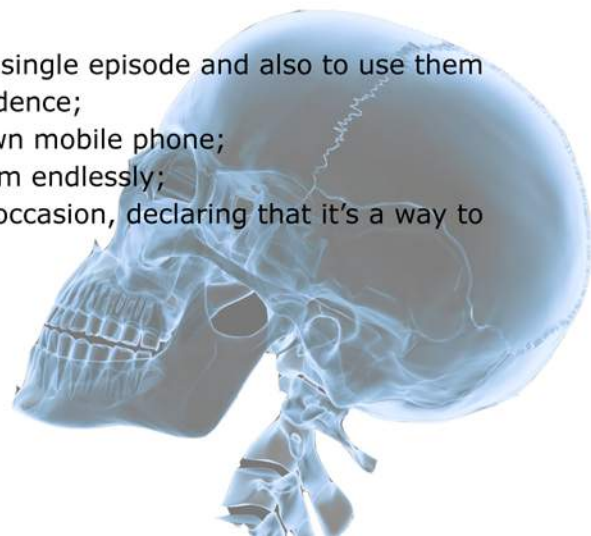
The compulsion is a cluster of repetitive behavioral or mental actions that the subject feels compelled to perform as a sort of stereotyped ritual. Patient X forces himself/herself to watch the series' episodes non-stop. This activity is known by the name of "marathon."

It is fundamental for the subject to examine the episodes in the original language with the aid of subtitles. Recent experiments have proved the onset of serious cardio-respiratory crises should the episode be seen in Patient X native language, Italian especially.

The anancastic rituals are important and they must be performed in particular ways to avoid negative consequences and to prevent anxiety to take the upper hand.

### Examples of these rituals are:

- to learn by heart the most remarkable wisecracks of every single episode and also to use them in presence of people that don't suffer from the same dependence;
- to set up the TV main theme as the ring tone of his/her own mobile phone;
- to look for every song used as soundtrack and listen to them endlessly;
- to have drawers full of striped sock and wear them at any occasion, declaring that it's a way to affirm his/her own individuality inside a conformist society;







- to start every speech by using the expression "anthropologically speaking";
- to show interest in Lincoln's assassin and his descendants;
- to kill bugs only to satisfy a scientific impulse;
- to dream of becoming a forensic artist only to give back a soul to the remains;
- to become wise as doctor Saroyan and to open a childcare facility;
- to be as kind as Miss Caroline Julian and to become the linchpin of everyone;
- to manifest with vigor and style his/her own scorn towards all those people that express negative judgments on his/her own favorite program;

- to be prepared to wearing journeys just to be able to share his/her disorder with other patients;
- to create a twitter account where to be insulted by the authors of the series and ignored by the actors of the same (and be happy of all of this).

It can also be noticed the Bones-OCD accumulation: the patient collects enormous quantities of objects regarding the series and doesn't succeed in tossing them away. Even if Patient X is convinced that the rituals are only an effect of the disorder, he/she still doesn't succeed in ignoring them.

### Conclusion

The Bones-OCD is traditionally considered to be a disorder with a chronic and disabling course, often refractory to every type of therapeutic intervention (particularly, when the vision of an episode is interrupted, Patient X reacts with an aggressive behavior, affirming that even doctor Brennan would not be able to identify the remains of the disturber). However it is also needed to be said that today the prognosis has surely improved because the therapeutic approach to the disorder has radically changed:



the Sweets psychological approach, where the doctor is always the one paying the consequences for his methods, is not considered anymore the care-type for these patients, while first-quality different forms of treatment are preferred, with effects more effective and applicable on a larger scale.

Particularly among these, the creative writing of fan fiction and the production of musical video have lined-up both specific protocols of intervention and methodic evaluation of the results that allow a clinical and experimental verification for the Bones-OCD.

It is therefore advisable to continue the daily therapy based on a everyday log-in on the Bones Italian Forum to avoid possible aggravations.

(@Xtag\_78)





## Sweets, oh Sweets!

It's so nice to see you again!

