

Science Fiction/San Francisco

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email: SFinSF@gmail.com

Editors: Jean Martin, Chris Garcia
Copy Editor: David Moyce
Calendar Editor: España Sheriff

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News and Notes

By Christopher J. Garcia

Editor

So the year rolls on and so do cons, beyond the great sea Worldcon. When man does raise his fearing head, he'll see fandoms beyond. OK, I'll stop doing poetry, but the sentiment is that Worldcon was a good time and all sorts of folks from the local had a good time. There were a number of surprises in the Hugo voting and nominations, most specifically how close Spring Schoenhuth got to the Hugo Ballot and how Frank Wu nearly knocked Dave Langford off the ballot too, and there were the usual gimmes, including *Locus* winning its thirty-somethingth Hugo. Way to go Charlie & Co.

I did OK with my "Handicapping the Hugos" predictions. I got eight right, including three of the four Fiction awards, both the Editor awards, and I called exactly the placing of all the Best Fan Writers.

I was happy to run into Jay Lake right as I entered the Colorado Convention Center and even more pleased to hear that he'll be in SF in the middle of September. I like that Lake guy.

October is, unofficially of course, the Most Totally Official Month of Steampunk! You knew that I'll be speaking at the Steampunk convention in Sunnyvale, but the great San Francisco reading series, SF in SF (sounds familiar, somehow...) will be having a Steampunk reading as a part of its LitQuake edition. Joe Lonsdale, Rudy Rucker and Kage Baker'll be there. Sounds like a good combo, if you ask me.

SiliCon is coming and I'm running the Fanzine Lounge and I've got all these Mexican and Spanish decorations that I need to use, so I'll probably use them in the Lounge. I've even got a Mexican flag t-shirt!

eFanzines is slower than usual, but that's OK. There's a new *Vegas Fandom Weekly* which discusses numbered fandoms in the Fanzine Vein, mostly. I am still of the opinion that any attempt to number or order fandom requires a macro look, but it's interesting where Arnie draws his lines and how he presents various matters. It's a good read, as almost everything Arnie writes is.

Time and Again, Dave Locke's zine that is the successor to Dave Burton's *Pixel*, is out with Issue Number 5. Sadly, I'm so far behind on my zine reading that I've only looked at the cover...and it's fantastic!

Arthur Hlavaty's *Nice Distinctions* is available on eFanzines too. It's good stuff and he's a great member of FAPA. His LJ, *Supergee*, is also one of the most entertaining ones out there.

I'm interested to see what Dave Langford has to say about this year's Hugos and specifically about Scalzi winning Best Fan Writer. There's been a lot of talk from folks about moving to eliminate the Best Fan Artist and Fan Writer categories, with others saying that Best Fanzine should go too. I could see Writer and Artist being dropped. I wouldn't like it, but I would understand, but Best Fanzine's been a Hugo since the beginning and it would be

a shame to see it gone. I would love to see Best Website added, and it wouldn't be a bad thing if'n we got rid of Best Semi-Pro. Where would *Locus* go, I hear you ask? Well, that's a question. I'd like to see the Best Editors cut and replaced with Best Magazine, Best Anthology and to see them get noted with the nomination for Fiction they edited. Of course, this'll never go over (any more than changing that stupid voting system!).

So far this week, I've managed to send off an article to *eI* by Earl Kemp and *File 770*, Mike Glyer's Hugo Winning Zine. I've been productful, and even though I use words like productful, people still use my articles!

Speaking of Glyer, his lovely wife, Diana, was robbed of the Best Related Book when *The Oxford Dictionary of Science Fiction* won. Her book, *The Company They Keep*, is about C.S. Lewis and friends and is easily the best book on the art of writing fantasy and SF that's come out in the last few years.

Also, I have not officially thanked fandom for giving the Hugo to *The Yiddish Policemen's Union* by Michel Chabon. It's another Best Novel for the Bay Area.

I love mc chris, the voice of Hesh on *Sealab 2021* and the man whose tune "Fett's Vette" is easily the best gangsta rap tune ever written about the *Star Wars* saga. It's just fantastic. It'll enter onto my PC's playlist.

There's a new *Drink Tank* with a Selina Phanara cover! I love it when she sends stuff my way. There's also a great article from James Bacon and a piece from Warren Buff.

And speaking of Warren, I'm pimping for the Raleigh in 2010 NASFiC bid, so you should pre-support. I'll be holding a party for them at BayCon for sure and having flyers all over the cons I attend over the next year or so. Should be good stuff, as the co-chairs are



Warren and Michael Pederson, the editor of *Nth Degree*, the first zine to publish my stuff after I started writing again!

Diana Sherman is about to break wide-open with a fiction piece that'll knock you out...once it hits. Trust me, you'll wanna read it.

A shout-out for Josh Kornbluth who'll be reading at Writers with Drinks on September 13th. I love WwD, and Kornbluth's show is a personal fave. I saw him wandering Berkeley one time and Linda had no idea who he was. Then again, that may well be the case with everyone reading this!

I should also mention that it was great seeing Writers with Drinks host Charlie Anders and Annalee Newitz at WorldCon. Those two also are the force behind the on-hiatus *other Magazine* and io9.com. It's all good. Leigh Ann Hildebrand was quite pleased to get to meet Annalee when she came in to say hello to me in the Fanzine Lounge, once again proving I have the best friends in the world!

I've done the math. It's doubtful that *The Dark Knight* will beat *Titanic* in Box Office receipts. That's a shame because I consider *Titanic* a blight on the list of top-grossing films.



Letters of Comment

John Purcell writes:

Well, well. It has been a while since I've looked at your zippy little non-club zine, but not because I haven't been reading it. Truth be told, I have been busy. Besides teaching both summer sessions, I've been doing more doctoral reading and produced the largest issue of *Askance* yet: the ninth ish was 52 pages! A bit of work there, but worth the effort. And I want to thank Christopher for the kind words. It is to blush. Speaking of that furry little devil, Chris has an article in the upcoming 10th issue, currently slated for mid-September posting. Keep those eyeballs peeled on efanazines for that one, gang.

Judging from what little I've read from people's LJ's, Denvention 3 was yet another hit, and my condolences to Chris for losing out yet again - and twice, at that! According to Steve Silver's LJ, Garcia is now 0 for 4 in Hugo wins to nominations. He's got a perfect record! Congratulations, roomie!

Jean Martin responds: *Well, as they say, it's an honor just being nominated! And he's in good company. Martin Scorsese has been nominated five times for an Oscar for Best Director but still hasn't won. There's always next year! It would be nice to see SF/SF on the ballot as well... hint, hint!*

Jean Martin's editorial has some interesting natter in it, mainly about some fans being sensitive to having their names and photos splattered across fanzine pages. Most fans don't mind this, especially if you ask them first; getting

permission is always a good idea mainly because it protects you and the subjects in question. Still, there are some fen who are very sensitive and protective of their privacy, and I can understand their positions. Thus it is best to be conscientious about this sort of thing and ask first. It simply makes the whole deal much simpler to handle.

For the most part, fans are excited or at least not bothered by being mentioned or being photographed. I try to be as conscientious as possible about asking but there's only so much you can do. When I'm writing at midnight trying to finish an article by the deadline, there's no time to contact everyone. And when I'm at an event, I'd probably sound like a broken record if I asked permission from everyone. There are more professionally organized events that have everyone sign release forms but those are few and far between. I suppose it's not a bad idea to already decide who I want to feature while I'm at the event and only ask those folks. As always, I'll do the best I can.

