

# Science Fiction/San Francisco

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Page 4 - Jim Bull

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# News and Notes

By Christopher J. Garcia

Editor

In very sad news, Mr. Robert Asprin passed away. He was set to be the Special Writer Guest of Honor for Marcon and was found dead the day before the con. Our deepest condolences go out to his family, friends and fans, including Mr. Kevin Standlee who was the Fan Guest of Honor at Marcon and was also a big *MythAdventures* fan.

I'm still tired from Baycon, but there is news that must be brought. Probably the coolest thing that's been announced is that Ralph Bakshi is going to be the Artist Guest of Honor at Anticipation in Montreal in 2009. He's an amazing get and his works include *Wizards*, *The Lord of the Rings* cartoon, *American Pop*, *Coonskin*, and many, many more. I met him at Cinequest in 2004 and he was a really nice guy. It's looking like Anticipation will be the most international Worldcon in years with all sorts of folks who don't usually make it turning up.

If you haven't already, go to eFanzines.com and read *Orange Soda*, the Baycon Fanzine in an Hour. It features FiaH regular Randy Smith, George and Vanessa Van Wagner, Bob Hole, Joni and Garth, Jean Martin, the Katster in her GarciaZine debut, a Jason Schachat cover, and Greg Vineland's first art to appear in a fanzine. He's awesome. It's really fun stuff.

There's Arnie Katz's *VFW 106* which

features a long report on CorFlu Silver. It sounds like it was a fun con, but I still think Costume-Con was my calling for that weekend. He does talk about the Hugos as compared to the FAAn awards and it's an interesting comparison. He says that to him, the FAAn Awards are superior and I can understand that. I have a soft spot in my heart for the Hugos and probably always will. I do have to say that I tend to go with the FAAn awards in the areas of Best Fanzine and Best Fan Writer most years and with the Hugo for Best Fan Artist.

*Askance* #8 is up and there's stuff from all sorts of great folks, including a piece of my TAFF Report. There's even the rarest of the rare: an LoC from John Coxon! Good stuff! The art is really solid, especially the Ditmar covers!

Lenny Bailes' *Whistlestar* #7 is on eFanzines. It's good stuff and there's more on the whole Core Fandom thing. There's a lot going on in that direction these days. The cyberversion of Peter Weston's FAAn award-winning zine *Prolapse* has come out too, but I haven't had a chance to read it.

## Letters Of Comment

**And Now, Mr. John Purcell!**

Well, well, well. Still more CostumeCon 26 reportage and photos. I thought I had seen enough in multiple issues of *The Drink Tank*, but whenever a con of such magnitude and fun occurs, it is inevitable that a plethora of con reports will arise. I am glad everyone had a good time.

*Chris Garcia replies: And we did, and for at least some of it, we had a good time together! It's so rare that so many of us all manage to find some time to hang out, and it's almost always at a con, so having an extra con means extra time*

*together. (Except for this year when I'm planning on having BBQ for all my friends, which will be another.)*

I like Tom Becker, and downloaded *My Evil Plan* for future reading pleasure. He's a neat fellow and I look forward to seeing him again at future cons. By now you have probably seen my latest issue, and I am befuddled by Chris Garcia's non-loccking of recent issues. This is probably understandable considering his preparation for that TAFF trip, then taking the trip, finally writing that mammoth TAFF report, too. Not only that, simply catching up with the

post-Corflu crush of zines is always a time-consuming task. Hopefully I will hear from that furry ball of energy Real Soon Now; his locs are always fun to read.

*I've got Askance 8 open in my Acrobat as I type this! It's a good ish and I'll be writing a lot, I think.*

Wales is on my listing of places to go some year. When my wife and I finally wend our way to the British Isles, we plan on hitting nearly all of the places: Ireland, Scotland, Wales, and England proper, of course. It will be fun to listen to the dialects and accents, that's for sure. With any kind of luck, we can hook up with all sorts of Britfen, too. Ah, me. Some year...

*Wales was nice, but they don't speak anything like the whales in Finding Nemo. I know...I tried.*

Chris's musings about why he is fan match up with mine, too. I consider myself first and foremost a science fiction fan. While it is true that my main fanac is in fanzines, I also enjoy going to cons (when possible) and meeting other fans. There is also the media side of things, too, and I try to stay up on it, but not too much since there is SO MUCH of media Science Fiction out there. There is no way I could keep up with it.

SF/SF was saddened to hear of the death of Rory Root this past May 19, at the age of 50. Rory was the proprietor of Comic Relief in Berkeley and an early and enthusiastic promoter of alternative comics, graphic novels, and small-press books. He will be missed.

As for wearing costumes and all, that's not really my cup of tea, but I certainly can appreciate the workmanship and time/effort that folks put into their costumes. I admire costumers, but don't participate in it that much. Which is fine.

*I don't do much Anime or Manga, though I don't mind either of them. I keep up on movies, but the hardest thing to keep up with is the books! There's so many of them and so many series and so many tie-ins and so many...*

So overall, does my attitude make me a member of Big-Tent Fandom? Probably, especially if I adhered to labeling things like this, but that is where I draw the line. I am a fan, pure and simple; that is all the labeling needed to describe me. My primary interest is in fanzines, that's all. Randy Byers said basically the same thing in a loc to *Askance* a couple issues ago: "Call me a fanzine fan," he said. That is me, too.

*I tend to call myself a fan, but usually people want more of an explanation. I'm certainly a fanzine fan, and if there was a phrase like Cafeteria Catholic (the best thing to come out of the DaVinci Code movie) that could apply to fandom, that's probably me.*

So why, the question might come up, do I run these comments in my zine? (It all goes back to the third issue and is still going strong, if anybody wants to track the "controversy.") The answer is fairly simple: fandom is one big on-going conversation, and one of the long-standing traditions of fandom is to participate in such discussions in fanzines. Here in the 21st century such discussions are also being held in listservs, LiveJournals, blogs, chatrooms, and private e-mails. This is all a mere reflection of our current

fannish technology.

*And it's strange that I'm not on any of the lists, which makes me somewhat isolated from a lot of the controversy. It's really the stuff that makes it into the zines that I see (and sometimes produce) and that also makes me less informed, more sheltered, and frankly, doesn't eat up nearly as much of my time!*

Like Chris says in his last couple of paragraphs, many fans have turned away from the Big Tent simply because it has become, well, so BIG. I know I can't keep up with it, so I'm not gonna even try. Like Chris, the camaraderie of Fandom itself is what keeps me involved. These are my friends, and I dearly love seeing them at cons, reading their zines, getting their locs, articles, and artwork, and will write to them in response. It is all one gigantic give-and-take, and I think that's what's missing in Big Tent Fandom. It is way too big for such intimate and immediate feedback to occur.

*And I see it as being where the most give-and-take happens. A con is a living thing. It's an amazing, breathing, grunting, screaming, crying, laughing thing that swallows everyone up and mashes them together. It's all there, but you do kinda have to push your way around to get to all of it. It's not easy, I admit, but it's possible.*

So does that make those of us who babble back and forth Core Fans? By Arnie Katz's definition, yes, but more and more of us (I think) seem to simply want to refer to ourselves as Fans. Fanzine fandom is one means of keeping the long-term, 70-plus-year tradition of fanzines going. Eventually I believe this "controversy" will peter out, with the end result being a consensus opinion that yes, we are all

fans and that labels really don't matter except for one: call me a fan. That is the bottom line.

*Dead on you are, John!*

Hmm... I got a bit long-winded there, didn't I? Good; that means it is mostly out of my system. And you read it here first. Well, sort of; I have touched on this every so often in my zine.

*If you can't ramble in an LoC, where can you?*

Thanks for the fine issue, you silly BAreans. Keep up the good work, and I look forward to the day we can all meet and have a good time at some con somewhere.

*Well, there's that BBQ I mentioned. You're invited, you know.*

### **e-Book "Why Men Won't Dance" Now Available**

Renowned Bay Area dance instructor Bud Ayers has written a phenomenal book that explains why men are reluctant to take up dancing and how to encourage them to do so. This is a must-read for women who would like to share their joy of dancing with their significant others. Men will also benefit from seeing dancing in a new light and figuring out why and how they can enjoy dancing as well.

Visit [www.swdance.com](http://www.swdance.com) for more information and ordering instructions. The book is an invaluable guide that is offered for a mere \$10.

#### ***Praise for the Book:***

*I have to say, I'm very impressed with the insight you have for the difference between men and women, the different types of men and the different learning styles. You really bring a holistic approach to dancing...You are a wonderful teacher and communicator! Thanks so much for your wisdom and generosity in sharing your experience and knowledge with the world.*

-Jean Martin



**Any hotel where the staff collects badge ribbons is a good con hotel. Our Baycon coverage begins on page 10.**

Photo by Jim Bull

# Editorial

**By Jean Martin**

*Editor*

I can't believe it's June already! It seems like from the beginning of the year up to today, I've already packed in a whole year's worth of activities and events. I've already been to three conventions, WonderCon, Costume-Con and Baycon, which have all been fantastic in their own ways.

I'm definitely into conventions, but being an introvert, they definitely do take a toll on me. I can't imagine doing more cons than I do. Costume-Con was an extra one in the first half of this year, and that really burned me out. By the time Baycon rolled along, I was already exhausted. I got to the new hotel for Baycon, the Hyatt Santa Clara, and decided after I checked into my room that I was going to take it easy at that con. Famous last words... I did just as much partying, hanging out and doing other fun and creative stuff at that con as I did at Costume-Con. But I tried to at least get more sleep at Baycon than I did at Costume-Con.

Which leads me to Chris's editorial from last issue. I'm sure every person has their own reason for being in fandom, and some people are more immersed in it than others. To me, fandom is really just my life. I have a day job like most people, and I do enjoy my work. However, fandom is what I do, outside of work and sleep (which I get precious little of these days). All my friends are in fandom. All my activities (not just cons) are fannish, almost year-round. Even when

I'm at home, I'm doing fan-related projects.

For one thing, *SF/SF* keeps me constantly busy. Almost every day I have my editor hat on. I'm always on the lookout for events to cover myself, or to assign to other people. Wherever I go, I listen to what people are talking about to see if they have something they've done or are planning to do that they can write about or submit photos of. Then there's the following up, proofing, emailing to my various lists and posting to several sites. In a way, editing a fanzine seems to prolong the effects of an event for me. Most people don't think much about events they've been to afterwards, whereas I still have work to do for weeks after the event.

Of course, for each convention, performance or ball, there's also the preparation beforehand. This includes costumes that need to be purchased, sewn, or fixed; packing everything; and maybe even rehearsals. Our Baycon masquerade entries usually entail two to three months of rehearsals and costuming in advance of the competition. After the event, I spend at least the next several days doing photo editing, sorting, uploading and distributing. Then there's writing articles for *SF/SF* and sending emails to people following up on conversations or just generally saying hello and thank you for a great time. Usually, I get more ideas for activities and projects after hanging out with friends.

I still eventually have to work on getting up to date with my scrapbooking. But I've been so busy and have such a backlog of photos that I

don't know when I'll get around to doing this. I still haven't done my 2007 scrapbook.

And then there's the huge job of unpacking. I still haven't completely unpacked from Costume-Con and I haven't unpacked from Baycon at all. I seriously have to ask for a day off just to do this so that I can have my suitcase empty for my upcoming trip to Portugal.

Back to Chris's editorial... I guess he and I have in common our love of doing fannish activities and hanging around fen, but when it comes to fanzines, we are quite different. I'm more just a chronicler and publisher, whereas Chris is a fan of fanzines in general. I'm not into fanzines per se. To me, the joy is in the writing, photography and production of a publication, and offering a venue for people to get involved and excited about sharing their talents. I'm not really into reading fanzines or LOCing about them. So I suppose I'll never be considered a Core Fan. I'm also more of a participant in, and even an organizer or promoter of, events. Fandom is my way of being part of a community of likeminded people and also a way of doing creative things in a non-commercial context. Writing and reading are very solitary endeavors, and although I love doing both, I'm already in front of a computer all day long at my writing/project management day job. I need to be around people and do more physical and active things as much as I can.

Being in fandom for almost five years, I've witnessed some trends come and go. Pirates seem to have been popular for a while, and still

are, as evidenced by Baycon 2008's pirate theme and the upcoming Pirate Festival in Vallejo. But I have a feeling that this is on its way out. There will always be people dressing as pirates, but I don't think it'll be as ubiquitous. (However, for another opportunity to wear your pirate gear, or anything nautical-, island- or *Lost*-like, the Bay Area English Regency Society (BAERS) is having a "Shipwreck Ball" in Arlington. For information on both piratey events, see [www.norcalpiratefestival.com](http://www.norcalpiratefestival.com) and [www.baers.org](http://www.baers.org).)