What? You're just a fictional character created by the genius minds of HH and SN so what I'm suffering it's the hallucinatory manifestation of my Bones Compulsive Disorder? Oh, come on, Pal! You're here, I see you, I'm talking with you! (side note: please note how the shortened version of the disorder is BCD and how it flows so easily and in a perfect alphabetical order from your mouth. How could it ever possibly be something negative ?)

And let's just assume – we'll just assume because I, like Bren, think that yours is just a soft science without any empiric substance – that you're right: I think you'll agree with me that after 5 months of hiatus it's normal, may I say logical, to reach these levels.

Let's forget that I talk with you even when the series is broadcasted and that my obsession, yep, I'm Bones Addicted and NotSorryForBeingAShipper (and yes, you have to write it down exactly like that, with one word stuck to the other) led me to join Subsfactory's translation team in order to make the subtitles of the most amazing tv show ever! And yes Sweets, let's also forget that sometimes I talk to you in English even when I'm speaking Italian just for the fun of it, because it makes me feel closer to you all! Yeah, I know, you're fictional, yada yada, potato potato...

What? You want to know more about this sublimation of mine? That's smart work my sweet Lancelot of the red, hot lips.

When I was a little child I liked like crazy Japanese cartoons and Japanese culture as a whole. Yeah, of course it's relevant, believe me, and by the way, isn't always you psychologists that want to go back to the "in-the-beginning-there-was-light" kind of ancestral memories?

Let's get back on track. As I was saying I had this... obsession, alright? (okay I may need a little bit of therapy... I said I may!)

Alright, I had this obsession so what did I do? The most logical thing (Bren, aren't you proud of me?): I studied languages all my life. English, French, Spanish and yes, Japanese too ( I'm totally promoting myself as a translator should someone need help. There's the crisis, c'est pas ma faute!).

And it's in here that my two obsession collide and create an epic-sized neutron star collision( find the reference to my third favorite obsession).

Why is that you say? Because by studying languages I major in translation and by majoring in translation I decide it's time for me to cut my teeth and I thought "Who's best at doing it than Gormogon?" No, it's not true I didn't think that, I just wanted to say it and see your reaction.



But I still had to cut my teeth and I love TV shows and I thought: 2+2 always equals 4, right? Et voilà! The awesome community which I belong to, that wonderful world that is I-bones as the Italian Bones Addicted fangirl house where every Italian Bones Addicted can feel at home – there's more than one kind of a family, you know that – has teamed up with Subsfactory, an amateur subtitle maker web site. And if 2+2 always equals 4, Bones + Subsfactory = apply for entering the translation team. Obvious, isn't it?

And it's big deal, believe me! You have to pass an entrance examination so to prove your linguistic skills and once you pass it you can enter into whichever team you like most as "subber on trial", a limbo phase where you have to learn the tools of the trade, the rules you have to follow for counting the types and the length of the lines, the correct typing etc etc. Once you pass the limbo phase you officially enter the staff as subber and you can stay as long as you want. I've been translating Bones since season 5, Sweets, and I have never lost interest my friend, au contraire! Last year I've also been upgraded (duck-y pride, I'd like mama Bones to pat me on the shoulder three times with an open hand if possible) and this year I can't wait to start again and you know why!

I've to confess that sometimes you feel like tearing your hair out because you guys really talk a lot, you make lots – and crazy – puns and the squinty mumbo jumbo, do I really need to tell you about it? Open, O Wikipedia! But it's a price that I'm willing to pay compared to the joy that I feel every year when I enter the site and I'm able to read on the board of SF the "team Bones creation" topic and to see so many other obsessed fan like me ready and willing to start again.

So Sweets, what am I to say: if I'm obsessed... well, it's the best obsession ever and I regret nothing!