Comic-Con has certainly received a lot of media play this year. I guess all of the summer blockbuster movies has been a positive boon in this regard, and I still haven't seen any of them despite my intentions of wanting to see *The Dark Knight*, *X-Files*, and a couple others. Oh, well. Once my wife and I have more time we'll be able to enjoy them.

I've seen more movies this summer than in the past three years combined... that would be five! I enjoyed the Mummy: Tomb of the Dragon

*Emperor despite friends saying it's a lightweight movie that's kinda silly. Perhaps that's why I liked it. The Dark Knight was a little bit too violent and depressing for my taste. I liked it but I think I liked Iron Man better. Indiana Jones IV was fun but didn't hold up to the classic trilogy. Wall*E was great but somewhat forgettable after the fact. What I actually found the most entertaining was the Pixar animated short before Wall*E entitled Presto, which features a magician and his mischievous bunny Alec Kazam. It's available on iTunes and various other web portals.*

I agree with Jean when she said "I think the cultural and social divide between fandom and non-fandom is wider – and a much more relevant issue – than who's 'Core Fandom' and who's 'big tent fandom.' We're all fandom... we all have to stick together." This is quite true. Unfortunately, people are people no matter what social or special interest group they are in, so there will be folks who will persist in debating the "fandom issue" no matter what.

Personally, I consider myself a fan, but most of my energy goes into fanzines, and this is fine. I certainly don't hold grudges against people who have no idea who Bob Tucker, Jack Speer, or Forry Ackerman are, or that they've no knowledge of the Great Staple War, the Breen Boondoggle, or Numbered Fandoms. In my experience, should a general-type fan catch wind of these things in a conversation, they have the option to ask. I for one would answer as best

I could, then direct them to sites on the Internet that can give them even more information if they wish to pursue things.

I rarely get on a soapbox but this is one issue I feel strongly about. But I have no problems with people debating — or a better, less combative word would be discussing — the distinctions between subsets of fandom or anything else for that matter. That's how we find out who we are, who other people are, what's important to us, and what's important to them, what we have in common, what we don't have in common. Communication and open dialogue are key to understanding... as long as the goal is to unite rather than to divide.

Fandom is such a participatory hobby, and that is really all there is to it. A person can get out of it whatever they desire depending on how they dig into matters. That's how I got involved. Over time, my knowledge base grew, and there are still gaps in my fannish historical banks, (Or is that hysterical banks? Probably so.) And this is alright since it gives me stuff to research and enjoy the effort. I love learning about fan history; it really is fascinating to see how this nuttiness has developed over the years,

Hmm. España Sheriff is getting out to cons more and more it seems, Good for her. Methinks I will ask her for some written and drawn material. Potlatch is a con I have known of for a long time, and it sounds like she had a good time at the 12th edition. I look forward to her review of Potlatch 18 in a future issue here.

Yes, España has been out and about. I live somewhat vicariously through her and Chris's exploits at cons outside of the Bay Area. I heard from them that Denvention was awesome.

But I only have so much time, energy and money. That's why we're all a team so we can cover as much of fandom as we can!

Chris's review of *The LASFS Album* reminds me of the one year I lived in LA and attended LASFS meetings a handful of times. Good people there, definitely, and the club has a long, storied history. I liked the fannish people, but did not like the city. Too crowded, smoggy, and most residents were annoying. Oh, well. Live and learn. At least I can honestly say that I Was There, and that is that. But the SF club is cool. That was easily the best thing about living in LA for this cowboy.

The rest of your issue was enjoyable, even though I found no real comments to make on them, except that illo of the bathroom sign at the SF museum on page 19. Now that's funny! Must go there next year when I'm up in Seattle (hopefully) for Corflu Zed.

Solid issue, gang. Good job, and I look forward to the next one. Until then, take care of yourselves and remember to use a short leash on Garcia. He tends to run off unexpectedly at times.

Thanks for the compliments! You take care too.

SFSFC Continues SMOFCon Scholarship for 2008

San Francisco Science Fiction Conventions, Inc. (SFSFC) has voted to offer a scholarship of \$500 to help convention runners in training attend the SMOFCon convention-runners convention in Columbus OH this year over the weekend of December 5-7, 2008.

SMOFCon is an annual convention about organizing science fiction conventions. Subject matter ranges from managing small conventions up to the unique challenges of World Science Fiction Conventions. The convention is held in a different city each year. The 2008 SMOFCon will be in Columbus OH at the Drury Inn & Suites. More information about this year's SMOFCon is available on their web site.

The scholarship is open to anyone involved in running science fiction conventions, regardless of their place of residence. However, applicants must be able to demonstrate that their attendance at SMOFCon will benefit San Francisco Bay Area conventions. Applications will be judged by the scholarship administrators, who for 2008 are the three directors of SFSFC who have chaired Worldcons: David W. Clark, Kevin Standlee, and Tom Whitmore.

An application form is available on the SFSFC web site <http://www.sfsfc.org/> or by writing to SFSFC at PO Box 61363, Sunnyvale CA 94088-1363. SFSFC must receive (postmark date does not count) applications by September 30, 2008.

Editorial

By Christopher J. Garcia
Editor

Worldcon's come and gone and I was there, baby! It was one of those great events where you thought one thing going in and you came out with another idea. Andy Trembley described it as far better than it had any right to be. I dunno. There was a bit of panic in the days leading up to the con. There was concern that things wouldn't happen, that the hotel situation was untenable, and that it would be the smallest Worldcon in recent memory.

Well, it might have been the smallest Worldcon in the US since the 1980s, since the numbers that have been bandied about over the last few days put it close to what Winnipeg's ConAdian did back in 1994, some lower, some higher. It's weird that there are so many different numbers from folks who should know. It's OK, the number is not that important; what is important is that those that made it had a good time.

And in some cases, a fantastic time.

I have something of a fun perspective. I was nominated for two Hugos and was running the Fanzine Lounge. That meant that I got to have the kind of fun most fans never get a chance to partake in and I also had work to do. That was a difficult thing. I had a lot of things I needed to do. I got up early, made sure the Lounge was ready to greet visitors and also made it to my panels.

I ran around a lot. The Fanzine Lounge was in the middle of everything, right where people could find it. That was a wonderful thing because it meant that folks came and went a lot, sometimes stopping by to simply catch a nap in a comfy chair or to stay for hours, read a few zines and chat up. It also helped that we got a bar for three of the nights. That wasn't expected and it turned out to get a bit more traffic in the evenings. And what Fanzine Lounge has ever not benefited from a little bit of the liquor?

The increased traffic also led to a record number of zines flying off the Freebie table (and a few from the Read-Only section, including one that was a personal fave, but that happens). Everyone seemed to be happy with the place, and most of our regulars were around for at least a while. We even had Internet, though our ability to access it was spotty.

This is a BArea-centric zine after all, and the BArea turned out in large numbers. In fact, for the first time, I noticed just how ingrained we are in the fabric of fandom's operations. There was Dave Gallaher, who was the Convention Center Liaison, and there was Ian Stockdale who was in charge of the Division I was in.

There were folks from our local fandoms working just about every department of the con. Kevin Roche was the man with Wil McCarthy making with the funny during the Masquerade. Kevin was the waiter bringing Wil his drinks and filling time most perfectly. It was brilliant.