I've also seen the rise of the *Firefly* movement, which now seems to have died down a little to just the core group. With no more *Firefly* TV shows or movies coming out, it's hard to keep the interest of all but the die-hard fans — of which there are, thankfully, still a lot. There will be another charity fundraising screening of *Serenity*, called "Can't Stop the Serenity" on June 21 in San Francisco. And the Greater Bay Area Costumers Guild (GBACG) is having a "Unification Day Saloon Shindig" on July 19 in Antioch. For more information on both, visit: [www.sfcasts2008.com](http://www.sfcasts2008.com) and [www.gbacg.org/gbacg-calendar.html](http://www.gbacg.org/gbacg-calendar.html).

Nowadays, Steampunk is touted as the next big thing. There are still a lot of people who don't know what it is, but it is rapidly making inroads into the mainstream. A friend sent me a story about Steampunk that was published in the New York *Times* recently. It was a good article but I was quite shocked that the photos they featured were not very impressive. You can see way better on Flickr if you just do a search. The interesting thing about Steampunk is that there really isn't any one particular thing to rally around. It's not affiliated with any big movie or

TV show, or even a specific book. Most people refer to either Jules Verne or H.G. Wells, but don't really elaborate. I have a feeling that a lot of people haven't even read these authors' books. (I think I read *The Time Machine* a long time ago but I've probably seen more movie versions of their work than I've read their novels.)

I have the impression that the online and hard-copy comic book *Girl Genius* seems to have sparked the current upsurge in all things Steampunk, but I don't know this for sure. If there are any experts on Steampunk out there

## I suppose I'll never be considered a Core Fan.

who could enlighten me on the matter, that would be great. (Or we could all just check Wikipedia!) In any case, I'm more interested in how this all started in the Bay Area. I'm very Bay Area-centric, and I could be wrong, but it seems to me that the Bay Area once again is at the forefront of this movement. I believe the Neverwas Haul, which appeared at Maker Fair in San Mateo last month (mentioned in our last issue) made a big splash at Burning Man a couple of years ago. Neverwas Haul is a Victorian house on wheels that is operated and occupied by folks with fabulous retro-futuristic Victorian outfits and props.

Last January, I wore my first Steampunk costume at the PEERS Mardi Gras des Vampires

ball. I came as Mina Harker from the movie *The League of Extraordinary Gentlemen*. As I wrote in my article about the dance, only my friend Jeff recognized the costume. The second time I wore a Steampunk outfit was at Costume-Con for the Friday night Victorian underwear Steampunk dance. (Not very many people got the memo that it was Steampunk as well as Victorian underwear, as I was one of the few that wore something in that style.) At the Computer History Museum's Babbage Open House last May 10, I wore a more traditional Victorian costume but some people showed up in Steampunk attire. Technically, Babbage did his work earlier than what would be considered the Steampunk era. Still, his Difference Engine No. 2 looks like something out of a Steampunk movie and he did mention that he wanted steam to drive his computing machines. Baycon had a few panels on Steampunk, which I missed. But I did get to wear my third Steampunk outfit, and I got lots of compliments for it.

But Steampunk is not just about fashion. It's also about creating technological marvels that look like they were designed during the late-Victorian period. For example, people have made Steampunk-styled computer keyboard, monitor and iPod covers, as well as cars, RVs, and even guitars.

I think that is what is so fascinating about this latest craze. One can be creative in so many different ways and also it blends the past with the future, old-world elegance with modern avant-garde. Most people I know who are into historical re-enactments are also into fantasy

# Dreams of the City

## A Column by España Sheriff

Richard K. Morgan's *Altered Carbon* is set five centuries in the future, when humanity has spread across several planets and people have "stacks," storage devices embedded in their spinal column that contain their memories and personalities on backup disk.

Being able to back yourself up and transmit people digitally has transformed society; interstellar travel is done digitally and virtual immortality is available for those who can afford it. Instead of jail, criminals are put in storage and their bodies are rented out as "sleeves" for those who are themselves stored. People keep deceased relatives backed up or in "virtual condos" and bring them out for special occasions. The wealthy rent young and beautiful sleeves and grow multiple clones to reduce wear and tear, as well as to make travel more convenient, downloading into a remote body rather than traversing the distance physically.

Due to these new realities, homicide is rarely fatal and legally categorized as "organic damage," although naturally killing someone completely by destroying their stack is still possible, and is now called Real Death.

Our protagonist is Takeshi Kovacs, an offworlder from a colony planet called Harlan's World. An ex-Envoy (think Special Forces with biological modifications), he is sent to Earth to solve a crime in a San Francisco that is now a conurbation called Bay City, spread over the city and outlying areas.

Some things remain the same. Union Square is still part of the shopping district, the Polk Gulch area is still seedy, and the fog still rolls in even during Summer. Potrero Hill appears to have gone a bit downhill but Oakland is still a grittier neighbor, although it now has a massive shipwreck called the *Free Trade Enforcer* beached on its shores, serving as a rundown tourist attraction.

The crime under investigation is the "murder" of a wealthy old immortal, who can afford nightly remote backups, meaning that after having his stack destroyed he wakes up the next day missing 24 hours and disbelieving the conclusion of the police (referred to as "the Sia") that it was suicide. Those who can afford to live forever through clones and backups are not particularly popular but they are immensely powerful, so the investigation leads through a world of intrigues and conflicts of interest.

The action ranges across several levels of local culture: prostitutes, criminals and hired killers, the now-fringe quasi-cult known as Catholicism, whose members believe the soul passes on to the afterlife at death and cannot be passed on to another body, local law enforcement which is corrupt, overwhelmed and sincere in its attempts to do its job all at the same time, depending on the individual and the circumstances; and at the highest and most removed levels, the ultra-wealthy "Meths" (for Methuselah) and members of the future government, called the United Nations

Protectorate.

It's a hardboiled world in which violence and corruption abound and everyone has a grudge against someone or something, but there's some intriguing world building, and Morgan presumably thinks so too, since the book is the first in a trilogy.

The action is well written, although the sense of place is not established well enough for my taste. There are some good moments where you can see the connection between the San Francisco of the past and this new Bay City, but it seems likely that Morgan chose the setting more for its detective fiction connections than anything else. My favorite bit is when Kovacs asks someone to meet him later "at the red bridge" if they know where that is, provoking an amused response.

The main nod to the geographical location appears to be an AI hotel called the Hendrix, located downtown. It would make more sense if the action took place in Monterey, or if the hotel was called the Jefferson Airplane. But the concept is clever: the AI that runs the hotel is emancipated but subject to its programming and therefore hardwired to desire guests, but for various reasons people don't stay in them anymore and the hotel is deserted and eager to please.

A cyberpunk soul over a post-human armature, *Altered Carbon* mostly works pretty

*Dreams, Page 27*

# This Old Fanzine

*Fantastic Worlds* No. 3

by Sam Sackett  
and Stewart Kemble

**By Christopher J. Garcia**

*Editor*

There are times when I have trouble writing. It may sound weird, but once in a while, I sit and stare at the Apple Menu icon at the top of the screen and wish I could put some electrons to work. I can't, though, often for very different reasons than some would expect. It's mostly because I've just come across something that I know I'll never be able to live up to. The most recent bout was due to a magazine from 1953 called *Fantastic Worlds*.

The thing that caught me first was the inside-front-cover advertisement for *Destiny*, a magazine edited by Earl Kemp. The lineup for the issue featured everyone from that era I could think of who was of any importance. And that was just an ad for another zine! How deep is my self-loathing that I can't produce a zine nearly as impressive as the ad for a zine in another zine! Another zine that today would almost certainly be called a Semi-Pro. It reminds me of what I'd most like *Locus* or *Interzone* to be: a zine that takes science fiction seriously and gives us more than just stories at the same time as having something of a fannish slant. That's what's really

missing today. It's why I very rarely read *Locus* anymore.

The opening piece is from Gene Hunter and is a second person narrative called "Feint-Heart." It's a decent little story that actually kinda felt like the stuff we were getting in the mid-1960s. It was dark and felt a bit heavier than other stuff I've come across in that era. I'm not as big a 1950s fiction nut as some, but this didn't feel like it fit in with the Heinlein, Asimov and Silverbergs.

There's a great ad, very homemade, for *Inside* that makes use of reverse psychology. It says NOT to send off your subscription because it's awful. I'm not kidding. It's brilliant because it actually made me wonder what folks had been saying about it and why they would run such a risky ad. It was a strange strategy, but I have to admit that it was ballsy.

After that was the reason I was reading. It was Phillip Jose Farmer writing about his story "The Lovers" — the most important SF story of the 1950s (it really did change the genre forever) by one of my favorite authors. He told the story of how it came about and what happened after he wrote it. He talked about submitting it to the major magazines, about how the length of the piece made it difficult to sell, about how he had stacked the editors up against each other and found where he was going to submit.

He pointed out that it was bounced from *Galaxy* not because of the sexuality, but because

of the way it showed the treatment of minorities and the view that it could be seen as a rallying point for discrimination. It's strange that view would come up, but looking back I see it now, though not in the form that Horace Gold would have seen it. I see it almost as an antique that was dropped in a room full of reproductions: an anomaly that may look like it fits, but is far more telling of the time.

The way he ends the article, "Sometimes the side show is more entertaining than the main attraction," is certainly false when it comes to "The Lovers." The story is a masterpiece, but the story of the story is merely really good.

That sort of article is what you got in a lot of fanzines in the 1950s, but today you pretty much only read them in the Semi-Pros or on blogs. It's kinda sad. It's also sad that that one story is so much better, so much more historically important than anything I've printed, or probably will ever print, that it made getting into Appleworks that much harder. I remained the Untyping.

Some more fiction followed, and then an ad for Forrest J. Ackerman's Agency to represent writers. That would seem to put this zine in the realm of the SFWA *Bulletin* or some such. There's a great photo of Forrest and friend laughing, supposedly because of the rumor that Forry would be representing Marilyn Monroe and paying her 10% to represent her! It's a funny photo.



You've seen Fantastic Worlds, Science-Fiction Advertiser, Science-Fantasy Bulletin, The Journal of Science-Fiction; all great fazzines, but have you seen the latest?

THE ALL-NEW

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Editors EARL KIPP and MALCOLM WILLETS

F.J. There are a very few copies left of Destiny no. 1, 4-5, and 6. Twenty-five cents each. Sorry, no copies left of our first and second issues. Our eighth issue will be published April 25, 1953, and will feature the last fazzine story by David H. Keller (The Golden Key), The Story of Fantasy Press by Lloyd Arthur Eshbach, Tarsan in the Hills by Verne J. Correll, Who Knocks At My Door? by E. Redmore, Personalities in science fiction (Walter H. Miller, Jr.) as well as Sam Moskowitz, George Uetzel, Pat Eaton, John W. Wood, Henry Shel, H. V. Weatherly and many many others. Don't delay in sending in your buck for five wonderful issues. And while your at it, if you like to write or illustrate science-fantasy why not enclose some of your efforts? Destiny desires to be the showcase of fazines and this can be accomplished only with the help of each and every fan. Our standards? Only that the author has a sincere interest in maintaining and improving science fiction.

There are some great little fillos, like one called "Monster" from Lee Hoffman, another artist whose art I'll never be able to feature. I

may never have seen them, they remind me of the stuff that Selinawoman, the lovely Selina Phanara, draws once in a while. She hasn't

get a little sadder and it gets even harder to get my wrists onto that keyboard.

The highlight article was obviously the Farmer one, though another great one was from William F. Temple. I saw a lot of his stuff recently, including "The Four-Sided Triangle," and was blown away by the style he employed in the piece, a tribute to the letter O. The thing is poetic and reminded me of some of the stuff I was reading from D West in the 1970s. One thing that popped up in an issue of *Seamster*, I think. It's spunky writing and a lot of fun.

It's the kind of thing I never run, not because I won't, but because I never get that stuff subbed to me and I am incapable of writing it. Again, the fingers do not approach the keyboard.

Who is this powlesland guy? His little art pieces are great, wonderful, marvelous. Though she

given me an art piece in a while. I'm not writing anything until I get something from her...at least that's what I'm telling myself.