(@ChiaraLotus)





## Double Interview

### Sixth season:

*comparing two points of view.*

*In the following double interview you can read the different points of view on the key aspects of Bones' season six from two members of our community, Suwya and Dreamhunter.*

**Let's talk about Hannah: what do you think was the purpose of introducing her character into the show and do you think the authors achieved this purpose?**

S. I sincerely haven't understood it yet. Her character could have been used to solve some "underlying issues" between Booth and Brennan, but that was not the case. The actress they chose to play the part didn't do her best in that role and so this resulted in a lack of chemistry with the other actors and some very flat moments during the season.

D. I think the purpose was very clear: Hannah had to be the gooseberry to let the non-story between Booth and Brennan go on for a little bit longer and, at the same time, she was the mean to let Brennan open her eyes and force her to see Booth with another woman. I think that in a way this purpose has been achieved, since Brennan had her epiphany for the presence of Hannah in Booth's life too. But I do think that the character was bad-thought, from the actress they chose to play the part, to the lines she was given, how she was written and so on. To sum up I think the narrative choice they made was a good one and I still like it, but I do think they put it on screen pretty badly.

**What do you think of Booth's proposal?**

S. You can't tell a person that you knew right from the beginning that she was the one, that you will love her for 30, 40 or 50 years and then, only a few months later, say that you're in love with another woman and propose to her. There's no coherence in the character.

D. It didn't disturb me that much. They could have written the episode far better, but I did understand Booth's motives and I think they were much in character. Though he still loved Brennan - I've never doubted it - he still felt committed to a woman who had changed her life for him. Booth has always been that way, whether it's right or wrong. He always carries on to the bitter end, even if he's making a blunder. I haven't thought of this proposal as the end of the world, it didn't mean a thing to me, if just another stage on the storyline.

**What do you think of Booth's character during the sixth season?**

S. I struggled to recognize the Booth I liked in the previous seasons, the one who believed with all he had in fate and love. And I really struggled to find again the chemistry and the sparkles between him and Brennan. I correct myself, I haven't found it yet.

D. I think that Booth clutched at an illusion to get over what he thought was the end of his dreamy love story with Brennan. He is the one who said in the fifth season that a man can go crazy by losing the woman he loves. He told himself lies and he made up a personal fairytale so to be able to go on. A hollow fairytale where he got stuck well after Brennan gave him a way out with her confession. I felt sorry for him, but I've never doubted, not even for a second, his feelings for Brennan. These feelings have always been in the light of the day in my opinion. I do regret how they badly wrote some episodes. The authors could have better written the whole storyline. But this isn't a responsibility of Booth's character.

**What do you think of Brennan and her reaction to Booth and Hannah's relationship as well as of her own relationship with Hannah?**

S. I don't think Brennan's character has been distorted as much as Booth. She's always been the one running away from emotionally destabilizing moments (like it happened in the fifth season's finale) so I've always thought of her acceptance of Hannah like a coping way to not really think about what her presence really meant for her and her relationship with Booth. I also think that she really wanted to be happy for Booth 'cause it's right to be happy if something happy happens to our friends. But obviously this fake happy bubble finally burst out in the 6x09 episode.

D. That it's been one of the biggest mistakes of the whole season. Hannah has been pictured as the perfect Mary Sue, that character that suddenly appears in a storyline and it's inexplicably loved by everyone, even if it's obviously and signally unpleasant. Particularly I found Brennan's insistence on being her friend ridiculous considering that, excepting Angela, Brennan has never shown any particular interest in female friendships.





Where you satisfied with the circumstances that have brought Booth and Brennan to consummate their up to that point platonic relationship?

S. No. I think they handled it very poorly. They decided to take that one last step because of the death of one of their friends (may I ask if they really were friends?) and I think it's pathetic and empty of romance. Let's be clear, I didn't want a soap opera storyline and I do know that things like this happen in everyday life, but I see reality around me every day. I would have rather kept on dreaming just like Booth and Brennan made me dream for all these years.