Andy was working with the good people who were judging the Masq, acting I believe as the clerk. There were a few locals who entered into the Masq, and several pieces that had shown at Costume-Con. It was impressive.

And there were many BArea Hugo nominees. There was me, with my two nominations that would end up with me taking fifth place both times (sixth if you include me losing on the first round to No Award). It was OK. There was Cheryl Morgan, a returning nominee after a year off the ballot. Frank Wu, who had won two consecutive Hugos for Best Fan Artist, led the nomination count, but had declined the nomination. Spring Schoenhuth, who did the design of the lovely Campbell Award pins, was seventh on the list, and only a few nominations away from replacing Teddy Harvia on the ballot.

Dave Langford finally lost the Best Fan Writer award, going to Mr. John Scalzi, but Frank Wu came within two votes of knocking Langford off the ballot. I was second in nominations (actually second in both Best Fanzine and Best Fan Writer). Kevin Standlee got 12 nominations for Best Fan Writer, too.

And you know what else? Local zines got some notice. Yeah, there was *The Drink Tank* and there were nominations for Robert Lichtman's *Trap Door*, which Guy Lillian says is the best fanzine in the world. He may well be right.

And in glorious news, *Science Fiction/ San Francisco* got 11 nominations! It was the exact same number as John Purcell's *Askance* got. Nothing would make me happier than to have *SF/SF* on the ballot or maybe even winning. You put together so many great people and getting to be nominated with all of them would be sweet.

It'll also make the Hugos pre-reception a lot cooler. I loved going to the Hugos reception because I was a Little Fish among Big ol' Honkin' Fish! I got to chat with some dude named Bob Eggleton (who knows Frank Wu, as I understand it, so he must be pretty awesome), a few of the wonderful writers, like Scalzi, Mike Resnick, Michael Swanwick, Connie Willis, Charlie Stross, Jay Lake and even Stephen Baxter.

I also got to chat with great fans like Steven Silver, Vincent Docherty, Randy Smith and Cheryl Morgan. And there was great food! Mostly cheese and lovely snackables! If anything ever makes me want to get nominated for the Hugo, it's the reception.

Now, Worldcon was also the debut of

what will soon be a feature of the various cons and events of BArea fandom: The Scarf. Leigh Ann Hildebrand managed to complete the scarf, one of the most accurate replicas of Tom Baker's *Doctor Who* 12th season scarf (with the yarn being the same as the ones they used for the original!) and that meant that we could take it around and get folks to wear it, which will help us to sell it at Anticipation next year.

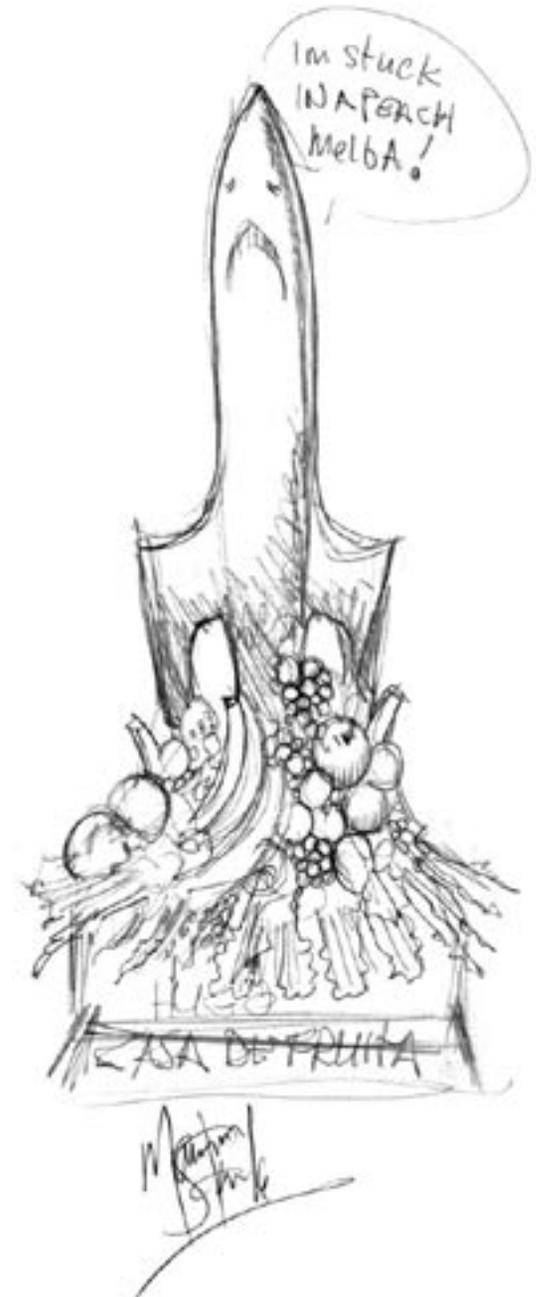


The Scarf.

when all is said and done.

SO, I'm totally recharged with pithy awesomeness from my trip. I can't wait for next year, the one Worldcon I can not afford that I'm gonna go to because of the awesomeness it will be. Montreal is an amazing city and Rene Walling and Co. have been doing a great job getting everything prepared.

We managed to get photos of Connie Willis, Greg Bear, Carrie Vaughn, John Scalzi, Jay Lake, Charlie Stross, Tom Galloway, Tom Whitmore, Mike Glycer, Milt Stevens, David Levine and even Paul Cornell, who wrote the *Doctor Who* episode "Human Nature." That scarf will have tales to tell



This Old Fanzine

Ah, Sweet Laney!
The Writings of a Great Big Man

By Christopher J. Garcia
Editor

Sometimes you get a glance at the past and you don't like it. Sometimes you look through modern eyes and realize that things have so thoroughly changed that that past has almost no bearing on the present. In a way, it's hard to say what's more surprising: that Francis Tower Laney was such a brilliant writer or that the times were so different that the way he presented things were accepted by a strong portion of fandom.

Robert Lichtman put together *Ah, Sweet Laney!* the anthology of much of Laney's writing, for the 2007 CorFlu. One half of the proceeds went to CorFlu and one half goes to one of the Fan Funds. In my case, I put them out for TAFF through the Fanzine Lounge at Worldcon.

The thing is gorgeous, full of art from Bill Rotsler, including some covers from *FanDango* by Laney in the 1940s with Rotsler covers that I'd never seen! They're very different from the stuff he was doing even in the 1960s. There were covers of *Shangri-La* (affectionally known as Shaggy) from the 1940s and 50s, when it was considered the Number Two fanzine being produced (and Laney reminds his readers that his own fanzine, *The Acolyte*, was Number One

in that poll) and there was some great, clean and solid design, often showing the scanned pages of the articles that are being reprinted. It's a great piece of work, one of the best anthologies that I've come across in the last several years.

F. Tower Laney was a legendary fan writer. It would be completely fair to say that he is one of the best writers of the 1940s and early 50s. He left fandom in early 50s and passed away from bone and lung cancer in 1957. Even 50 years after he left this world, he's still making waves with his words. He was well-educated, managed to make sense and present effective ideas within the framework of fanzine articles. His stuff popped up in his own zines and those put out by folks in LASFS. He also had at least one article in *Quandry*, the legendary zine put out by Lee Hoffman. He was a member of FAPA and his stuff was some of the most important ever to go through the mailings. Even in the very first article in the collection, you can see how good he is.