There is a wonderful piece about someone dropping a line about the magazine and it turning out to be Bob Olsen, a writer of the 1920s and 30s (and a few things in the 40s and came back briefly in the 50s as I understand it) who did some stuff in *Amazing Stories*. He tells a great story about when a pre-teen Forry Ackerman (who was probably about 12, though Olson says he was between 8 and 10) came to his Beverly Hills door and asked for his autograph. This is a great little piece of writing and a wonderful document about a guy whom not a lot of folks remember. I honestly couldn't pull any of his writings out of my mind when I first read the piece, but I went back and found a few stories of his in the Pulpes I own. His work was kinda one-note, but interesting and very mathematical. There's a bit of *Flatland* in it. I was slightly more moved towards writing something, largely because I could tell I'd have to think of something to keep from wallowing in self-pity.

There was poem called "Love Song from the Year 2053," which was kinda cute, and an ad for the Rosicrucians, who were then and still are today headquartered in San Jose, CA. It was a nice way to go out on the magazine, and in the end, it got me writing this article. You gotta recount some of the pain the past has dumped on you or it wins.

And we must never let the past win.

# Baycon Drops Anchor in Santa Clara

**By España Sheriff**  
*Staff Writer*

This year Baycon arrived at its new permanent digs at the Hyatt Regency Santa Clara with the theme “Adventures in Space: A Pirate’s Tale.” Personally I liked the San Mateo Marriott, but I’d been looking forward since last year to seeing our new home and dissecting its comparative benefits and deficiencies compared to the Doubletree.

The first pleasant surprise was the attached parking structure, meaning free parking for the masses! Check-in went smoothly and Christian Maguire popped by to ask if he could switch Tadao and me to the third floor. Not thinking about it one way or the other I agreed, then left Tadao to start his Con Ops shift and went off to get my badge and get settled. When I arrived at the room I realized this put us two doors down from the Fanzine Lounge and directly across from The Black Hole. The thought of being able to literally crawl home at the end of the evening’s festivities put a big smile on my face as I rushed down to the Art Show to hang art.

As it turned out, time was tight and the artist reception was in less than an hour, so Z! suggested I should just hang the art Saturday morning. This sounded like a much better idea so I went up to unpack. As I walked down the hallway I saw that a few rooms, including the

Con Suite, were already open, including The Black Hole which was already overflowing with Klingons. As I unpacked I could hear their dulcet tones reverberating down the hall. I had seen a

corporate space pirate leave an inflammatory (but amusing) note under their door before they opened so they were in a fine fettle, apparently.

After finishing a couple of pieces of art that Chris Garcia had requested (well OK, he requested one and the other popped into my head unbidden and had to be exorcised), I popped down to the artist reception and discovered a fine spread of lemon wedges, cheesecake and cookies. There had been a small misunderstanding earlier that was resolved quickly but got my adrenaline going, so this was an excellent way to relax and get into convention mode.

Often during a con I sorely neglect the Art Show once I’m done hanging stuff so even without the tasty snackage it was nice to have an excuse to wander the show. I can only imagine this is doubly true for artists who are scheduled for panels during the con. The Art Show room is larger than the old one, and with higher ceilings the staff had been able to install



**A fetching pirate lass at Baycon.**

Photo by Jim Bull

the lights further up and far less obtrusively. I also noticed a sprinkling of new artists in the mix including Michael Dashow, who does covers for Tachyon Publications. Regulars like Theresa Mathers, Ctein and other favorites were present as well and seemed to do pretty well in sales from what I saw.

Back up to the room to unpack, I received a call from David Moyce to tell me that I was once again late for a staff meeting. I rushed downstairs to the bar, discovering the secret pool elevator in the process which goes directly from the 3rd to the ground floor without any messy hoi poloi contamination. The bar/sushi lounge area at the Hyatt is wide open and therefore makes a lovely substitute for the Coffee Garden experience. The *SF/SF* crew was hidden in the darkest recesses but fortunately Chris Garcia is very loud.

We had a quick drink, took some photos and headed up to heckle the Fanboy Etiquette panel which had Leigh Ann Hildebrand and Jason Schachat on it, as well as

Arabella Benson. Our entrance mid-panel was less than discreet and some of us were holding our drinks still, but all in all the panelists held their own, and the discussion was interesting and lively.

I popped back out of the room to finish

them only to find out the sushi bar was closed so we went over to Tresca instead. From the website it was hard to know in advance if the Lounge/Tresca combo would be equivalent to the Coffee Garden/Spencer's arrangement at the Doubletree, with one being the pricey restaurant.

But Tresca turned out to be have an okay buffet and a decent menu of about the Coffee Garden range with a good steak option. The corn chowder was a popular item during the convention as well.

Done with dinner, I changed into my relatively-lazy costume for the first evening, an aviatrix ensemble that could pass for a sky pirate if pressed but was mostly just comfy. The really truly last and final party of the League of Evil Geniuses was right next door to The Black Hole so I went over to meet Ace and Lazer. On my way I received



**Kevin Roche presides over the really, truly last and final League of Evil Geniuses party.**

Photo by Jim Bull

unpacking when Deborah Kopec texted to let me know she and Anthony had arrived and were heading to the sushi bar. I went down to meet

a text message alerting me that I needed to be in Bill "Baronlaw's" room right then. Having heard advance rumors of plotting by Dorothy and Jade

I hied my ass up to the 12th floor and am pleased to say it was well worth the detour.

Done with tormenting Bill we headed back to the LoEG and got some champagne from Johanna Mead who was bartending in her spiffy St. George's Spirits TAC uniform. A wander up and down the unfortunately narrow halls uncovered a whole bunch of parties including BASFA and Loscon as well as the perennial Rule 6 party.

The Hyatt lacks the Doubletree's convenient balcony area, so through traffic is more difficult and there are no large areas to congregate the way we're used to. In addition the rules or the deposit (I'm unclear on the details) for moving or removing beds are apparently different, meaning that space in most party rooms was limited. On the one hand this meant crowded and warm party rooms, but on the other hand it meant that the entire party floor was jumping the whole night with none of those dead zones that sometimes stall the evening. The Fanzine Lounge also benefited since the room had no bed in it.

I took a peek at the ballroom to check on the dance, but it was virtually empty for whatever reason on Friday night.

Richard and Karisu Man popped over from Fanime for the evening and after teasing poor Rowan who was stoically maintaining gopher duty at one end of the hallway, we headed over to the Fanzine Lounge. Around midnight Tadao got off duty and joined us and we were all hanging out in the Fanzine Lounge when someone from Ops popped their head in and asked everyone to leave. Confused, I started to head next door to my room, thinking they were

closing down the parties, but he then explained that there had been a fire alarm and the hotel was being evacuated.

Everyone traipsed down the stairs, through the side of the building and over to the front of the hotel where indeed there was a fire truck just pulling up. The night was pretty chilly and the warm glow of alcohol just barely maintained us until it was announced (sort of) that we could return. There was a brief temptation to avoid the crush and just spend the next hour until closing time at the hotel bar, but the allure of pear vodka and ginger ale awaiting upstairs was stronger. Most of the rest of the

### **As Anthony helpfully pointed out, Baycon without Bacon is just “Y”.**

evening was spent back in the Fanzine Lounge with Jason Schachat, Chris Garcia and Leigh Ann. At around four a.m. things wound down and I got me some sleep.

In the morning I made it to the Art Show about an hour after its 10:30 scheduled opening time and found a line of folks waiting to sign up for direct sale. So hanging art got postponed by one more hour and I went off to get breakfast instead. On my way I finally ran into “Journal-less” Joe Price who had just arrived and was escorting the lovely Lynn who was wearing some really great steampunk duds and carrying a gorgeous raygun fashioned from a hairdryer. As I chatted with them over the railing

of the sushi bar Bryan Little and Mette Hedin joined the wait for the restaurant along with the other Masquerade judges and I got to see their awesome new costumes; Team Zisou from *The Life Aquatic*, including a fish tank with the elusive Jaguar Shark inside.

After breakfast, I hit the Dealer's Room and was quite pleased with the variety available. It seemed like there was a handful of new vendors as well as the regulars from previous years. I bought a lovely Spanish fan from *Stuffe* and *Nonsense* to complement my costume as well as simply to help me survive the evening. I had also planned to pick up a new copy of *The Drawing of the Dark* for GOH Tim Powers to sign, since I borrowed a copy of the book from my sister's boyfriend nearly a year ago and it's a little worse for wear. There were no copies to be had, though, so I picked up *Last Call* instead to read before Westercon.

Saturday night early on the parties were sparser as folks attempted to hit the Masquerade. Unfortunately there were reportedly some issues with space constraints that left a lot of folks unhappy, but since I didn't even make it out of the room until after it was over anyway I missed the debacle. My outfit consisted of a vaguely Eastern/Arabian ensemble which was supposed to have a turban and/or piratical hair falls, however technical issues and an unwillingness to wear headgear due to the heat intervened and I went bareheaded instead. There were a whole bunch of good costumes, mostly pirates with the odd ninja tossed in the mix, but Ace and Lazer were decked out as a villainous team and we had great fun taking pictures of each other.

Lynn was dressed as Natasha Fatale and

carrying a prop bomb for “Moose and Squirrel.” I saw Bridget Landry wearing her *Star Trek* uniform and carrying a raised champagne glass to lead her way through the throngs. There was a pair of Jokers and a guy in a *Greatest American Hero* costume running around for variety and a consistent sprinkling of steampunkers including some of my favorite Browncoats.

Later in the evening I ran into Jean Martin who was in a boogie kinda mood so we bopped down to the dance to check it out. It wasn't packed, exactly, but it was much livelier than the previous evening so we got our dance on, first to some familiar tunes and then after the DJ transitioned to some kickass Middle-Eastern pop, including a song by Milk and Honey (I think?) which was incredibly danceable.

Eventually the music changed again and it was time to retrieve my wooden scimitar from the hands of a gaggle of drunk girls who had taken over our table, and head back upstairs. Another group of girls that was getting a lot of attention was the Foo entourage, which had lovely costumes and little ships as hats. They made quite the sight as always, although I do have to question the wisdom of having such a large group of people

attached to each other by leashes in some of the narrower or more crowded convention areas.

Back upstairs things were still going strong at some of the parties and I traveled between the Fanzine Lounge and the A.C.R.O.N.Y.M. Harem party (which had taken over the LoEG room) a couple of times before



**The annual leash parade sported nautical headgear.**

A powerful craving for bacon developed as I wondered out loud whether room service would deliver a plate of the stuff. I went to check the room service hours (till 6 a.m.!) and then to see if anyone else was interested in getting anything. As I popped into the Fanzine Lounge I was just in time to catch Christian Maguire halfway through dictating to himself “The Eye of Maguire,” coming soon to a *Drink Tank* near you, specifically the bit that mentions the “orgy of greasy meat products.” Leigh Ann spotted me but kept mum as I sidled up beside him and raised an eyebrow. As soon as he saw me he exclaimed that he was not writing anything bad about me and I relented and took food suggestions.

When I called room service and asked if getting a plate of bacon was feasible the lovely girl on the other end was exceedingly amused, but disappointingly unable to comply. Once she stopped giggling she read me the available menu and I asked for two pizzas and a plate of chicken strips and fries and headed back over to the lounge. Delivery took 20 minutes, 10 less than expected and about 30 less than my Doubletree experiences. Bacon would have been nice, but timely arrival of

Photo by Jean Martin

realizing I was starving. One of my favorite Baycon rituals is the breakfast buffet, but so far I had not gotten up nearly early enough to enjoy breakfast. As Anthony helpfully pointed out, Baycon without Bacon is just “Y”.

melted cheese was a pretty adequate substitute. A few people wandered over to partake from what remained of the A.C.R.O.N.Y.M. party and we sat around the lounge for another hour or so till bedtime.

Sunday Morning I got a slowish start after receiving a call from reception about an issue with the room bill. Confused, I started trying to figure it out with the hotel staffer on the phone but on double checking she said it was actually fine. I shrugged it off and got started with my day.

Sometime in the afternoon I received a text that I really, really needed to go up to Baronlaw's room again. Like, right that second. The memory of Friday's... ahem, excitement... fresh in my mind, I sprinted to the elevator and knocked on the door of his room. A group of expectant faces and Lazer with her camera were poised to get my reaction shot as I turned to look to my right where Baronlaw was standing having just opened the door. Since some things are best left to the imagination I will draw a discreet veil over what exactly settling his bet involved on this occasion, however guests were provided with tea, tea sandwiches and Stag's Breath and a good time was had by all. Or by the ladies at least... Anthony and Tadao looked like they would rather have been elsewhere (until the Stag's Breath kicked in) although Christopher J. Garcia is apparently inured to these sort of things after thousands of hours of exposure to B-movies and Mexican wrestling.

As the party wound down I accompanied Jade to the Art Show where several of us reinforced the idea that the great majority of her photography is quite suitable for most

convention art shows, particularly the Venice Carnevale photos. I got my bidder number and took another look through the show and bid on some pieces.