D. Yes. A thousand times, yes. I loved that episode from the beginning to the end. I even loved that we didn't get to see the notorious love scene. I found it beautiful, elegant and poetic. I know that a lot of fans have seen it as a lack of respect from the authors. But I don't think so. I think that it's very sweet that that moment was for Booth and Brennan only. As long as it concerns me, I'm a happy fan.

What do you think about Brennan's astonishing pregnancy?

S. I've lived this love story with them for six years, following every single one of their tiny steps leading to what we believed would have been the peak of this journey. I would have liked to be a part of the journey you go on once you decide to share your life with someone else too. The ending may had been the same, but it wouldn't have been so hasty and incomplete. And, as far as it concerns the screenplay, I think it was a poor way to hide Emily's pregnancy.

D. That it's not so astonishing, actually. That Booth and Brennan could have had a baby in their future was in the air since the third season (I'm talking about baby Andy) till the obvious finale of season four. It's perfectly coherent. And I personally like this storyline like crazy. I even liked how they let us find it out. I think it was innovative: we imagined about the beginning of Booth and Brennan's love story in a thousand ways and maybe nothing would have ever matched up our dreams. Now we get to see what happens next the ending of a movie, not before it. And I'm excited about it!

(@Dreamhunter72 & @Suwya)

## Project Bones

Last year, Bones fans helped raise over \$5000 toward Stand Up 2 Cancer and Shriner's Hospitals for Children. This year, our charity is no less important. Over 2,000,000 people worldwide suffer from Multiple Sclerosis. This autoimmune disease attacks myelin, a protective sheath around your nerve fibers in your central nervous system. When myelin is destroyed, messages from your brain to the rest of your body is interrupted, resulting in any number of symptoms from blurred vision, to fatigue, to loss of control over basic things like walking or talking. It can also cause excruciating, chronic pain.

This year, Bones fans will be participating in WalkMS, sponsored by the National MS Society, which promotes research, resources, and public education for MS worldwide. You can join the team either as a live participant in Washington, DC on April 21st, as a volunteer in Washington, DC on the day of the event, or as a virtual participant who raises money and does their own walk in their location. If shopping is something you enjoy, check out the Project Bones Marketplace where we are also raising money for this project! There we have a team of artists who have donated either graphic designs for our CafePress site or physical crafts, jewelry, and works of art. We also have a very talented photographer with her own CafePress sites who is donating the proceeds toward Project Bones. Anyone is welcome to join as an artist, walker, or volunteer!



### More information:

About our WalkMS Team/Donate to our MS Team:  
[http://main.nationalmssociety.org/site/TR/Walk/DCWWalkEvents?pg=team&fr\\_id=17747&team\\_id=274578](http://main.nationalmssociety.org/site/TR/Walk/DCWWalkEvents?pg=team&fr_id=17747&team_id=274578)

(to join iBones Team)  
[http://main.nationalmssociety.org/site/TR/Walk/DCWWalkEvents?px=10437404&pg=personal&fr\\_id=17747](http://main.nationalmssociety.org/site/TR/Walk/DCWWalkEvents?px=10437404&pg=personal&fr_id=17747)

The Project Bones Marketplace:  
[http://www.webstore.com/shop.php?user\\_id=103737](http://www.webstore.com/shop.php?user_id=103737)

(@Thnx4TheGum)



## Exclusive Pej Vahdat Interview

**How much does Arastoo resemble you?**

Arastoo doesn't resemble me that much. I am not nearly as smart as him and I hope I'm a little cooler. lol. But I am pretty religious, maybe not as much as Arastoo but I try.

**Sometimes there are some yucky scenes in *Bones*, are you pretty impressionable?**

LOL, the yucky scenes are really gross but I am getting used to them. The more I'm around the bodies the easier it is to handle. But the last one was really gross. They do amazing work on the show.

**We would like to know if the atmosphere on the set is so enjoyable as it seems from outside.**

The atmosphere on the *Bones* set is AMAZING! The cast and crew really love each other and get along so great. I have built some great friendships with a lot of people on the set and feel so lucky to be apart of the family.