Of course, there's not just articles by Laney, but a few about Laney. There's a nice little introduction by Robert Lichtman and some pieces from a fanzine tribute published after Laney's death from the likes of Robert Bloch, Charles Burbee and Jack Speer. You can't argue with a guest list like that!

The Laney articles are spectacular, and the opener is "I Am A Great Big Man," a wonderful piece which shows Laney's near Saharan humor at its finest while running down those who made

grand claims in their FAPA biographies. It's a sign of what Laney would be known for: He stands not for the crap that people spew forth, by spewing forth his own crap, completely knowingly, and exposing his own crap as crap and linking it to the other crap that's out there. It's an effective technique and can be seen in all sorts of areas today in fan writing, from the works of Cheryl Morgan to Arnie Katz. It's a powerful technique.

The next articles are also excellent, especially "Syllabus For A Fanzine." Laney not only goes over his ideas for what makes a good zine, but he also talks about what not to do and why he's not a fan of certain ways. The odd thing is that a lot of the things he says not to do don't seem to have remained good advice. He says not to ask the guys who show up all over the place for articles, especially if you're a new guy. Well, I asked for stuff from folks in the early days of *The Drink Tank* from guys who were all over the place and I've been asked a lot for articles from

Join our crew!

We are looking for writers to cover local events, conventions, fan groups and the fannish scene in general. Contact Jean Martin and Chris Garcia at SFinSF@gmail.com

young fans and given them good stuff.

On the other hand, one theory of Laney's was that someone who has a vibrant and lively personality has to put a lot of their personality into the zine, while someone who isn't so hip should keep that out. It's a very interesting theory, and one that I kinda subscribe to. I often enjoy zines from people who aren't exactly all goodness and light, and I often enjoy zines from lovely and charming people, but not necessarily for the charm of the writers. Laney had a solid grasp that has mostly remained true over the last five or so decades.

"Government Subsidies for Fanzines" is a fun article about how you can write off all sorts of stuff from your FANAC and thus have the Government pay for your fanzines. His writing is funny because it's true. You gotta love it when that cliché can work its way into a review! There is a series of articles that take the National Fantasy Fan Federation to task for a number of things. The N3F needed to be called on some stuff back in those days (and you could say the same today in some areas) and Laney did not hold back.

It could be said that Charless Burbee is the other character in the anthology. Well, the other good guy in a way. There are several villains that Laney paints, including Walt Daugherty, one of my all-time fave storytellers, who is the subject of one of the most entertaining pieces about a 40-minute phone call he made about owning LASFS. It's a funny piece.

The only glaring omission is "Ah, Sweet Idiocy," though there's an article about writing reviews that I think is one of the most entertaining takes on the subject. "Ah, Sweet Idiocy" is a

legendary piece of fannish commentary, largely dealing with LASFS and the infiltration of homosexuals into the club and into fandom. There's more to it, of course, but that's what it's widely remembered for. Of course, it's been reprinted several times and there's an Internet edition of it available, so as nice as it would have been to have it, it really would have swelled the page count and probably required them to cut a couple of the great articles that show not only the man, but the times.

The biggest problem I have is that a few of the pieces show just how different fandom is now from those times. In the second most important article that Laney ever wrote, "Apologize, Al Ashley," Laney rails against the claim of Al Ashley that 80% of those in fandom were gay. Laney claims the number is more like 50%. Shocking, eh? He uses some brutal logic and the technique he used earlier in "I Am A Great Big Man." I felt pleased to see that he managed to use the word "fag" just once.

This is a very different attitude than we see in fandom today. In my years around fandom, I've never encountered that kind of homophobia. Laney even says that he, Alva Rogers and Jack Wiedenbeck came up with the number of slightly more than 50% by taking the numbers of those who were open about it or who had propositioned them personally. It seems exactly like the kind of stuff you'd see from a father in an independent film about the 1950s. It's a stain on the way I see Laney, true, but it's also what at least a large segment of fandom at that time believed. Me no savvy.

So, here's the business: it's a damn good read. The man can write no matter what you

might think of his worldview. It's one of the most impressive views of fandom at the time. Robert's work putting it together, and the work of Pat Virzi in the design, was fantasitc. I would say that this is the best look at the fandom of the post-war era we've had brought to us recently. Laney is a major figure and one that should be read by more of today's fen. Of course, I'm reminded that Laney's brand of Insurgentism would probably not have liked the way I do my zines, and he probably wouldn't have liked me either...

...at least after I'd hit on him.



Ordering Waffles at Worldcon

By España Sheriff

Staff Writer

Photos by Howeird

Sunday before the convention I went to Oakland to pick up Michael Dashow's box of art. (It turns out the Rockridge BART station is in a nice little area of cafes and boutiques.) I took the box home, getting a feel for its size and bulk for transportation and then turned right back around when my printer decided to run out of ink. The rest of the day was spent finalizing packing and printing and matting the last bits of my own art.

Having learned the hard lesson that most cab companies in the city are unreliable on a tight schedule, I called City Wide Dispatch to get me down to the Amtrak thruway motorcoach to Emeryville on Monday morning. They showed up promptly and I had time to grab a snacky breakfast and coffee at the Amtrak office.

The Emeryville station was the only real glitch as poor organization and communications meant that I ended up checking my bag ten minutes after the cut off for my train, meaning my checked suitcase would arrive a day late. Since I had packed a generous carry-on bag, this was annoying but not terrible.

Once on the train I fell asleep pretty soon, having been up all night. My memory foam pillow was very helpful in this regard. I woke when we pulled into Sacramento, with a surreal feeling as I opened my eyes to see the Sacramento River



Colorado Convention Center, with the Blue Bear.

under blue skies with a large riverboat floating near shore and an Aztec-looking pyramid on the right. The scene was a vividly fantastical one to wake up to, like taking the train to Riverworld. Google tells me that the riverboat is called the *Delta King*, and the pyramid is the Ziggurat Building, so Mesopotamian rather than Aztec.

The trip continued with a now mostly full train after picking up passengers in Sacramento.

My seat mate seemed a nice enough fellow and mostly spent his days in the Lounge Car, so that was fine. I spent a fair amount of time there myself, admiring the view or charging my phone. The snack bar food was just okay, unfortunately.

On the first leg of the trip we had a couple of volunteers who gave us some local history and advised of upcoming photo ops,

such as the canyon known as Cape Horn above the American River. Soon enough we passed through Truckee, which I'd only previously seen covered in snow during the winter, and shortly thereafter crossed through to Nevada.

As we passed through Sparks it was time to decide whether I was willing to spend the money on the somewhat overpriced dining lounge food for dinner with three strangers. On the Starlight the food had actually been pretty decent, so I figured what the hell. While I always feel a little apprehensive about sitting down with strangers for dinner, so far my experiences on the train have all been lovely and this was no exception. My companions were a Southern Pacific Railroad engineer and a Bay Area couple on their way to Utah, one of whom had also taken the Orient Express and the Trans-Siberian Railway among other memorable train rides.

Throughout the trip I kept an eye out for fannish looking types, but didn't spot any for certain until the end of the trip when I discovered that a family just a few seats back in my own railcar was also going to Denvention. Still, the scenery was more than enough to keep me entertained, and by trip's end I was frankly a bit disappointed that what I had visualized before the trip as hours of reading, writing and listening to audioplays only actually gave me enough time to finish the book I was halfway through and listen to one Big Finish

audioplay, *Cuddlesome* with Colin Baker.