I had meant to go to the costume swap by the pool afterwards but was running out of daylight already and in need of sustenance so I hit the restaurant instead. Some folks had suggested sushi which sounded great. When I arrived the tables were mostly full, so we grabbed some of the bar area seating and slowly accumulated passing folks.

Eventually we ended up with three tables shoved together and a whole bunch of folks, which made the bill a bit of a pain (the original plan was to get separate checks), but the staff was more than willing to run the charges separately once we figured it out (and thank you Anthony for doing the math on that one). I took Tadao, still stuck in Con Ops, some food, and on the way back stopped at reception to make sure the morning phone call issue was really resolved. I was told everything was fine so off I went.

I went back up to finish modifying my Costume-Con pirate hat into

my more feathery Baycon pirate hat, complete with a very neat metal skull and crossbones pin which I had bought in the Dealer's Room earlier in the day. Done with that I took a much needed nap. Unfortunately I was woken up due to a knock at the door about the same damned bill thing. Feeling very, very cranky (sleep deprived España is no fun), I stomped down to reception, alarming Chris and Jason on the way



**Jane Jetson and Daughter Judy.**

Photo by Jim Bull

down and Frank Wu on the way back, and fixed it. I explained the previous call and that I would much prefer another phone call if the situation continued to need attention. I was assured that a call had been made first, and didn't feel like getting into it so I went back to my room. When I checked the phone, no blinky message light. I checked the messages anyway. No messages. Then when I hung the phone up the message light came on. I checked the messages again and was told I had a "text message." After calling down and getting this deleted I am still unclear on what a text message to one's hotel phone is.

The hotel staffer who I spoke to at reception was the only one who I had any negative experience with at all, though, and every other staff member was just delightful, especially Jasmin who had the evening shift and was therefore usually there when I needed new room keys and such. She also had one of the longest badge ribbon trains of the hotel staff by Sunday.

I woke around nine, took a shower and felt much better. I dressed up in a variation of a pirate outfit I had worn for Costume-Con and went out to see what all was going on. A bunch of parties from Friday and Saturday had changed ownership but things were still swinging and previous favorites like the Nicolai 25th anniversary party were back, and the Fanzine Lounge was packed again.

The best surprise was that the dance downstairs was pretty good. As it often is, it was

uneven, but I got at least an hour of dancing and was far from the only one out there.

When the music changed to something less fun I was ready to take a wander anyway,



**Party girls Jean, Deborah and España.**

Photo courtesy of Jean Martin

so we headed back for the third floor. On the way the group split up with some folks in search of food. Knowing I could get room service any time I went up to the Fanzine Lounge instead and found it packed with people. At some point Andy

Trembley put on the Ukrainian Eurovision entry from 2008 and Mette and Bryan and various other folks danced along. Richard and Karisu Man were around as well, Karisu in her Black Mamba costume from *Kill Bill* in which she posed with our own Jean Martin who was dressed as O-Ren Ishii. Tee party went on until around four when we kicked the last stragglers out and then Leigh Ann, Jason and I sat around and jawed until one of us noticed it was getting light outside.

I had asked for a late checkout while resolving the previous day's issue, and so I woke up late and we got everything to the car by a relatively luxurious 2 p.m. I was starving by that point, and Tadao and I grabbed a table along with some other folks and had a nice relaxed meal which turned into one of those revolving cast of characters situations. Joe Price, Jean Martin and eventually Tim Powers, who I hadn't had a chance to chat with much during the convention, dropped by for a bit. As things wound down it was time for closing ceremonies, which were nice and brief and during which Powers described conventions as the home of fandom which can be reached from doors in many cities. A sort of Wood Between the Worlds I guess, which I thought was a lovely idea.

Afterwards there were a few goodbyes and some more camping out at in the hotel lounge area with Leigh Ann and Leo, Mette and Brian, Joe Price, Jean and various other folks, until it was time to tear ourselves away one last time and head back to the city.

# The Baycon Fangonquin Table Lounge

By Christopher J. Garcia  
*Editor*

When I started doing fanzine lounges at Baycon, there was an idea. I wanted a place where fanzine fans could come and meet with same, where non-fanzine fans could come in and get to meet the fanzine fans and maybe learn a thing or two they didn't know before, and finally a place where people could stop by and just have a good time no matter who they were.

I've managed to meet my goals every time I've done one my lounges. At Loscon, in a room that was far from perfect, we had a good time, folks like Mike Glyer and John Hertz joined us down there, and we all made ourselves happy phantoms for a while.

Last year's Westercon introduced the DrunkZine Lounge. It was slightly different. We had a room, we had people who were, for the most part, my friends, and they brought booze, conversation, and zaniness. I was ever-so-pleased to see how that turned out. It was a Party and it was a Lounge and it was a place where folks could just go and find a good time, some rest and some fanzines. We created a fanzine called *Monday*, edited by Kelly Bueler and Daniel Spector, and we just had a blast. I thought that this was my tent pole, the highest point that would ever be reached.

I was wrong.



Every seat was taken for “Fanzine in an Hour.”

Photo by Jim Bull



Baycon 2008 will be the year I remember as the highlight. If I never do another (and that won't be happening), it will all have been worth it because 2008 was so perfect. If I do a thousand more, I doubt I'll manage to make as wonderful a Lounge. Everything I could have wanted personally happened in the Lounge, with so many great people and so much great...well, I guess the word is chaos. But out of chaos come stories.

I arrived Thursday, but I couldn't move in. This was a bit of a drag because my car was chock-full of supplies. Computers, zines, TAFF materials (we made something in the neighborhood of 85 bucks), and my clothes and such. Leaving all that stuff in my car made things awkward on Thursday, as I had to make my way around to pick Evelyn up from karate and watch her for the evening. I hopped back to the hotel and there was need of my help, but alas, no Fanzine Lounge keys. I was bummed, but I chatted with Tim Powers and Tadao and Christian McGuire and many other folks. I moved a few things and then I figured it was time to go home and get some sleep, my stuff still all packed into the car.

I came back on Friday morning after working for a bit very early. I just needed to make sure I had things...like the script for "Wait, Wait...Don't Tell Me" that I was doing during the Masquerade half-time. I had it all, despite thinking I had lost it all. I don't know why I felt like I had forgotten so much, but I thought I had.

I went to Con Ops around 7 and they weren't really open. There were folks around and I asked about the Fanzine Lounge keys and

they didn't have them. As I would discover, they were going to run the set of room keys for con use all at once and the person who had to do that wasn't around. That happens. I should have just left all the stuff at home and then come back and made an extra trip to get more of my stuff. I just didn't do it. I'm a fool.

I went to the airport to pick up Jason Schachat. He's the man, you know. All the oppression that's been taking place lo these many decades has been his plot! He came in a little late, which was fine since I was a little late

## **I spread out the zines and we were off to the races.**

picking him up! Things like that happen all the time, and they usually work out. We headed to the hotel and the seat where I had been sitting and chatting with Mr. McGuire was still free, so Jason and I took it and the couch next to it and started chatting. That's what we do best. Leigh Ann Hildebrand, the Queen of the Fanzine Lounge, joined us and started knitting. She's good at that indeed! We talked of many things, as we always do.

We finally got the keys and loaded into the Lounge. The room was tiny, but there were no major obstacles like the boardroom table in the Loscon Lounge or the bifurcated Lounge in the Marriott. It was small, but clear of obstructions and that would be all I needed. We loaded in, I

set up the computer and spread out the zines and we were off to the races.

It didn't take too long for folks to start filtering in. We had at least a dozen people in and out in the first hour, some while I was still setting up the computer. It was good to see that people were keeping an eye on the place. Barbara Haddad-Johnson was there as we loaded in and she would be our rock. She stayed in the Lounge almost the entire day on Friday, which allowed us to get some work done and even go to a panel. Jason and Leigh Ann did a panel on Fanboy Etiquette that was really fun, though in true Fanboy Fashion, I arrived late. I was with the folks from *SF/SF*, David Moyce, Jean Martin and España Sheriff, along with our favorite pal Bob Hole, in the bar getting drinks and snacks until the panel had already managed to become half over. We made some good points and the panel was really fun. It turned out that was the only actual panel I went to all weekend. I'm usually a programming junkie, but this time not so much.

After that, we headed back to the Lounge and got ourselves ready for the night. Barbara was playing Alpha Centauri, which she says is the perfect Lounge game. I tend to agree as it looked like fun. People kept coming by and at times it was pretty crowded. We left to go to Meet the Guests and to keep up our annual tradition of playing in the charity casino. One of my favorite guys at Baycon, Mike who runs gaming, was named a Friend of Baycon and that was a perfect choice. The guy just runs a wonderful gaming area and this year's was bigger than I'd ever seen it. I had to go help Linda load into the room, but when we got back, the Meet the Guests was over

and they were setting up the casino.

There were problems. They didn't have the real felts, which kinda stunk. Word had been that there wouldn't be any Blackjack, but when things started, there was almost nothing but Blackjack because that's what folks wanted to play. You had to run over to the Registration area to buy chips, and it was a long hike. The whole thing only ran until 11:00 or so, just about an hour, because they were putting Rocky Horror on in the same area. I really wish they'd found a place that could have been open longer. Still, it was a fun time and the food they put out included cheesecake and that's always good.

We got back to the party floor and it was on! The layout of the party floor was rough. Without an overflow valve like the deck at the Doubletree, it was hard to keep things moving, every room was crowded, and it was very hot.

Still, there was a lot of partying going on! The final League of Evil Geniuses was on and everyone was having a great time. The Fanzine Lounge was jumpin' too, and when we relieved Barbara, we took over and the place got even more hoppin'!

I spent some time chatting with Scott Sigler, the Toastmaster, and a few of his pals. It was a blast and I think Scott might be more powerfully unPC than even Jay Lake! The parties went on late, there was a fire alarm that required everyone to evacuate, and I crashed right after that.

Saturday began with my waking up from a dream about the Con Suite falling off the hotel. I don't know where it came from, but it was weird. I headed in and cleaned the room a bit, getting it ready for the first program item

to be held in the Lounge: Fanzine in an Hour. The place got packed and we all started writing and drawing. We got a lot of art, including some stuff from a Mr. Vineland who had never had any art in a fanzine before. I was so glad he came because his stuff is so fun. The work was fun, but it was hot. I ordered a water service from the hotel folks and they had it sent up. That helped relieve the stress and we put the thing together.

After we were done, the room stayed crowded for a while. It was nice, but I had to run and start to get things ready. Barbara showed up

## **Every room was crowded, and it was very hot.**

and took over holding down the fort. She's a life-saver, as always!

I had to get ready for the Masquerade half-time show, "Wait, Wait...Don't Tell Me." I had almost left it at work, but I ran back to get the thumb drive it was on and it all worked out. I edited it a bit in the Lounge and I got it to the point where it would work. We had a good lineup and I was so ready. I ate a good dinner in the Tresca restaurant. The buffet they had was very good and I thought the food overall was nice. The prices on the regular menu were a little steep, but the buffet had a con rate that was well beyond reasonable. I was pleased.

Jason's sister Cat and her husband came. They're always fun. Last year, she got a Klingon

to break character, and it was one of the guys who NEVER breaks character. I laughed hard when that happened. We hung out in the lounge a little before we headed down. I had my "Wait, Wait" team start to assemble. There was Derek McCaw, my announcer, and Tadao, one of my panelists. The others were not to be found. I ran out into the line, which was huge, and managed to find my Not My Job Guest, which was Seth Shoshtak. He's with the SETI Institute, and though I've only met him once or twice, he's a nice guy. I still didn't have Patty Wells or Martin Young around. That was worrying me.

We ran over setup and they started to let folks in. There were far more people in line than there were seats for. That's a shame, but even after they finished the Masq portion and people started filing out, apparently they wouldn't let new people in. Slightly annoying. The Masq got started a little late, but it was a short one this year, with not nearly the number of entries that had recently been known. I was happy to see that the winner for Presentation was Hogwarts School Musical, a Harry Potter/High School Musical combo that featured Jean Martin. It really was a fun one. We got ready really quick. Luckily, Martin and Patty showed up right before the doors opened.

"Wait, Wait" didn't go nearly as well as "Says You" did at Westercon, but it was still fun. I think the format makes it hard to do with that sort of crowd, but we managed to get some laughs. The Not My Job segment with Seth was awesome. He really was the star of the show. He was funny, personable and had great timing. He was playing for Jason Schachat and he got folks chanting for him. Of course, he got 0 out of 3

questions on wrestling and science fiction, but he did it with the best possible humor. He was great.