**If you could choose, your "ideal character" would be ... ?**

That's a good question. I think my ideal character would be someone with a lot of color and personality. I dream of playing roles that are challenging and really different than who I am as a person. Hopefully one day I will be able to pick and choose my roles. And I got really lucky landing the role of Arastoo because the writers have really given me a lot of great things to do with the Character.

**If Arastoo Vaziri should persuade someone to watch the show..what would he say?**

LOL. Arastoo would probably make a really great demo dvd of the best parts of the show just like the cd he made for Angela. And he would show his amazing nunchuk skills, that might get people really interested.

**Can you describe Mr. Hart Hanson by using three adjectives?**

Brilliant, Kind, and Talented.

(@omelette73 & @Suwya)

## Fans... meet Fandom

28

How to describe my relationship with the i-Bones community in just one word? I would say physical.

But don't let your mind get straight into the gutter, okay? When I say physical I mean that even though I don't really participate in the life of the Forum - I rarely express my thoughts in the topics, both because of lack of time and laziness, I suppose - I really like to be there physically at our reunions, so to create a real relationship with those who are members of this amazing community.

Since our very first meeting in front of the Pantheon in Rome, in March 2010, I've always tried to participate in these reunions as much as possible. Since I live in Rome I'm lucky enough to play at home since the most part of our meetings takes part in this beautiful city, but I've always been there for our travels to Milan too, where the Telefilm Festival is held. As far as it concerns the roman meetings we have our own routine: usually we start by breaking the ice on a Friday evening by going to eat Thai (perfect *Bones* style!) in an Asiatic restaurant near St. Peter. On Saturday and Sunday mornings we go for a walk in the most famous places of the city, especially for those fans that come from abroad, not only from other Italian cities but from other European countries too. But the most important moment is definitely on Saturday evenings, when we go at omelette's apartment, which is kinda our "Bones hut", for an intense "Bones marathon" while eating delicious made-at-home tidbits based on our formula "everybody-brings-something-to-eat".

I have to admit that watching the episodes all together is the moment that I like the most because watching and commenting them all together gives other and new meanings and perspectives to the episodes themselves and it enriches us as people. On a side note, since the 99% of the people attending these meetings are girls I feel very lucky to be that 0,01% male participant. I like to hear their arguments with that feminine touch of theirs and I always find myself thinking about their points of view, so different from mine. I don't want to sound like a bootlicker but I do think that women have a deeper sensitivity and I'm able to feel it during our meetings, so lively and full of emotions. I'll let you imagine their comments when a scene focuses on Booth or Hodgins! I sometimes wonder what they'll think if I was ever to make that same comments on Temperance or Angela - the one that I like the most - but since I consider myself to be a gentleman, I restrain.

So people, I'm the prime mover of these amazing meetings and I invite you all to come in large numbers to the next ones so to meet new people, who are awesome and so much fun, by having an enjoyable day's *Bones*, our common passion.

(@DaniloDiCarlo)





## Scientifically Speaking...

*When I've been asked to write an article on the scientific aspect of "Bones", I said: seriously? Don't be fooled by that degree in laboratory techniques that lays forgotten in my drawer or by a couple of anthropology books that are on my bookshelves...because my heart is a shipper heart, not a 'sciency' one! Well...they answered me: yes, seriously. So here I am, pretending to be extraordinarily interested in the role that science plays in the series, so much more than how I am involved in Booth and Brennan's love story and in the whole universe of deep interpersonal dynamics between the characters which are, in my opinion, the real cornerstone of the show.*

### The main question is: who is and what does a forensic anthropologist do?

A forensic anthropologist works with the judicial authority in those cases in which human remains are found in an advanced state of decomposition. He has the important role to identify the victim and to state cause of death based on the physical evidences found out during the investigation. We can safely say that Bones, with its being just a TV-series, gives us a pretty good idea on what kind of work a forensic anthropologist does. I think that much of the credit is due to the fact that among the producers of the series there is Kathy Reichs, author of the novels which inspired the show who also participates as a technical consultant. Reichs is first of all a renowned forensic anthropologist and this makes "Bones" one of the most scientifically accurate series currently produced.