Still and all it was good to finally arrive in Denver. The taxi from Union Station was about five bucks and my roommate-for-the-night had left a key for me at reception. Since it was



Pirate spotted on 16th Street Mall.

only nine thirty or so, I dumped my suitcase and went for a quick stroll to get the lay of the land.

The Crowne Plaza cleverly supplies a folded up map of the downtown Denver area attached to their keycard holders so I found the Convention Center first and recognized the

appropriate entrance from the Big Blue Bear sculpture described in the Art Show mailings. The center is on 15th Street, so the next obvious step was to walk up to the 16th Street Mall, which is a ten-block commercial stretch reminiscent of the Santa Monica Promenade. The only traffic allowed are pedicabs and the free shuttle which runs every couple of minutes and goes all the way to Union Station.

The businesses are mostly chain restaurants and stores, but the area was full of pedestrians and I scouted out the Rite Aid, Walgreens and Ross for future reference. I was looking for a quick bite before bed as well, but it was late enough that places like Starbucks were closing and most of the actual restaurants were of the type that have TV screens mounted over every free surface, so I decided to grab a snack at the hotel restaurant instead. It was either closed or closing, but the lobby area bar had food, only one screen, and a very nice bartender so it became my sanctuary over the next few days. The food was also very good, which helped.

Back in the room my roommates

were already asleep, and within a few minutes so was I.

Wednesday morning the first order of business was to hang art. My own stuff was in my checked luggage but I was bringing along two panels' worth of Michael Dashow's art so

I schlepped that through the Convention Center up to the Art Show only to be stopped by the Convention Center security at the door of Hall D for not having a badge yet. They kindly let me leave the box with them while I went down to reg to pick that up.

The line was not bad yet but something had gone screwy with their signage and there was quite a bit of confusion about which line was which. As there was no pre-reg area either I eventually managed to find the right line and got my badge. They managed to mangle the ñ into a “ but I didn’t feel like dealing with it right then and eventually grew to enjoy the befuddled reaction that it got from friends and strangers alike.

The convention was only offering lanyards, no clips, so I passed and attached the badge with a safety pin. I have a supply of badge clips from previous cons that I’ll have to remember to pack next time, since I saw a few other people who’d modified theirs as well. Also a little puzzling was the choice of vertical official ribbons instead of the currently more standard horizontal.

Finally done, I desperately needed breakfast. I knew I’d seem a restaurant across the street, but as it turned out to be another block up I ended up in the Hyatt restaurant instead. As it turned out this ended up being the place where I got most of my meals. They sat me down next to a table of con-goers which I later realized included George R.R. Martin. On a whim I ordered the waffle, which I very rarely get — they’re usually disappointing. But I have to say that the Hyatt makes a damned good waffle. Maybe it’s a Denver thing, since before

taking the train out of town on Monday morning I had another excellent waffle at a place called The Delectable Egg. I’m scared of ordering one anywhere else now.

After breakfast, I helped Chris Garcia set up the Fanzine Lounge, which was located right in the middle of the Convention Center hallway area. This ended up working very well since it meant we had a Coffee Garden-esque location from which to see anyone heading to the Art Show, Dealer’s Room and so on. Done setting up I had nothing specific to do until my luggage

arrived so I wandered around a bit and decided to check out the Consuite and by extension the walk to the Sheraton which was our party hotel.

The Sheraton layout was a little confusing, with two towers and a maze-like series of halls and escalators leading to the gaming area, Consuite, and a party room which hosted past Worldcon and some bid parties. The room for the Consuite was large, with plenty of seats and two doors which gave it a nice open feel. On Wednesday, however, the snack selection was kinda limited and anyway there



Garcia in Fanzine Lounge Central.

were no plates or napkins available. I got a cup of tea and perused my program book and pocket schedule until it was finally time to check into my own room at the Crowne.

The rooms at the Crowne were nice enough, although unremarkable — I had an issue with my bathroom door not locking, but they sent a repairman up right away and got that fixed for me. My new roommate, a Belgian fan called Peter Der Weerd, was off volunteering so I left a key for him at reception while I headed over to Union Station to finally get my real suitcase. It rained a little while I was out and about so I picked up an umbrella which came in handy later. By the time I got back and unpacked everything it was past ten o'clock, so I went to check the parties out.

The general party floor at the Sheraton was not ideal, not unlike the one at BayCon this year but with fewer parties. Narrow hallways and poor flow made things a little stuffy and the party floor required a keycard for access making it necessary to have gophers down at the elevator banks. The elevators themselves were also a little claustrophobic.

Additionally, most of the professional parties like the SMOFs, SFWA and so on were apparently at the other hotel. In fact, this Worldcon was the one where I saw the fewest pros. I don't particularly need to stalk authors in order to complete my con experience, but normally you see them wandering about. In this case, not counting events like the Hugos and the post-closing ceremonies night when I drank at the Hyatt bar I saw barely a handful and only one of those, George R.R. Martin, was on the general party floor. I assume this was mostly an accident

of geography, the hotel spread coupled with the size and layout of the Convention Center, so hopefully it's not a trend. The convention did seem to do the best with what it had, and in any case I did have an enjoyable time drinking the Scandinavian akvavit and hanging out in the Seattle bid room for a bit before calling it a night.

On Thursday I had set my alarm at some ungodly hour, which puzzled me when I woke up. I turned it off and went right back to sleep for a couple more hours until I woke in

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a panic realizing I had forgotten I still needed to hang my own art. I rushed over to get that done and was glad to see I wasn't the absolute last artist doing so, at least. On my way over to the Hyatt to restore my equanimity through carbs I passed through the Fanzine Lounge and chatted with Garcia, Bob Hole and Leigh Ann Hildebrand, who had just arrived. She was staying at the Hyatt and had not eaten either, so we tried their somewhat pricey but pretty tasty buffet. I noticed after we sat down that George R.R. Martin and his posse were one table over.

Not surprising, I guess, since the Hyatt was apparently where most of the guests were staying. We parted ways after breakfast and I went to my first panel of the convention, about Slipstream fiction, which was quite interesting and full of good recommendations for future reading.

I decided to hit the Dealer's Room next, to check for the Slipstream anthology *Feeling Very Strange*, but remembered as I perused the tables that I had promised myself I wouldn't buy a bunch of books to lug back. I can get those here. Since I wasn't really looking at the book dealers, the Dealer's Room was not that exciting. The clothing selections was mostly t-shirts, which I sometimes wear but not in the loose styles normally found at cons. There were a number of good jewelers including silversmith Laura Edison and one of my favorites, Springtime Creations, who make wonderful raygun and rocketship baubles. Nothing really caught my eye, so I figured this would be as good a time as any to take a slow walk through the Art Show instead.

The rightmost wall of the show as well as an additional row of tables parallel to it contained the 3D art, which was of a wonderful variety. Crocheted bead necklaces by Bearwoman caught my eye, as I have recently dabbled at jewelry making myself. The first table to really draw my attention, though, was one that held some amazing ceramic rayguns by Raku Ray Guns. They're display rather than practical items, with names like the Triptree Trilobite, the Lensman Delameter and the Ackerman Ack-Ack Ray.