After that, it was back to the Lounge for more partying. One of my pals brought grog from an old recipe and that was delicious. I spent some time passing it out to people. There were drinks all over the place and I was so happy to see that so many people were coming in and out and having a good time. The party across the hall was delightful and there was a FLARE party too.

By this point, the hallway carpets of the hotel had started to show serious wear and tear. I feel bad for the guy who was going to have to shampoo it. I crashed around 2 and went and snuggled with Linda as I fell to sleep harder and deeper than I have in ages.

Woke up, got out of bed and headed to the Lounge. Barbara had caught some conclud, so it was all me. I opened up and a few folks came by for a panel on the Hugo nominations. That was followed by an interesting time. Milt Stevens was in the place and he's a great guy, OE of FAPA and a long-time LA fan. A fellow with a great mustache came in and we started chatting old-timey stuff. I pointed out that my Dad was at the 1968 WorldCon SCA Tourney and that led him to mention that he put it together. I had not realised that he was, in fact, Jon de Cles, one of the bigger names in the history of BArea fandom. We talked fannish history and he was amazed that there were still fanzines being done. I gave him a copy of *SF/SF*. (I didn't want to scare him with a *Drink Tank*.) We talked right up until he had to go to his panel, and it was a highlight for me. He came back later in the night

and that made it even better.

The day dragged on. I finished the Fanzine in an Hour and printed out some copies. I thought it was good stuff and I was pleased to hand it to folks. A lot of folks popped by to chat, flirt (there was a lot of flirting in the Lounge this year), and we all had a good time some more. It's weird that the most frequently repeated phrase of this report, and of everyone I knew who was there, was "it was a good time." It was, hugely!

There was a problem. Chris Knight couldn't make it so they had to find someone

## **I realized that the Lounge had become everything I ever wanted.**

to host the Trailer Park program. Elisa Sheets and friends got the material and Derek and Jason Schachat and I presented the stuff. The crowd didn't like that we had game trailers and a couple of commercials, but I thought it all hung together. There were some great bits and we got a few laughs. We even showed Fruity Oaty Bars, the fake commercial from *Serenity*. I thought it went over well. I had the lovely dinner buffet quickly before the show with Sarah Goodman. I had no idea that she was Sarah Goodman until we sat down. I literally had someone completely else in my mind for Sarah Goodman. It was a fun meal.

After that, it was more partying, and it was a lot of partying. This was like the Sunday

Night Party in the Lounge at Westercon last year. We were an absolute hit and at times we were far too crowded. Jason had brought a number of blowdart guns, and he kept having The Lovely and Talented Linda kneel and then he'd shoot something off of her head. He hit the Margarita glass on the first shot, the shot glass on the first, and had the bottle cap after about 5 tries, only one of which went right between Linda's eyes. Jon came back and there were more old timey stories. He was such a nice guy and Kevin Roche came around and the two of them chatted and I realized that the Lounge had become everything I ever wanted. There was fannish history being talked, booze being drunk, fun of every sort. I made myself very happy and boozed a little myself. I stayed at it until 3 a.m. and then Linda and I went off to bed.

Waking up, it was time to clean the place up and get ready to go. I was happy that things had turned out so well. The New Hotel, the Hyatt Santa Clara, was pretty good, especially on the matter of food.

I headed down to get some lunch after I finished about 2/3 of the cleaning that I'd do (Leigh Ann sweetly did the bathroom cleaning) and found myself at a table with España Sheriff, Tadao, Joe Price (a great guy who doesn't get mentioned enough in these pages. He did a great costume compliment to Linda's friend Lynn as a pair of 1950s folks on the party floor with a Good Time Machine!) and Mr. Tim Powers. We chatted and had a great time. Tim's really nice. It's hard for me to realize that I've been so shy to chat with him because he's Garcia's author numero uno. It was a great way to end the thing!

# CHM Welcomes Babbage's Difference Engine

By Jean Martin

Editor

When my co-editor, Chris Garcia, gave me a private tour of the Computer History Museum (CHM) in Mountain View last summer (see *SF/SF* #53), I was excited to see a couple of replica pieces of the Babbage Difference Engine. If I was excited about just a gear and an arm, I was more than thrilled to see a replica of the entire machine! Chris, who's the assistant curator at the CHM, told me then that there were plans to exhibit such a machine in early 2008. He mentioned that the opening day would be a special occasion, and that costumers would be invited to enliven the proceedings. That was even more of an incentive to attend for me. It seemed like a long time to wait at the time, but the actual day came soon enough.

For a little bit of background information, Charles Babbage was an English mathematician and inventor who is widely regarded as the pioneer of automatic computation. He conceived the Difference Engine in 1822 and then designed the Difference Engine No. 2 around 1847. The machine was meant to automatically calculate polynomials for general application in mathematics



**Andy Wetmore and Ariyana Kylstram conjure up Charles Babbage and Ada Lovelace.**

Photo by Jean Martin

and engineering. Due to various reasons, Babbage's Engines were never built during his lifetime and were largely forgotten. It was not until 1991 that one was actually first built. In 2002 the

London Science Museum completed a working replica of the Difference Engine No. 2. They also built a second and exact duplicate earlier this year, which is what was shipped to the CHM. Both machines were made to Babbage's specifications, using materials and processes that were available during his time. Made of bronze, cast iron and steel, the machines weigh five tons. As you can imagine, shipping one to Mountain View was a big endeavor. Some parts were damaged in transit but everything seemed to be in perfect working order at the Open House on Saturday, May 10.

There were several lectures and events introducing the museum's new exhibit before the Open House but these were smaller and mostly for members only. The Open House was the machine's big debut for the general public. To make the occasion more enjoyable for the guests, Director of Events Valerie Alston invited us PEERS (Period Events and Entertainments Re-Creation Society) folk to show up in costume and portray characters involved in the Babbage story. I was already looking forward to the event as it was, but to be able to participate in costume and acting was icing on the cake.

I arrived at the museum around 11:30 a.m. already in costume. I was surprised to see people already there. I couldn't even get a good glimpse of the machine, which was installed in the first floor foyer, because there were so many people crowded around it. Apparently, members were allowed in before the general public. The event officially started at noon, and that was when ten PEERS volunteers, including myself, began our roleplaying. We were all in mid-1800s Victorian costumes.

I first ran into Andy Wetmore and Ariyana Kylstram, who played the two most important figures, Charles Babbage and Ada Lovelace. They were standing next to each other near the machine. We were directed to situate ourselves next to the entrance so that we could greet patrons as they walked in. Behind us was a blackboard with mathematical formulas on it and drawings of Lovelace and Babbage with holes so people could put their faces in to have their photos taken.

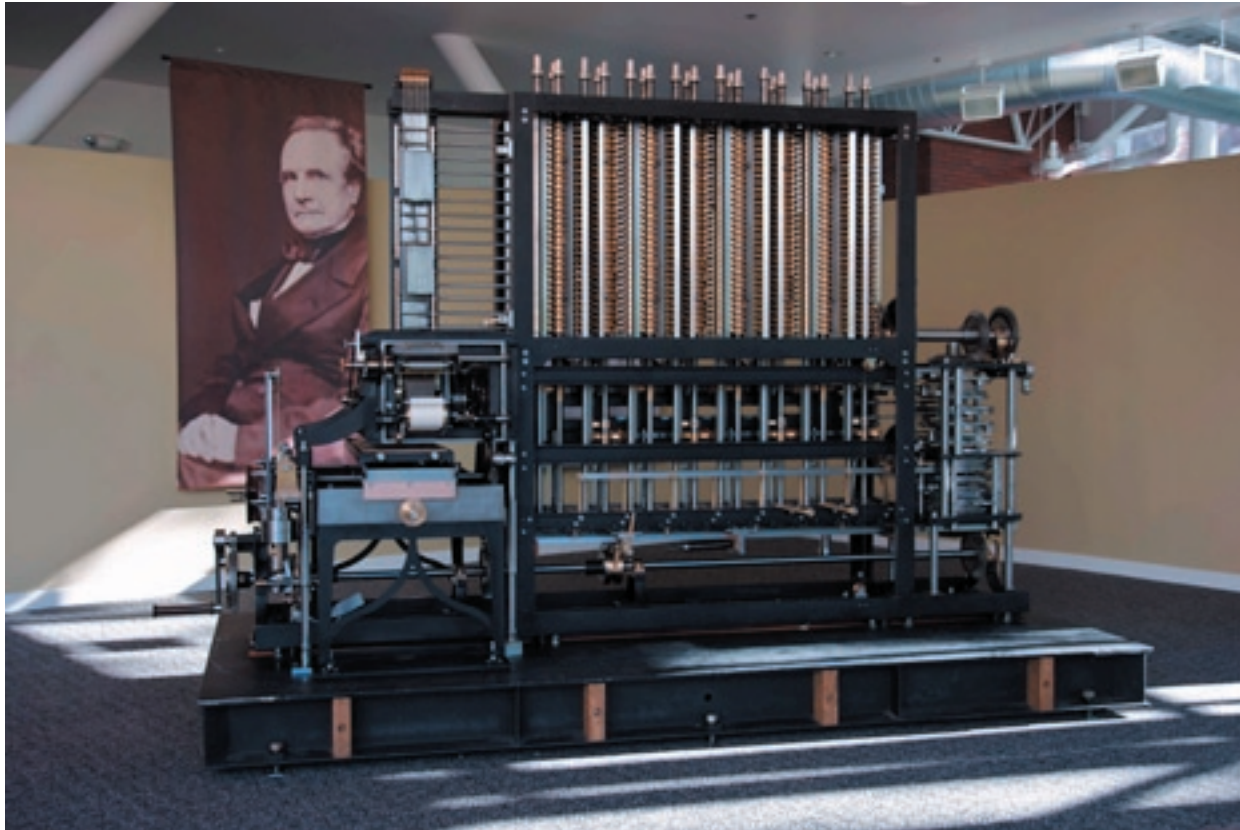
I saw several other friends in costume who were not part of our roleplaying. Kathe and

Phil Gust are both volunteers and supporters of the CHM, and they looked fabulous in their Victorian outfits. Mike Smithwick and popular ballroom dance instructor Joan Walton showed up as well, and they initiated some vintage dances in the second floor landing later in the

during the Victorian era.

Another person I recognized was John Bessire who does a local cable access TV show called "John's World" on KMVT. I met John at Costume-Con and from what I've seen of his clips on YouTube, it seems like he and *SF/SF* cover the same Bay Area events. Chris was actually interviewed about the CHM a while back, and our former layout editor Eva Kent was featured interviewing Dann Lopez, the man behind SiliCon. John was kind enough to film the Time Travel skit my friends and I did at Costume-Con. So I asked him if he'd be interested in interviewing us PEERS folk. John wound up interviewing Ari and Andy, and I was very impressed by Ari's and Andy's knowledge of their characters and the Engine itself.

Some of the other characters that were represented were Ada's mathematician mother, Lady Byron (Cathleen Myers); Ada's mentor, mathematician Mary Sommerville (Susanne Vanderhoef); and Sir George Airy (Steve George), the mathematician and scientist who discounted



**The Difference Engine goes on display in Mountain View.**

Photo by Marcin Wichary

afternoon. I'm not sure what Chris Garcia's costume was but this was probably the best dressed I'd ever seen him. He was wearing an anachronistic Hawaiian shirt with a dragon design. I suppose Chinoiserie was quite popular

Ada's mathematician mother, Lady Byron (Cathleen Myers); Ada's mentor, mathematician Mary Sommerville (Susanne Vanderhoef); and Sir George Airy (Steve George), the mathematician and scientist who discounted

Babbage's work. I played Sophia Frend, Ada's friend, whose father taught Ada math and whose future husband, Augustus de Morgan, became Ada's calculus tutor. Sophia intrigued me when I did my research as she was also a suffragette, a spiritualist (someone into séances and the paranormal), and an author. We all did our roleplaying bit as a group for a little while, and then we wandered off by ourselves.

I took this opportunity to take a break and eat a delicious catered lunch in the staff room. It was then that I met one of the museum volunteers, Marcin Wichary. Marcin is also a photographer like me, and his photos of the Engine were used by the museum for promotional materials as well as for postcards that can be purchased in the gift shop. He is also one of the few people in the Bay Area, and the world, who is trained in operating the machine. I'm definitely a computer history enthusiast but I don't quite have a grasp of the mathematics and technology as I don't have much education and experience in the field. So I appreciated it when Marcin explained the machine a little bit to me later in the afternoon when the crowd finally thinned around the Engine.