As Doctor Brennan does on TV, the identification of human remains starts from the determination of sex, age, race and height of the victim to then get to the realization of a facial reconstruction for the creation of an identikit. This last phase is what "our" Angela does.



The next step is to provide cause of death through a comparative analysis of trauma and the examination of the many particulars and organisms found on or nearby the body or around the crime scene where the victim was found.

I'd like to point out though, that in Italy it is the coroner who establishes cause of death and not the forensic anthropologist.

In our country it doesn't even exist a professional register for this job, at least not yet, and the only Forensic Laboratory is the LABANOF in Milan ([www.labanof.unimi.it](http://www.labanof.unimi.it)). Visiting the web site you can observe a lot of similarities with what we see on Bones, but watch out! Although technologically advanced, do not expect to find gleaming machines and a futuristic "Jeffersonian-style" atmosphere. In fact, the similarities between fiction and reality end with the procedures and techniques of forensic anthropology, while everything else is the fruit of Bones writers' imagination and of the directors of photography' skills.

These elements are important as well to make the scenes with the analysis of the remains more enjoyable: imagine the same scenes without the lights, colors and special effects of the Jeffersonian...everything would definitely be less exciting. And if there was some aspiring "squintern" among you, willing to start this career...well, you must know that in Italy this is a complete emerging and booming sector, so it would be very interesting and full of opportunities for your career. Until recently it was not even planned a specific course of study, but now things are changing and the condition of one of these courses, held jointly at the Universities of Milan, Pisa and Bologna and the most technical-scientific one in my opinion, is to first achieve a bachelor in Science, possibly Biology, Natural Sciences or Medicine, followed by a Master's degree in "Paleopathology, Forensic Anthropology and Bioarcheology".

Another opportunity is offered by the Pontifical Theological University St. Bonaventure in Rome, in collaboration with the Center for Studies and Training "Europe 2010", which for the second year has a master's degree in "Anthropology, Applied Criminology and Forensic Analysis" that combines the scientific aspect to the psychological and social ones, whose aim is to train experts who will be able to work both in the public and private security, as well as in the defense, justice and social services with highly specialized skills and objective assessment of the situation in order to contribute to the aims of social progress in accordance with the law and human rights. You can be admitted to the Master after having obtained a degree in Psychology, Anthropology, Sociology, Law, Archeology, Medicine or Biology.

(@francybones)



## Coded message

Help Hodgins to breake the secret code knowing that to each number correspond same letter.

1 2 3 • 4 5 6 3 • 7 8 • 1 2 3 • 2 7 1 3 9 • 1 2 5 1 • 2 7 10 1 3 11 •

1 2 3 • 12 3 5 13 1 14 • 15 5 16 3 5 4 1 • 8 17 7 6 •

18 2 19 20 2 • 12 17 19 5 4 4 5 •

11 19 10 5 15 15 3 5 17 3 11 • 19 10 • 16 19 21 3 4 •

5 10 • "1 2 3 • 2 14 15 3 17 19 7 4".

1 2 3 • 8 19 20 1 19 7 4 5 9 • 2 14 15 3 17 19 7 4 • hotel •

10 3 17 21 3 11 • 5 10 • 1 2 3 • 15 17 3 6 19 10 3 10 •

8 7 17 • 5 4 16 3 9 • 19 4 21 3 10 1 19 16 5 1 19 7 4 10 •

1 2 17 7 13 16 2 • 10 7 6 3 • 10 3 5 10 7 4 10 • 7 8 •

Angel, • 19 4 • 18 2 19 20 2 • David Boreanaz •

15 9 5 14 3 11 • 1 2 3 • 1 19 1 13 9 5 17 • 17 7 9 3.