Right beside that table were some intricate bronzeworks by Villafranca Sculpture, robots, and a weird complex mobile piece called

Robot Consciousness. A row of wizard hats and wands finished off the row with a nice whimsical feel.

The center tables had Peri Chariflu's lovely elven ceramics as well as some more mobile sculptures, the first some hanging wire pieces by Patrick Thompson and the second a more elaborate bronze and cypress wood piece called *Quest Isle* by Butch Honeck.

Over on the hanging art panels, the most prominent display was for the Artist Guest of Honor, Rick Sternbach, who already had a bunch of quick sales. Familiar "faces" from other cons included our own Frank Wu side by side with a panel of Brianna Flynt art, Theresa Mather who was also already ahead in sales and a well stocked print shop selection, recent BayCon GOH Todd Lockwood who had a *Temeraire* image I had not seen before, Jim Humble's amazing — and cheap! — hand-sculpted pieces and photography from Ctein and James Stanley Daugherty.

Of course, part of the attraction of Worldcon is seeing things you don't always get at your local cons, and there was quite a bit of that as well. John Piccacio had three panels that included color and black-and-white flat hanging art and an assemblage art triptych for Jeffrey Ford's *Well-Built City* trilogy. Phil Foglio had a number of original pencil sketches up, where you could see the places where he'd erased and re-done bits and the amazing amount of detail in his work. Some collector's panels had more Foglio, and the Freas estate also had a panel, with a print on which I was outbid.

Less familiar (to me) artists included Myles Pinkney whose intricate and colorful pieces seem to live in a very strange Technicolor



GOHs Rick Sternbach and Lois McMaster Bujold.

space right between what I really like and what I don't care for at all, but he had one piece in particular, titled *Archway*, that I fell in love with. It went for a low quick sale price right away. David Magon had a very impressive, huge landscape of a base on Vallis Marineris. Steven Danielle had a whole bunch of nice pieces, of which the pulp-adventure illustration *Mysteries of the Hollow Earth* was my favorite. On the more whimsical end of the spectrum were Angela Newman's goth cuties, some amusingly gruesome Christmas carols by Laura Givens,

and the shared panel of YokoM Eiji & Nakata Aki anime/manga style art.

The Art Show was more tempting than the Dealer's Room, but (un)fortunately most of the pieces I really wanted were far outside of my budget anyway so after a few hours of soaking it in I went back to my room to change into something slightly dressier for the Artists' Reception. The Convention Center provided the Fanzine Lounge with a bar from 7 p.m. so that was my first stop, since the reception wasn't until nine. By the time nine rolled around quite a few

folks had wandered into the lounge including San Francisco's own Charlie Anders, of Writers with Drinks fame, whom I had not realized was a fan. We all headed up to the reception which turned out to have a very nice spread of hors d'oeuvres and was very well-attended. We ran into Frank and Brianna, Jacob and Rina Weisman from Tachyon, and a bunch of other folks I hadn't run into yet.

Fed and visually stimulated, I changed one more time, into my "boy" steampunk outfit and headed over to the Sheraton where John Hertz kindly gave me a hall costume award. I pinned it to my purse and wandered the parties. I spent some time hanging with Leigh Ann and with Christian Maguire but eventually I left them in the Seattle room around 2 a.m. and wandered down past a few remaining gamers to see if the Consuite was an all-night affair. It wasn't.

With my energy waning I went back to the Crowne only to find Hertz in the lobby lounge bar area so I stopped to chat for a bit and borrow his pocket program for a few minutes before heading off to bed.

On Friday I had hoped to get up early enough to do one of the Walking With the Stars "panels," but they started at 9 a.m. so that obviously never happened. I did manage to get up at around nine, though, which gave me time to get breakfast before catching a screening of the Best Dramatic Presentation - Short Form nominee *Star Trek New Voyages: "World Enough and Time"* which I had only managed to see clips of previously. At 11:30 there was a panel on suggestions for 2009 Hugo nominations which I arrived a little late for, but it had quite a few interesting suggestions, especially in the Best

Related category. At the end it was opened up to suggestions from the audience and someone mentioned local artist Kiriko Moth, which I heartily agree with.

Then it was off to the Fanzine Lounge, where I ended up doing some art for Chris that started out as a way to pass the time and quickly demanded all my attention for the next hour or so until someone suggested food, thank god. Leigh Ann, Christian McGuire and myself headed over to Bubba Gump Shrimp, which was across from the Hyatt and had been tempting us for days

Being a frail San Franciscan, this brutal display of weather pretty much traumatized me for the rest of the week.

now. We got an appetizer that fed all three of us and served nicely to tide me over to the evening. When we went to leave the restaurant, however, it was coming down buckets all of the sudden. Being a frail San Franciscan, this brutal display of weather pretty much traumatized me for the rest of the week. Leigh Ann kindly let me shelter in her room for a bit after we got soaked crossing the street, and as soon as it looked safe I scurried back to my lair.

By this time it was nine o'clock and too late to get changed and head for the Masquerade, so I relaxed and took my time changing into my skirted steampunk outfit and was late for "The

Match Game" instead. Luckily I wasn't so late that I didn't get to enjoy quite a bit of the show, which seemed quite well attended despite some location snafus.

It wrapped up at around midnight and we hit the Consuite area, which was bustling. Former Worldcons were hosting a party in the adjacent function space and Nippon had a gorgeous wedding kimono up for sale. They also had a range of tasty snack foods which I do have to say were all superior to the horrifying Anticipation ketchup flavored chips. Ketchup. Flavored. Chips. Dear gods.

On that note we headed up to the 22nd Floor, which was hoppin'. The main parties were Reno, Seattle, Xerps and The Brotherhood Without Banners. Seattle had lovely decor but closed down too early, so at some point I found myself in the Brotherhood party where Martin was holding court and knighting people and — more importantly — the bar was pretty decent. I got a "Wild Card" which was some sort of vodka drink I believe, and ended up chatting with a Minnesota fan called Joel Phillips until the wee hours. We actually ended up in the Xerps party after I fled the Brotherhood after gently snarking about Wild Cards in front of the head of Martin's fan club, oops. Since Xerps was apparently the last party to close, this worked out fine and I eventually called it a night when the charming host began dismantling the room around us. On the way back to the Crowne I got an appropriately blurry photo of the slowly brightening sky.

Perhaps as a result, Saturday was a bit of a whirlwind. After a late start I grabbed lunch with Leigh Ann and Christian over at the Hyatt, for once not ending up beside Martin but over

in the quieter back section. This turned out to be a bit of a blessing when a few minutes after ordering I picked up my water glass and it slipped right out of my hand, landing on the table and shattering into a million little bits. Water and glass went absolutely everywhere and I spent the next few minutes picking glass off of myself and enjoying the sensation of being soaked through to the skin for the third time since arriving in Denver. Fortunately no harm was done, but I did have to excuse myself to go back to the hotel and change into dry clothes.

After finally getting some food in me (a very tasty crab sandwich) I went to the Cheryl Morgan-moderated 20 Best Books of the Past 20 Years which was very interesting. About half of the books chosen by each panelist were ones I hadn't read and a fair number were ones I hadn't heard of. Of the ones I had read, most were favorites of mine, so I got a very promising future reading list from that.

I went back to the Dealer's Room to look for new earrings and got a set of rocketship ones from Springtime Creations. I had actually planned to wear them with my silver spacegirl outfit, and looked around for something to go with the red silk dress I was planning on wearing to the Hugos but in the end they turned out to be the perfect thing anyway.