That was when I finally got a good look at the machine, and was able to take photos. It is a beautiful and elegant piece of equipment. It is rare nowadays to see anything that's as aesthetically pleasing as well as practical and useful. I was also just in time for a demonstration where a CHM volunteer was actually operating it by cranking the lever attached to some gears connected to the Engine itself. The columns of helices rotated and moved and it was a sight to behold. It looked like something out of a

Jules Verne novel... very Steampunk-looking. A few attendees actually came in Steampunk attire, which is more late 1800s, but was still appropriate for the whole retro-futuristic nature of the Machine.

I got to see the printer attached to it as



**Babbage expert Doron Swade.**

Photo by Jean Martin

well. That was probably the most interesting part for me as I've been involved in publishing in some form or another for several decades. The Engine's results are printed on a paper roll in different fonts and in columns. They are also impressed on a soft material for creating cast-metal printing plates.

Next on the agenda was Doron Swade, a leading Babbage expert. He's from the London Science Museum and brought the Series Two Machine here from England. Doron did a very entertaining, clear and accessible lecture on Babbage the person, as well as the Difference Engine. He started with why Babbage designed the machine and why it was never completely finished. In Babbage's time, there was a need for accurate numerical tables for science and commerce — especially for navigation as England was a shipping and naval power. But printed tables were calculated and typeset by hand, and Babbage wanted to invent a machine that would eliminate human errors.

Babbage did create a small working demo of the Difference Engine No. 1, which became a curiosity at intellectual salons of the day. However, it was never completed, and neither was the Difference Engine No. 2. Apparently Babbage, who has been called the "Irascible Genius," was as rude as he was brilliant. He was not very good at persuading people to support and fund his work. He later designed the Analytical Engine, which is more of a general purpose computing machine, and which never came into being either. Doron finished his talk by recounting how he became involved in constructing the first and second Difference Engine No. 2 Machines, and finally bringing the latter to the Bay Area.

I was amazed that the place was packed and everyone was so interested and understood what he was saying. I forget sometimes that Silicon Valley is the computer capital of the world. Being there reminded me that we're all lucky to be living on the cutting edge of

technology, and that we are surrounded by experts and geniuses in this field.

After the talk was a new documentary about Ada, Countess of Lovelace, titled *To Dream Tomorrow*, directed and produced by John Füegi and Jo Francis as part of the “Women of Power” series. I got to know more about Ada and her background: her famous parents (the poet Lord Byron and the mathematician Lady Byron née Annabella Millbanke), her upbringing and talents, and her involvement in the Babbage story. She met Babbage when she was only 17, and they continued to correspond until she passed away in her late 30s. Ada was highly educated, albeit privately, as women were not allowed to attend university. She was respected in her fields of interest, on an equal footing with men, which was unusual at the time. Ada was an enthusiastic advocate of Babbage’s work as she saw potential for his machines that even Babbage did not envision. She speculated that the Analytical Machine’s use could go beyond the world of mathematics, that it could generally manipulate numbers like symbols representing entities other than quantity, such as letters of the alphabet or musical notes. Ada is also credited with writing the first computer program when she published an article that included extensive notes on how the Analytical Engine could be used to solve certain mathematical problems.

It gives me goosebumps to think that the ideas and technology were there more than a hundred years before what is generally thought to be the start of the Computer Age. Imagine if the Computer Age had started much sooner,



**Jean as Sophia Frend and Chris as ... well, Chris.**

Photo courtesy of Jean Martin

and where we would be now if such was the case! But things happen for a reason and in their own time, I suppose. The documentary was great but it was supposed to be about Ada and “Women of Power,” and it seemed to me that Ada’s relationship with Babbage and the Engine dominated the story. (Doron was one of the people interviewed for the documentary.)

I got to meet Doron as he left the auditorium to go downstairs to do a Q&A session. Lots of people asked him questions. It was during this time that we PEERS and other vintage ballroom dancers got together on the second floor landing and danced. I got to dance the Bohemian National Polka with Quinn Weaver who was playing a Lord for the afternoon.

Our group got together for photos — finally in front of the Machine — as the museum was about to close and patrons were starting to leave. It still amazes me that the people who are involved in history, dancing and costuming are the same folks who are into science, computers and science fiction. There are a lot of talented and intelligent, left- and right-brained people in the Bay Area, and I’m very happy to be a part of this community.

I stayed until around 5:30 p.m., and didn’t want to go, but everyone was being asked to leave. So I reluctantly said goodbye to Chris and the Lovely and Talented Linda.

The CHM has the Engine for a year until May 2009, and everyone is welcome to see it. Don’t be intimidated if you’re not an expert. That’s what the volunteers are there for. They’re passionate about the subject matter, and will be glad to explain the details and show you how the machine works.

For information on the Computer History Museum’s Babbage exhibit and the Ada Lovelace documentary, see: [www.computerhistory.org/babbage/](http://www.computerhistory.org/babbage/) [www.mith.umd.edu/flare/lovelace/](http://www.mith.umd.edu/flare/lovelace/)

# BASFA Minutes: Meetings 929-932

## Meeting 929

May 19, 2008

Trey Haddad, President  
Chris Garcia, Vice-President  
Dave Gallaher, Treasurer  
Galen Tripp, Sergeant at Arms  
Barbara Johnson-Haddad, Secretary

Began 8:04 - [with talk about naked money]

21 people attended  
a party jar was established

Secretary's report: the minutes of meeting 928 were accepted as 'cranked out by Babbage'

No Treasurer

VP report is that there's a new 'Claims Department' out - a new SF/SF may be out tomorrow - he has TAFF swag to give if you donate - come visit the Fanzine Lounge at Baycon - and on Saturday there will be live Eurovision streaming

The President had nothing fannish to report

The Party Committee reported that there should be 2 BASFA parties at Baycon - Friday & Saturday nights in room 338 & he has the Silicon party 'wired in'

## Announcements

The biannual 01SJ art fest will be June 4-8, for more information check [www.01sf.org](http://www.01sf.org)

[evil] Kevin announced that Baycon is this weekend at the Hyatt and this Friday will see the LAST Evil Genius party, Saturday will see a Harem Tea & Sunday their room will be used for the Furcon party; plus he announced that he had written 4600 words on costuming for the Denvention program book

Howeird announced that 'Man of La Mancha' opened - running thru June 7th - that he brought posters and it's been received well & he'll be showing some of his photos at Baycon

Ken announced that this and next Friday will see a Legion of Rassilon meeting at the usual place

Glenn announced that if you know anyone who needs an admin, please contact him

[tall] Kevin announced that he is Fan GoH for Marcon in Ohio this weekend & won't be here next week

Ed announced that this weekend is also Wiscon

## Reviews:

Joe reviewed Ancient Ways Festival as fun, the location is new, but shows promise & reviewed a concert of Dresden Dolls and Vermillion Lies as

he enjoyed it and plans to get their CDs

Andy reviewed the NW Leather Assoc hotel as the Domain is a boutique hotel, good for a 200-400 person convention & the atrium is really neat, definitely worth the price & [evil] Kevin reviewed the event as he got to be a hero without needing to plan for it & he filled in as the emergency holographic [lots of vital things]

Harold reviewed 'Homo Politicus' by Dana Milbank as a humorous take off on an anthropological text, worth full price; reviewed the Annie Liebowitz photo exhibit as barely worth what he paid for it & reviewed 'Prince Caspian' as violent & dark, he enjoyed it & rates it as worth bargain matinee; I follow-on'd that I thought it was a good adaptation of the book and thought it worth full price; Trey enjoyed it but thought the adaptation left too many gaping holes, tho it was visually spectacular, worth matinee

Glenn reviewed the *book* 'Prince Caspian' as he found it hard to enjoy; there were various follow-ons, including a great analogy to Yaoi

Chris reviewed the week as a being all about him & reviewed Jack Handy's 'What I want to tell the Martians' as brilliantly funny; & reviewed The Simpsons, Season 10 as very fun stuff

Fred reviewed an interactive art installation called Homourobos in SJ's Discovery Meadows



as lots of fun & for more information check  
www.blackrockarts.org/projects/homourobos

Ed reviewed 'Mother of Demons' by Eric Flint  
as he enjoyed it a great deal & worth full price

Ken reviewed PBS Showcase work in Desert  
Springs as it was hot & sandy & he got swag &  
worth full price since it was paid for by work

Mike reviewed 'Redbelt' as amazing cool stuff  
with mixed martial arts & worth full price

Andy reviewed www.con-x-treme.com as  
amusing fiction, especially their 'about us' &  
'history' pages

We then did auctions: [some that I missed while  
in the necessary] - some PBS stuff for \$2.00,  
\$4.00, a kewl thing for \$8.50, a watch for \$2.00;  
books for \$2.00, \$2.25, \$3.50, a mystery box  
for \$2.50, a CD for \$2.00 & a box of videos for  
\$1.07 - for [tall] Kevin

We adjourned at = 9:55

And the rumor of the week was: '404 - that  
was my grandfather's room number in the  
Alzheimer's ward'

### Meeting 930

May 26, 2008

BEGAN 8:03

No officers present at start of meeting.

Dave C. presided at beginning of meeting due to  
lack of officers.

Joani loaned Fred some paper so that in his  
post-con befuddled and fatigued state he could  
scribble a few notes which hopefully can be  
successfully transcribed into minutes which will  
have some correspondence and connection with  
what actually transpired during the meeting.

A TAFF jar was proposed and approved 12-1.

Dave G. arrived and assumed the task of  
presiding over the meeting.

A motion to suspend the Numismatic  
Responsibility Act for the duration of the  
meeting failed for lack of a second.

A motion to postpone the reading of the minutes  
of the previous meeting for one week was  
approved.

### REPORTS:

Most recent treasurer's report:  
Regular: \$44.75 for total of \$9800.56  
Party: \$15.75 for a total of \$352.82  
TAFF: \$0 for a total of \$???

There were no President or Vice-President  
reports.

There were no Committee reports.

### BUSINESS:

Some first time attendees identified themselves

as: Lucy Stern, Mike, Mette, Bryan

### ANNOUNCEMENTS:

Spring announced a Party Saturday 6:00 PM and  
SJ Giants game in San Jose on Sunday.

Ken announced that since May has five Fridays  
a Legion of Rassilon meeting will be held on the  
last Friday of May; usual time and place.

Andy announced that there a is Steampunk  
convention is being planned for 2009 in Seattle.  
This was followed by discussion of a possible  
Steampunk convention in October 2008 in  
Sunnyvale.

Dave discussed Reno Worldcon 2011 bid.

Ken mentioned successful Phoenix landing on  
Mars.

Ed and others listed persons who had recently  
died:

Sidney Pollack  
Utah Phillips  
Dick Martin  
Robert Asprin

### REVIEWS:

Dave gave positive review of the Mark Evanier  
blog at <http://www.newsfromme.com/>

Andy reviewed Baycon. The Santa Clara Hyatt  
rooms were good for sleeping but not so good  
for parties. Not enough room for Masquerade

audience seating.

Kevin(Evil) said 'Free at last' the parties promoting CC26 were over. The Ultimate Evil Genius Party outdrew the Klingon party next door.

Mette said that Phil and Kathy did a good job with the Masquerade. And then there was much discussion about masquerades, seating space and related topics.

Lucy said that was first Baycon and was good except missed seating at Masquerade.

Mike reported on the maid service by hotel staff.

Dave C. said that Baycon seems to have regained its equilibrium. Commented about ribbons and the Bolivian General's Award. Commented that the bathroom doors in the hotel rooms were unusual.

Joani wondered if the hotel had pissed off the person who designed the bathrooms.

Kris said the Art Show was fantastic.

Dave mentioned women in the furry party.

Spring reviewed the Bar in the hotel as nice.

Andy reviewed the Fanzine Lounge at the con as great.

Dave G. reviewed con as good and said the hotel

staff had a good attitude.

Ed commented that the hotel management had created a contest for staff collecting con ribbons.

Kevin(Evil) is reading the anthology Steampunk edited by Ann and Jeff VanderMeer and has a positive review. It is a mix of old and new stories and contains a story by Jay Lake.

Ken reviewed the new Indiana Jones movie positively and said it was worth even the extra online ticket purchase surcharge. Others followed-on and agreed with positive assessment and said that the box office revenue was high already so it looked like it had legs.

Liz reviewed her car as it got her to the con but needed to be fixed Tuesday before heading back.

Kevin(Evil) reviewed the Showtime miniseries Andromeda Strain and how it related to the book.

**AUCTION:**

Ed birthday auction to Liz \$5.00

Liz birthday auction to Kevin(Evil) for \$3.00

Bryan birthday auction to self for \$3.00

Mette birthday auction to Bryan for \$10.00

Kris birthday auction to Lucy \$3.00

Key ring \$2.00

Book and toy car to Kevin(Evil) for Spring \$?.??