(@Suwya)





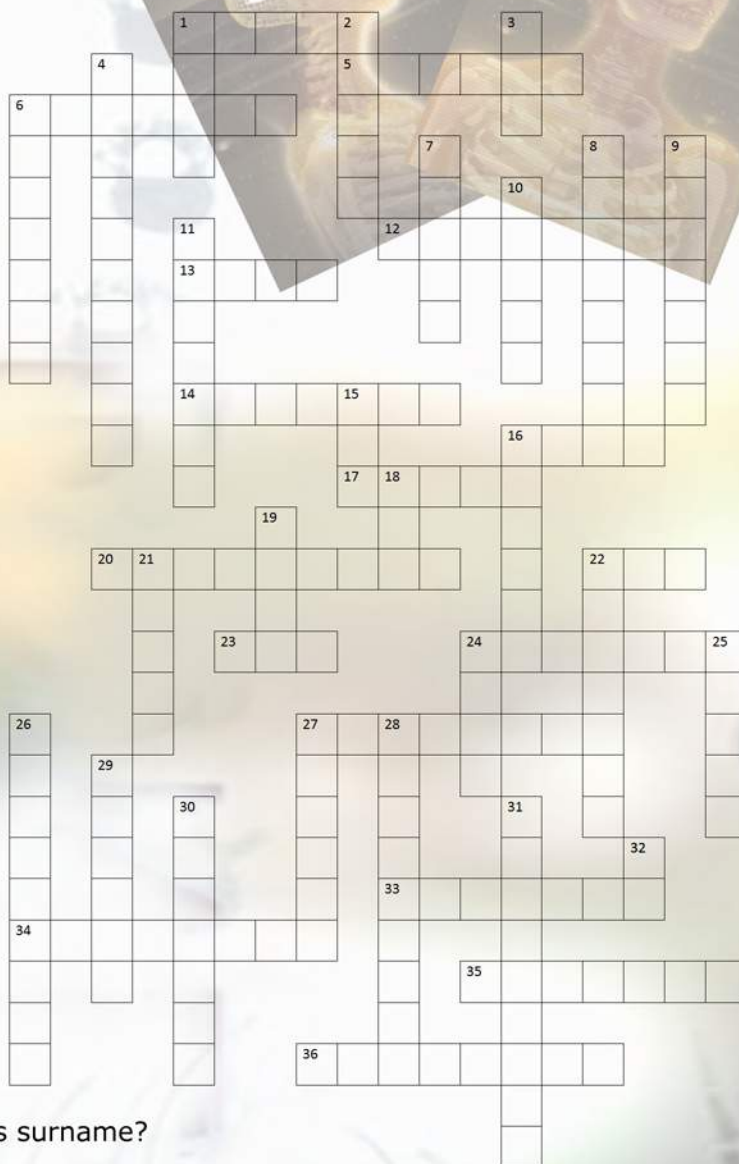
# Bones crossword

## Across:

1. The very first episode of the show.
5. Our beloved Hartwick.
6. You crave for it, if you want to know everything about next week episode in advance.
12. At the beginning of the 6th season, who says what happened to Fisher?
13. Who worked as a mechanic in North Carolina?
14. They mean Soul and Faith.
16. Dudek who played the character of Tessa in the first season.
17. You're afraid of him, if you suffer from coulrophobia.
20. "... are not purple. This is wrong."
22. Genny Shaw works there.
23. Brennan would name it Jasper, if she had one.
24. Parker's middle name.
27. Hodgins wrote it with sushi.
33. The surname of the "evilest" actress of the show.
34. Booth has a perfect one.
35. Booth had to take it because of his backache in episode 4x15.
36. Brennan is so expert about it, that it actually speaks to her.