The Hugo ceremony was probably the best I've been to so far; Wil McCarthy did a great job as the master of ceremonies and Silverberg was very funny in his presenting duties. Mary Robinette Kowal, who got the Campbell, looked amazing in a vintage yellow gown that suited her perfectly. When Jay Lake came out and crowned her with the Campbell tiara, you couldn't ask for

a lovelier sight. Our own Chris Garcia did not win, alas, but he had fun presenting an award while wearing the *Doctor Who* scarf that Leigh Ann had kindly made for the TAFF auction. He later successfully accosted all sorts of folks with it and has accumulated quite a selection of photographs of the likes of Connie Willis, Michael Resnick and John Scalzi all wearing the scarf. Speaking of Scalzi, he won for Best Fan Writer and gave a great speech.

Two other good speeches came from folks who weren't present. Moffat got his third Hugo, beating Cornell again, and brought the funny. Chabon got best novel for *The Yiddish Policemen's Union*, which I had hoped for but not expected, and George R.R. Martin read an excellent speech from him. With only one or two exceptions my first- or second-ranked choices took home the rocket in most categories, so that was nice too.

On the way to the parties Leigh Ann and Christian along with Kathy and Patrick Beckstead and myself decided to grab a bite at the Hyatt bar, so we were treated to a cool moment a few minutes later, when Mary Robinette Kowal and John Scalzi walked through to the elevators cradling their trophies and the whole bar and lobby burst into applause.

Over on the party floor I spent some time hanging in the Reno bid room, after having talked about the bid with several folks who assured me that it was quite reasonable to host a Worldcon there. They had quite a bit of information available to peruse and were extremely helpful and open to questions of all types so I ended up sitting around amidst a lot of facilities and transportation discussions and

getting quite a bit of information. After having started the weekend extremely skeptical about the very idea of a convention in Reno, much less a Worldcon, I ended up handing over \$20 the next day to pre-support.

Sunday I picked up art. I didn't sell anything but I was glad to see about half of Michael Dashow's pieces went — although not the gorgeous watercolor originals. I took everything down to the Fanzine Lounge, which was still mostly intact. After helping break that down, mostly by standing around chatting with Leigh Anne, we decided we should get some food. We went to the Hyatt, of course, and George R.R. Martin was sitting at the next table, of course. I didn't break anything this time.

In order to avoid keeping my roommate up late I got my packing done in the afternoon and then headed to the Dead Dog party, which was full of folks. I ended up chatting with other Californians, of course, Chris Bauer and Ed Hooper mainly. Leigh Anne had some plans for the early evening which fell through, so we headed over to the bar at the top of the Hyatt which we had been meaning to get to since Thursday. They had a range of appetizers from eh to yummy but the margaritas were very good and service was excellent.

When we headed back down we walked over to take a quick peek at the lobby bar and found all the remaining writers and other pros still chatting away. We grabbed some more margaritas and spent the next couple of hours chatting with Jacob and Rina Weisman and promising to go to more SF in SF events which I have been terrible about recently. It was the perfect way to end the con.

Day of Honor: Klingons Party Like it's 2399

Story and Photos by Dr. Noe
Staff Writer

Being a warrior race that has been feared and, in some cases, loathed throughout the centuries can be tiring. Keeping up that tradition can be trying at times. Hence the Klingons cut loose and party every so often. Since such times are few and far between, it gets noted as a Day of Honor.

Held June 28 at the Chabot Space Science Center in Oakland, this event has become a yearly tradition where Klingons, Starfleet officers, Vulcans, and even Bajorans can get together for an evening, put aside their differences, and enjoy an evening of food and drink.

More than just an excuse to dress up in costume, Day of Honor (DOH) gives one the chance to party with friends you haven't seen in a while, meet new friends, and test your improvising skills when a Klingon walks by and insults you (in jest of course) for being a "Feddie." It also gives one the chance to make new like-minded friends, and to contribute to charity.

Each year there is a raffle where attendees vie for a chance to win treasures pillaged from the Klingons' many conquests, er... liberated from planets torn asunder by their own inner turmoil, which the Klingons have helped find their inner and global peace. All proceeds from the raffle are donated to the Make-A-Wish Foundation.



K'tara auctions off some booty.

The event starts around 7:30 p.m. and lasts until 10:30. Preparation for the event begins hours before: setting up the food, drinks, and decorating the hall for use.

Socializing is a big part of the event, enjoying each others' company during the peacetime occasion. It all leads to (usually) a ceremony where those Klingons who have exhibited outstanding service to the Empire are accordingly decorated with medals or promoted. However, this year there seemed to be a lack of dedicated service and only one deserving officer, Lieutenant Commander Qe'mara, was promoted, which began due to outcries from those gathered that she should be recognized.

Video feeds culled from all walks of the galaxy (and others) were shown to entertain the audience as the evening pressed on.

One of the more interesting and fun things I enjoy about events such



Nobody gets promoted without a speech by the Admiral.



Can we all get along?

as this is being in costume in an everyday setting (as opposed to a convention). It's a lot of fun to meander about in costume with "normal" people looking at you as if you were from a different planet.

All in all, DOH is a great time to kick back and enjoy some random costuming with friends. A tradition that never gets old, especially around the "norms."

The Dark Knight: It Just Wasn't Batman

By Al "Rackstraw" Megas
Contributing Writer

It was bold, groundbreaking, explosive... It fixed the problems with the older movies... It just wasn't Batman!

Throughout the history of Batman, the hapless character has endured various kinds of misinterpretation in film and television. Whether too simple or too silly, too darkly strange or too G-rated, every version of the famous hero that wasn't drawn in panels seemingly left something to be desired.

Bat-fans worldwide have been awaiting the end of this trend and were all too ready to see Batman done right. With the groundbreaking reboot that was *Batman Begins* and the record-breaking success of the new film, *The Dark Knight*, the masses agree that the wait for a definitive Batman movie is over at last.

Unfortunately, the truest and bluest of Batman fans don't. Those of us who are crazier about the Detective than Joker and have studied him on more intimate levels than Bane (a lesser known villain who crippled Batman in the 90s) look at Christian Bale and wonder, Who is this preposterous usurper laying claim to the Mantle of the Bat? At times, it seems like we're watching a movie about a completely unfamiliar superhero.

In the article to follow, find elements of the movies held up to the light and see how they compare with their classic, comic book

counterparts.

Discover how Director Chris Nolan and company have merely followed the trend of making Gotham City their own and, in the process, made more and grosser alterations to the Bat mythos than both of their predecessors combined.

Check out a primer on how Batman looks and acts (which Bale might benefit from reading).

See how the new films' chronology not only skews the Bat-timeline completely, it also makes much less sense.

Lastly, you can read up on the villains and how not even they have been spared from flagrant rewriting and tragic misinterpretation.

THE BAT HIMSELF: A comic-to-celluloid comparison; why seeing Batman played by Christian Bale is about as satisfying as a strip tease performed by a bulldozer

Costume: The most obvious (and least appreciated) alteration of the Batman has always been his wardrobe. Surely, Bale's awkward armor owes more to the Burton/Schumacher runs than to its source, the comic. It's ironic that Nolan, no doubt trying to keep his movies as unlike their mistake-ridden predecessors as possible, made one of the same, unfathomable choices: just as Schwarzenegger, once miscast as Mister Freeze, had to hide his famous physique in his character's life-support suit, Christian Bale, with

the best body of any Batman actor to date, dons a movement-impairing mess of a bat-suit and does his damndest to act his way out of it.