Book to Mette for Andy \$0.50

**RUMOR:**

Found: One Fez

**ADJOURNMENT:**

Meeting (total attendance about 15) adjourned in memory of Rory Root.

**Meeting 932**

June 9, 2008

Trey Haddad, President  
Chris Garcia, Vice-President  
Dave Gallaher, Treasurer  
Galen Tripp, Sergeant at Arms  
Barbara Johnson-Haddad, Secretary

Began 8:02 - [with tomato talk]

29 people attended  
A TAFF was established

Secretary's report: The minutes of meeting 930 were accepted as 'undead' - and 'lost' week's minutes [meeting 931] were accepted as 'Clairol Hair-ball Essence'

Treasurer reported that we have money

VP read a selection from 'Banana Wings' that was taken from his TAFF report & then reported there's a new 'Drink Tank' out - and a new SF/SF may be out 'soon' - and he's looking for content for his 'Drink Tank' issue about gaming

The President had nothing fannish to report - but did say 'hi' to Tom, visiting us after hearing about the club at Baycon

Then Chris was instructed to contact Claire Briarley about how BASFA can help her with the banana blight's effect on 'Banana Wings'

#### Announcements

Adrienne announced that she is looking for a roommate at Denvention [and would prefer that to be a non-smoking female]

Dave C announced that Westercon is coming up [Las Vegas, 4th of July weekend] & announced that 'Nation' by Pratchett will soon be out & announced that the 'mark of Cain' is apparently a Tor imprint

Maureen announced that she'll have a garage sale at her place, 2999 Fresno St, Santa Clara, 9 am-5 pm on Saturday & Sunday - proceeds going to Silicon & she recommends maidmarion.com as a fun MMORPG

Andy announced that there will be an open house event on Saturday, June 28 for \$35 at Saint George's Spirits - check [www.stgeorgespirits.com](http://www.stgeorgespirits.com) for more information

Carole announced - as a Silicon costume programming person for Silicon - that if you're interested in this, contact her & she announced that July 28 will be a games day at their place & they will host a house filk on July 12

Lisa commented that terabyte hard drives are

getting too cheap

Julie announced that this weekend will be the 2nd annual Pirate Fest at the waterfront in Vallejo

Chris announced that July 12 is 'Mechanics Crawl' in SF

Stellan announced that this weekend will see Robogames

Howeird announced that Aldis Budrys has died

#### Reviews:

[evil] Kevin reviewed 'Speed Racer' as shiny & silly & noisy & great art it is not - great fun it is - and worth full price; Maureen follow-on'd that it was great but gave her a migraine

Adrienne reviewed 'Crystal Skull' as she was disappointed, it was predictable and ... come on & worth matinee

Chris reviewed 'Iron Man' as fantastic and brilliant & worth full price & reviewed 'Don't mess with the Zohan' as he had problems with it but it was otherwise worth \$6.73 & reviewed the Indy pinball game as really entertaining & reviewed 'Forgetting Sarah Marshall' as very funny and worth \$6.85

[tall] Kevin reviewed Marcon as eventful, there was no mass transit, it was fun and being a GoH was worth the per diem

Carole reviewed the Art & Wine festival as fun and worth spending money on

Stellan reviewed the last couple issues of 'Goats' as you're risking brain damage to view it but is fun

Fred reviewed 'Man of La Mancha' as wonderful and worth more than full price

I reviewed 'Kung Fu Panda' as full of awesome and worth full price & Trey follow-on'd that the art served the movie and it was worth full price

Dave C reviewed Book Expo America in LA as he didn't have a booth but all the publishers DID & it was exhausting

We then did auctions: A notepad & lemon curd for \$7.00; a book & yummy chocolate-mint for \$7.00; a CD, pancake topping and videotapes for \$1.00 & a paperback for \$6.00

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### **Dreams, from Page 7**

well. The book is a little long, with several overlying plot lines that get a little tedious towards the end. The story is longer than it needs to be, and loses the murder mystery momentum that guides the first half. Cutting some of the sex and violence probably wouldn't hurt either. But the characters and world building are intriguing and Takeshi Kovacs has a past that invites more exploring.

# Bay Area Fannish Calendar

**Life is complicated; putting on an event is even more so. Please check before attending, as events are sometimes canceled or times and locations changed.**

**New listings are in red.**

**Ongoing events are toward the back.**

## **Thursday-Sunday, June 5-22**

*Another Hole in the Head Film Festival*

San Francisco

[www.sfindie.com](http://www.sfindie.com)

SF Indie's Another Hole in the Head Festival features two weeks of sci-fi and horror films from around the world at the Roxie Cinema, the Brava Theater and Annie's Social Club.

Tickets to all screenings are \$10.50.

## **Thursday-Sunday, June 12-15**

*RoboGames*

Fort Mason Festival Pavillion

San Francisco

[www.robogames.com](http://www.robogames.com)

\$55

## **Friday, June 13-Saturday, July 26**

*Evil Dead: The Musical*

The Campbell Theater

Martinez

[www.willowstheatre.com/evildead.htm](http://www.willowstheatre.com/evildead.htm)

Check theater for prices and showtimes.

July 11th is Borderlands night! Mention Borderlands when you call the box office at 925-798-1300 to get your ticket for July 11th and you'll get a \$5 discount! Borderlands will also be working out carpools from San Francisco so if you need a ride or you're planning on driving, email [office@borderlands-books.com](mailto:office@borderlands-books.com)

## **Saturday, June 14**

*'The Listener' Sneak Peek*

Borderlands Books

866 Valencia

San Francisco

4 p.m.

Free

Get an early glimpse of Liz Duffy Adams's science fiction play "The Listener."

## **Saturday-Sunday, June 14-15**

*Northern California Pirate Festival*

Vallejo Waterfront

Vallejo

[www.norcalpiratefestival.com](http://www.norcalpiratefestival.com)

10 a.m.

Free

This year the pirate brethren are choosing a new Pirate King! Two days of piratical and nautical entertainment including live music by The Seadogs, Rum Rebellion, Queen Anne's Revenge and others.

## **Saturday, June 21**

*Can't Stop the Serenity 2008*

San Francisco Art Institute

800 Chestnut Street

San Francisco

[www.sfcasts2008.com](http://www.sfcasts2008.com)

6 p.m.

3rd annual charity screening of *Serenity*, with a live performance by Sonny Rhodes, raffles and more. Proceeds go to Equality Now!

## **Saturday, June 21**

*Author: Jacqueline Carey*

Borderlands Books

866 Valencia

San Francisco

3 p.m.

Book signing for the latest in the Kushiel series, *Kushiel's Mercy*.

## **Saturday, June 21**

*SF in SF: Carol Emshwiller and Pat Murphy*

Variety's Preview Room in the Hobart Building

582 Market St.

San Francisco

[www.sfinsf.org](http://www.sfinsf.org)

6 p.m.

Free

Ongoing monthly reading and discussion series sponsored by Tachyon Publications and moderated by Terry Bisson. There is a cash

bar and books will be provided for sale by Borderlands Books.

**Saturday, June 21**

*The Great Regency Shipwreck Ball*  
Arlington Community Church  
52 Arlington Avenue  
Kensington  
www.baers.org  
8 p.m.  
\$15 advance, \$20 at the door

**Tuesday-Wednesday, July 1-9**

*Castro Theater 70mm Festival*  
100 Castro Street  
San Francisco  
www.thecastrotheatre.com  
The Castro Theater hosts its annual 70mm screenings, featuring several genre movies including Roger Corman's *Little Shop of Horrors*, *Tron* and *Brainstorm*.  
Check theater for showtimes.

**Wednesday-Saturday, July 2-9**

*The Crucible Annual Fire Arts Festival*  
1260 7th Street  
Oakland  
www.thecrucible.org  
Each July The Crucible's Fire Arts Festival celebrates creativity through fire and light with a spectacular open-air exhibition of interactive fire art, performance and the largest collection of outdoor fire sculpture on the West Coast.

**Saturday, July 5**

*The Emerald City Ball*  
PEERS Event

Masonic Lodge  
100 North Ellsworth  
San Mateo  
www.peers.org  
\$15 in advance (until June 28), \$20 at the door.  
Come join us in honoring the singular courage of Dorothy Gale and her intrepid companions.  
Dance lesson at 7 p.m., dancing begins at 8.

**Wednesday, July 9**

*SF in SF Double Feature: Spirited Away and The City of Lost Children*  
Variety's Preview Room in the Hobart Building  
582 Market St.  
San Francisco  
www.varietync.org  
6 p.m.  
Free  
Refreshments will be available for purchase, and your purchase benefits Variety Children's Charity of Northern California, a non-profit organization that supports children in local communities who are dealing with poverty, neglect, violence, and physical disabilities.

**Saturday, July 12-Sunday, August 3**

*The Listener*  
Traveling Jewish Theater  
470 Florida St.  
San Francisco  
www.crowdedfire.org  
Check theater for prices and showtimes.

**Saturday, July 12**

*Author: Jay Lake*  
Borderlands Books  
866 Valencia

San Francisco  
3 p.m.  
Free  
The inimitable Jay Lake signs copies of *Escapement*, the sequel to his 2007 clockpunk novel *Mainspring*. Afterwards he will be heading over to SF in SF.

**Saturday, July 12**

*SF in SF: Jay Lake and Susan Palwick*  
Variety's Preview Room in the Hobart Building  
582 Market St.  
San Francisco  
www.sfinsf.org  
6 p.m.  
Free  
Ongoing monthly reading and discussion series sponsored by Tachyon Publications and moderated by Terry Bisson. There is a cash bar and books will be provided for sale by Borderlands Books.

**Saturday, July 12**

*Mechanicrawl*  
San Francisco  
www.longnow.org/mechanicrawl/  
\$15  
Spend a summer day exploring the mechanical marvels along San Francisco's North Shore.

**Tuesday, July 22**

*Authors: Naomi Novik and Eldon Thompson*  
Borderlands Books  
866 Valencia  
San Francisco  
7 p.m.  
Free

Fantasy author double-feature! Novik promotes her new Temeraire novel, *Victory of Eagles* and Thompson the final book in his Legend of Asahiel trilogy, *The Divine Talisman*.

**Saturday, July 26**

*Author: Harry Turtledove*

Borderlands Books

866 Valencia

San Francisco

3 p.m.

Free

Turtledove signs his new alternate history novel *The Man With the Iron Heart*.

**Friday-Saturday, August 2-3**

*Ani-Jam*

Fresno Radisson and Conference Center

2233 Ventura Street

Fresno

[www.ani-jam.com](http://www.ani-jam.com)

Central Valley Anime convention.

\$20

**Saturday, August 2**

*The Impressionists Picnic*

PEERS Event

Lincoln Park

1450 High Street

Alameda

[www.peers.org](http://www.peers.org)

Free

Le Salon des Refusés invites painters, models, artistic subjects and interested members of the public to join us for an outdoor picnic, fete and dance. Picnic begins at 11:30 a.m. Formal dancing 1 p.m. until 4:30 p.m.

**Saturday, August 9**

*Kin-Yoobi Con*

Chabot College

25555 Esperian Blvd

Hayward

[www.gzronline.com](http://www.gzronline.com)

9 a.m. to 9 p.m.

\$15

**Monday, August 11-Sunday, September 14**

*Little Shop of Horrors*

Willows Theater

1975 Diamond Boulevard

Concord

Tickets go on sale July 1st. Check theater for prices and showtimes.

**Friday-Sunday, August 15-31**

*The Listener*

Ashby Stage

1901 Ashby Ave.

Berkeley

[www.crowdedfire.org](http://www.crowdedfire.org)

Check theater for prices and showtimes.

**Saturday-Sunday, August 16-17**

*Golden Gate Renaissance Festival*

Speedway Meadow

Golden Gate Park

San Francisco

[www.sffaire.com](http://www.sffaire.com)

10 a.m.-6 p.m. Saturday/10am-5pm Sunday

\$15

**Friday-Sunday, August 29-31**

*Sac-Anime*

Scottish Rite Center

6151 H Street

Sacramento

[www.sacanime.com](http://www.sacanime.com)

Details to follow.

**Friday-Sunday, Aug 29-Sept 1**

*Con-x-Treme*

San Mateo Marriott

1770 S. Amphlett Blvd

San Mateo

[www.con-x-treme.org](http://www.con-x-treme.org)

Con-x-Treme returns for a second year.

\$35

**Saturday, September 6**

*Northern California Renaissance Faire*

Casa de Fruta

10031 Pacheco Pass Hwy

Hollister

<http://www.norcalrenfaire.org/>

10 a.m.-6 p.m. Sat-Sun

\$25

**Saturday, September 6**

*Space 1889: The Adventure of Le Cirque de Venus*

PEERS Event

Masonic Lodge

100 North Ellsworth

San Mateo

[www.peers.org](http://www.peers.org)

\$15 in advance (until August 30), \$20 at the door.