## Down:

1. Marco...
2. His name is Thomas Joseph, what's his surname?
3. US network of the show.
4. Booth and Brennan's song
6. You definitely are one of them if you want to see every single step of the romantic story between Booth and Brennan.
7. Parker is eleven.
8. On which day of September the first episode of Bones was transmitted?
9. What Bones was originally to be called?
10. Booth usually wears stripped ones.
11. Who served as a military translator in Iraq?
15. Out of character.
16. Who once served as a magician's assistant?
18. The FOX one for Bones is on stage 6 and 9.
19. What kind of food Booth and Brennan are going to eat at the end of episode 2x07?
21. We find out it's existence at the end of the last episode in the first season.
22. The founders of the pub where the characters often go.
24. Booth is an Alpha one.
25. The surname of a well-liked ex-psychologist who is now a chef.
26. A patent pending computer program designed by Angela.
27. Who wrote A Night at the Bones Museum?
28. Caroline wanted Booth and Brennan to kiss under it.
29. Name of the victim in episode 4x15.
30. Genre of the show.
31. There's a lot of it between Booth and Brennan.
32. Name of the boy who plays Parker.





## Bones personal soundtrack

When I go on a journey I always bring with me some essential things. One among these is my mp3 player of a beautiful lilac color, small, practical and always loaded.

This time too I'll let the mp3 choose the music for me: I am pretty sure that the shuffle mode is one of the best inventions ever in the whole musical history!

The first one is a classic: raise your hand whom of you has never belt out *Hot Blooded*, by Foreigner. I imagine that since you listened to it in the first season of *Bones* you couldn't help yourselves and that you too, like Booth and Brennan, had to let yourselves go into a wild dance ... and maybe you even keep an eye to the fridge every time you listen to it, hoping not to see it blow up. I know, how is it possible to forget that scene? Also because the poor FBI agent is found half naked in a hospital bed in the following scene... strange that my mind makes this kind of connection, I really don't know why...

That same song they sang it in the fifth season, with the precious performance at Camp Rock: Bren playing the guitar and Booth with his tie laced around his head. But it is "their song", and it's impossible not to smile or to hold back. As a matter of fact I didn't even noticed that I have been tapping my foot to the rhythm of music for quite some time now! But it's time to change, the song is now ending and who knows what song will be playing next.



Oh, well. *Keep on tryin'*, by Poco. Obviously I didn't know anything about this group until I heard Brennan sang this song, remembering a moment of her childhood when her family was still together and she could count on the unconditional love of her parents and of her brother. Keep on trying ... sometimes I think that it could be a beautiful slogan for an advertising. Yes, something like "Hey, Boneheads, keep on trying, keep watching the show. You can never know what will happen next, but remember never to lose your faith! " Uhm, this song is so meaningful that it's better to let it end and focus on the next one.

Ohyeah!

Everybody, let's go to the karaoke and sing *Girls just wanna have fun*, by Cindy Lauper.

It's an anthem to girls' joy and happiness, because when we are together we only want to have a good time! And I know, you immediately think about Bren, about how much happy she was while singing it and about Booth too, so adorable for being there for her. Then someone thought to shoot our favorite FBI agent. Like a lioness taking care of her beloved one, Bones revenged him! Oh, and then there is the scene on the following episode, the one of the bathtub... I know you know which one I'm talking about, don't pretend otherwise!

Booth with a beer dispenser on his head, a cigar, a comic book and a rub duck (a rub duck!!) to keep him company in the tub. And yes, his lack of modesty too, obviously.

Ehm.. next song, please!

What crew? *Motley Crue*! Unforgettable *Dr.Feelgood* and all the emotions that this one episode between reality and imagination has given to us. I think that the insults to the producer may have been as imaginative as the episode, but he might have had a buzzing in his ears for a few days at the most.

You do remember Brennan and Booth as the managers of the coolest place, The Lab, don't you? The most touching season finale, comparable for sadness to the one of the following season.

But how does that saying go?

Dreams are desires, "nothing happens unless first a dream" and... *To make you feel* my love by Adele puts an end to the sixth season and to this short trip of mine.

I have reached my destination, from here there's a new beginning from which to look ahead, a new season of *Bones*, and I am really curious to know what emotions it will save for me, again.

(@Xtag\_78)











# ANTHROPOLOGICALLY SPEAKING



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