Steampunk event: Space 1899 - a Victorian Ball in Space. Dance lesson at 7 p.m., dancing begins at 8.

**Friday, September 19**

*Book Release Party for Christopher Paolini's*

*Brisingr*

Clayton Books

5433 Clayton Road

Clayton

12 a.m.

[www.claytonbookshop.com](http://www.claytonbookshop.com)

Midnight party to celebrate the release of *Brisingr*, book #3 of the Eragon/Inheritance series by Christopher Paolini.

**Friday-Sunday, September 26-28**

*Yaoi-Con*

San Mateo Marriott

1770 South Amphlett Blvd

San Mateo

[www.yaoicon.com](http://www.yaoicon.com)

18+

\$50 before August 22

**Friday-Sunday, October 3-5**

*Silicon 2008: A Salute to FanAc*

DoubleTree Hotel

2050 Gateway Place

San Jose

\$50 until September 14.

**Saturday, October 4**

*Swingin' in the Rain*

PEERS Event

Masonic Lodge

100 North Ellsworth

San Mateo

[www.peers.org](http://www.peers.org)

\$15 in advance (until September 27), \$20 at the door.

An evening in 1929 Hollywood at a ball inspired by that most joyous of musicals! Dance lesson at 7 p.m., dancing begins at 8.

**Saturday, October 11**

*The War and Peace Ball*

Arlington Community Church

52 Arlington Avenue

Kensington

[www.baers.org](http://www.baers.org)

\$15 advance, \$20 door

Natasha and Prince Andrei dance at the 1812 ball from Tolstoy's classic. Russian nobility, Russian military, and civilians and military from friendly countries (English welcome; Frenchmen at their own risk.) Set dances and waltzes led by Alan Winston. 8 p.m.

**Friday-Sunday, October 31-November 2**

*Steam Powered: The California Steampunk Convention 2008*

Domain Hotel

1085 East El Camino Real

Sunnyvale

[www.steampunkconvention.com](http://www.steampunkconvention.com)

La Legion Fantastique and Steam Powered Events present the California Steampunk Convention.

\$50 until June 15th.

**Saturday, November 1**

*Le Bal des Vampires*

PEERS Event

Alameda Elks Lodge

2255 Santa Clara Ave

Alameda

[www.peers.org](http://www.peers.org)

\$17.50 in advance (until October 25), \$25 at the door.

Waltz the night away in a beautiful candlelit ballroom with SF Bay Area's most glamorous Undead at the 15th Annual Le Bal des Vampires. Dancing on two separate floors; Bangers and Mash performing live in the upstairs ballroom 7:45-Midnight and free-style dancing downstairs in the Dracula's Daughters Discotheque 6:30-Midnight.

**Saturday-Sunday, November 1-2**

*Alternative Press Expo*

The Concourse

620 7th Street

San Francisco

Details to follow.

**Ongoing:****Daily**

San Francisco Ghost Hunt Walking Tour

Begins: Queen Anne Hotel

1590 Sutter at Octavia

San Francisco

[www.sfghosthunt.com](http://www.sfghosthunt.com)

7 p.m. – 10 p.m.

\$20

**Sundays**

Sakramento Anime Society

Rancho Cordova Library

9845 Folsom Boulevard

Rancho Cordova

3-7 p.m.

Meets every Sunday to watch old and new anime and anime music videos, play collectible

card games, practice artwork and make AMVs.

### **Mondays**

Bay Area Science Fiction Association  
Coco's  
1206 Oakmead Parkway  
Sunnyvale  
www.basfa.org  
8 p.m.  
Free

### **Mondays**

Dukefish  
Jake's of Sunnyvale  
174 E. Fremont Avenue  
Sunnyvale  
8 p.m.  
Dukefish is a bunch of people who get together to play board games and, sometimes, bridge every week.

### **Mondays and Wednesdays**

Silicon Valley Boardgamers  
Mountain View Community Center  
201 S. Rengstorff Avenue  
Mountain View  
www.davekohr.users.sonic.net/svb/  
6:30 p.m.  
\$2  
Group meets regularly to play mostly German-style strategy boardgames such as Settlers of Catan; also multiplayer Avalon Hill-style, historical wargames, and others.

### **Wednesdays**

Bay Area Role-Playing Society  
Go-Getter's Pizza

1489 Beach Park Boulevard  
Foster City  
www.BayRPS.com  
6 p.m.-10 p.m.  
Hosts a weekly game night. For club and game night details email GM@BayRPS.com.

### **Wednesdays**

East Bay Strategy Games Club  
EndGame  
921 Washington  
Oakland  
www.michaeldashow.com/eastbaystrategy/home.html  
7:30 p.m.-11 p.m.  
Free

### **Wednesdays and Saturdays**

Hayward Collectibles Show  
22300 Hathaway Ave (rear bldg)  
Hayward  
www.toysandbaseballcards.com  
Wednesdays 3 p.m.-8 p.m. and Saturdays 10 a.m.-5 p.m.  
Free

### **Fridays**

SF Games  
Muddy's Coffeehouse  
1304 Valencia Street  
San Francisco  
vax.hanford.org/dk/games  
7 p.m. to midnight  
Free  
SF Games is a collective name for a bunch of people who get together and play board games and card games every week. Also has a regular

cards night at Atlas Café, 20th and Alabama Streets, Tuesday nights from 6:30-10:00.

### **Fridays-Mondays**

Haunted Haight Walking Tour  
Meets at Coffee To The People  
1206 Masonic Avenue  
San Francisco  
www.hauntedhaight.com  
7 p.m.-9 p.m.  
\$20  
Reservations required.

### **Fridays and Saturdays**

Vampire Walking Tour  
Meets corner of California and Taylor  
San Francisco  
www.sfvampiretour.com  
8 p.m.  
\$20  
Led by Mina Harker. Tour is cancelled if there is heavy rain.

### **Saturdays**

Rocky Horror Picture Show  
Parkway Speakeasy Theater  
1834 Park Blvd.  
Oakland  
www.parkway-speakeasy.com  
Midnight  
\$7  
Barely Legal Productions presents the classic midnight movie every Saturday night. No one under 17 admitted.

### **Biweekly**

PenSFA Party



The Peninsula Science Fantasy Association meets every two weeks for a party at the home of one of their members. They also host parties at local conventions. Email [commander@pensfa.org](mailto:commander@pensfa.org) for information on attending. PenSFA standard party rules: bring something edible or drinkable to share, or pay the host \$2. Don't smoke in the house without checking with the host first. Normal start time is 8 p.m. but may vary depending on the host.

Science Fiction & Fantasy Writers' Group  
Borderlands Books  
866 Valencia Street  
San Francisco  
Meets the second and fourth Thursdays of each month at 6 pm. Contact Jade Livingston at [sfscifi@yahoo.com](mailto:sfscifi@yahoo.com) for more information.

### Monthly

Dorkbot-SF  
Free, donations welcome  
[www.dorkbot.org/dorkbotsf/](http://www.dorkbot.org/dorkbotsf/)  
Dorkbot hosts regular forums for artists, designers, engineers, students, and other people doing strange things with electricity.

East Bay Star Wars Club  
Central Perk  
10086 San Pablo Ave.  
El Cerrito  
510-558-7375  
[www.ebstarwars.com](http://www.ebstarwars.com)  
Meets the second Friday of every month at 7:30 p.m.

Fantastic Frontiers  
[www.freewebs.com/fantasticfrontiers/](http://www.freewebs.com/fantasticfrontiers/)  
Social club for Sacramento County sci fi/fantasy fans usually meets the second Saturday of the month. Check website for meeting times and locations.

Foothill Anime  
Building 5015, Foothill College  
Los Altos Hills  
Free  
Monthly event where people can get together to watch anime and meet like minded others. Usually meets the first Sunday of every month at noon.

The Gay Men's Book Club  
Borderlands Books  
866 Valencia  
San Francisco  
Free  
5:00 p.m.  
The Book for July 13th is Contact by Carl Sagan. Please contact the group leader, Christopher Rodriguez, at [cobalt555@earthlink.net](mailto:cobalt555@earthlink.net), for more information.

Legion of Rassilon  
Carl's Junior  
2551 N. First Street  
San Jose  
[www.legionofrassilon.org](http://www.legionofrassilon.org)  
7:30 p.m.  
Free  
Doctor Who fan group usually meets the fourth Friday of the month: Episodes of Doctor Who, news, discussion of recent movies, and a raffle.

No-Name Anime  
Saratoga Library  
13650 Saratoga Avenue  
Saratoga  
[www.nnanime.com](http://www.nnanime.com)  
Free  
Anime screenings usually take place on the second Saturday of the month.

Other Realms Book Club  
Books, Inc.  
1375 Burlingame Ave.  
Burlingame  
Free  
[www.booksinc.net](http://www.booksinc.net)  
Meets the 4th Wednesday of the Month.

Science Fiction and Fantasy Book Club  
Borderlands Books  
866 Valencia  
San Francisco  
6:00 p.m.  
Free  
The story for June is "The Ones Who Walk Away From Omelas" from *The Wind's Twelve Quarters* by Ursula K. Leguin. The book for July is *Perdido Street Station* by China Mieville. Please contact Jude at [jfeldman@borderlands-books.com](mailto:jfeldman@borderlands-books.com) for more information.

SF Browncoats  
Cafe Murano  
1777 Steiner Street  
San Francisco  
[www.sfbrowncoats.com](http://www.sfbrowncoats.com)  
Noon

Free  
SF Firefly/Serenity fans usually meet up on the second Saturday of the month.

SF/SF Meetup  
Mysterious Future Bookstore  
531 Fifth Street  
Santa Rosa  
[groups.yahoo.com/group/scifisantarosa/](http://groups.yahoo.com/group/scifisantarosa/)  
Regular meetup for North Bay fans on the second Sunday of the month.

Silicon Gulch Browncoats  
Various locations (see website for details)  
[www.silicongulchbrowncoats.org](http://www.silicongulchbrowncoats.org)  
Noon - 2 p.m.

Free  
Silicon Valley fans of Firefly/Serenity meet up on the first Saturday of the month.

Tangential Conjectures: The Science Fiction Book Club  
Books Inc.  
301 Castro Street  
Mountain View  
650-428-1234  
7:30 p.m.  
Free  
Generally meets the third Thursday of the month.

USS Augusta Ada  
Round Table Pizza  
3567 Geary Blvd.  
San Francisco  
[trek.starshine.org](http://trek.starshine.org)  
1 p.m.

Free  
Augusta Ada is both a chapter of Starfleet International and a Linux and \*BSD user group. Usually meets the fourth Saturday of every month.

USS Defiance  
Round Table Pizza  
1566 Howe Ave.  
Sacramento  
[www.ussdefiance.org](http://www.ussdefiance.org)  
7 p.m.

Free  
Star Trek fan group meets the third Friday of the month.

USS Northern Lights  
The Claim Jumper  
43330 Pacific Commons Blvd.  
Fremont  
[fristjedi2000@yahoo.com](mailto:fristjedi2000@yahoo.com)  
7 p.m.

Free  
The 'Lights is a chapter of Starfleet International and a swell group of science fiction fans. We do more than Trek. Usually meets the second Friday of the month, with social event TBD.

Veritech Fighter Command ONE-THREE  
Round Table Pizza  
4403 Elkhorn Blvd  
Sacramento  
916-338-2300  
Anime/cosplay group usually meets the last Saturday of the month at 1800 hours.

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## Editorial, from Page 6

and sci fi. So it's an amalgamation of so many of people's common interests. Only time will tell if this is just a flash in the pan or an enduring cultural phenomenon.

There are several Steampunk events coming up for everyone to enjoy. On September 6 in San Mateo, the Period Events & Entertainments Re-creation Society (PEERS) is having a Steampunk ball entitled "Space 1889: The Adventure of Le Cirque de Venus." From October 31 through November 2, the California Steampunk Convention will be held in Sunnyvale. And already in the works is the first Steampunk Faire in Northern California to be held sometime in 2009. More information can be found in the following web sites: [www.peers.org/space1889.html](http://www.peers.org/space1889.html), [www.steampunkconvention.com](http://www.steampunkconvention.com) and [www.steamfaire.com](http://www.steamfaire.com).

I suppose I feel like a time traveler going to so many events that are set in either the past or future... or even in parallel universes with alternate histories. I've always loved the idea of time travel, so I'm so enjoying all these opportunities to have fun in different time periods and dimensions!