While costumers for Spider-man and Superman have proven that classic comic costumes can look good on film, Batman is still



waiting for his turn. From his creation in 1939 all the way to modern comics and the recent animated series, he's sported a two-tone grey getup. While experimenting with various forms of bulletproofing, the master strategist has never sacrificed mobility.

Style: Any time there is even the slightest chance of being seen, Batman favors a relaxed, standing posture. His cape drapes over his shoulders to form a cloak, maximizing his oblique mysteriousness. Looking at him from

a distance, some can't even conclude that he's human. Yet Bale repeatedly shows himself in a relaxed crouch; not particularly scary. He makes himself look vulnerable, and anyone who wants to can get a good look at that Waynetech outfit of his.



Batman is an angry man, no doubt about it. Anyone would be if senseless crime tore their



life apart. The classic Batman always controls his rage. Even when showing his fury, he keeps a coolheaded style.

Control is the operative word of the Batman persona, which Bale sadly overlooks. His face turns to a crazed grimace. He abandons the Bat's sense of economy in favor of shaking and shouting. In looking at the photo at right we wonder, is he interrogating a suspect, or just whining?

Sounds: Even some of the most starry-eyed fans of the film complained on the subject of the voice. Bale's bat-voice (rumored to be the product of a modulator) sounds irritatingly raspy and cartoonish. In fact, it's very close to the voices of Aunts Patti and Selma from *The Simpsons*.

However, when this writer was on a

comparative kick, a friend suggested that a comic book could not possibly tell the reader how the character sounds. Not quite so.

In the Batman series *Knightfall*, Robin counseled another substitute Batman to "put on that hoarse voice Bruce always uses."

In another book set much earlier in continuity, Alfred the theatre veteran coached Bruce himself on how to improve his disguised voice: "At least half an octave lower, sir."

There you have it, Christian. Batman's voice is deep and hoarse, not shrieking high.

CHRONOLOGY: The way it was written and why Nolan's version makes no sense

Legacy of the Wayne Family:

Historic Waynes get rich. Thomas Wayne himself invests his way to a greater fortune and



possibly makes some gangland enemies.

Thomas's young son Bruce falls into a cavern beneath Wayne Manor. He's somewhat scared by a large bat he sees there, but more so by the daunting prospect of facing the predicament alone. (Bruce is supposed to form a kinship with bats, not start out by fearing them. The movie script also stuck in a childhood friend, Rachel,

undermining Bruce's character integrity as a lifelong loner.)

Waynes get shot after leaving a Zorro movie. Bruce inadvertently memorizes the murderer's face. (Without Zorro, he lacks the swashbuckling hero imagery.)

Bruce considers some kind of career in law enforcement but decides otherwise after learning the difference between justice and revenge. (Bale's rendition makes a similar decision after his conversation with Carmine Falcone but it's somehow *after* he returns from his training trek abroad!)

Young Bruce Goes Soul-Searching:

Bruce goes on a tour through Asia to learn all manner of fighting styles, Africa to pick up tracking skills, and France to learn detective skills from Henri Ducard. (Ra's Al Ghul was among his mentors in some versions. The movie, however, distorts the villain in that he somehow shares his identity with the Frenchman whilst hiding behind a Japanese figurehead decoy. Note that the name "Ra's Al Ghul" is Arabic!)

Sometime after his return to Gotham, Bruce tries out fighting crime in a nondescript disguise. He's quickly overpowered because the enemies aren't afraid. Upon returning to the manor, he racks his brain for a suitable symbol of terror. As if an omen, a bat enters through the window. (There's a vaguely similar disguise sequence in *Batman Begins* but it's stripped of all meaning. The iconic bat through the window is, sadly, never seen.)

Enter the Bat!

Bruce Wayne constructs a superhero costume and goes into action as the mysterious Batman. Using extreme caution, he develops an

unparalleled knowledge of the ins and outs of Gotham City. He improves his vigilante skills on small-time hoods and works his way up to the mob. In the *Year One* version by Frank Miller, he focuses on Carmine Falcone. (The villains of *Batman Begins* and *The Dark Knight* movies put all of Gotham City in jeopardy. This makes for quite a challenge to a rookie hero, not to mention a great stroke of luck that he showed up just in time!)

Officials including hero cop James Gordon and handsome District Attorney Harvey Dent disapprove of the new vigilante, in spite of great benefit to the city. Gordon resolves to arrest Batman and (according to *Year One*) considers both Harvey and Bruce Wayne as suspects. Wayne uses dates with famous women as alibis and Dent can truthfully deny being Batman, though he's not grilled thoroughly about a second persona.

To end the investigation, Batman makes a gesture of friendship with Gordon. Gordon accepts and the two become career-long allies. The particular time at which Gordon attains the rank of Commissioner has changed over the years. However, it never took him longer than it did in *The Dark Knight* movie. The story of *Batman Begins* skips Gordon's initial dislike of Batman completely.

Bale's version of Bruce behaves more ostentatiously than his comic book counterpart. He expresses complete disinterest in preserving his family name where the comic book Bruce has at least a pragmatic concern for the matter. Harvey Dent is not introduced until the second movie, giving us very little time to get to know the character.

Parade of the Rogues!

Possibly inspired by the theatrics of Batman, costumed villains begin to appear. Obscure stories from the early years account for the presence of the trophy room collection in the Bat Cave which includes a giant penny and a mock-up of a Tyrannosaurus Rex. (Modern comic book continuity has played havoc with the order in which the bad guys pop up. Minor leaguers like Calendar Man and Mad Hatter have replaced forgotten characters such as the Monk and Doctor Death as early-birds. An old,

Possibly inspired by the theatrics of Batman, costumed villains begin to appear.

retroactive story establishes that the Red Hood, a man in an opaque helmet, committed a caper during this time that ended with him drowning in a vat of chemicals. However, in no version does the existence of Scarecrow, an aged university professor, precede Joker's. The Joker was always the first foe to pave the way for madmen everywhere, until Nolan came along.)

Infamous villains Joker and Catwoman, once known as The Cat, make their debut.

Someone To Talk To:

As if criminals in costumes weren't enough, the circus comes to Gotham. Managers refuse demands of extortion money from Boss

Zucco. During a performance (which Bruce Wayne attends in most versions), a sabotaged trapeze causes acrobats called the Flying Graysons to plummet to their deaths. Their anguished son Dick works out what happened but is approached by Batman who says the nearest precinct is corrupt. Dick pleads with Batman for some means of justice and is ultimately taken on as the avenging sidekick, Robin.

(Going by character creation date, Robin's appearance in the Bat Cave precedes even Alfred's. Later stories, including *Year One*, changed this, and most accept that Alfred has been in on the Batman experience from the beginning.)

In order by date of creation, Jonathan Crane, Oswald Chesterfield Cobblepot, Harvey Dent, Edward Nygma, Victor Fries, and Pamela Easley step up to menace Batman in various ways. In case none of these characters seem familiar, they're more commonly known as Scarecrow, Penguin, Two-Face, Riddler, Mr. Freeze, and Poison Ivy.

Jonathan Crane was a rather old man in the comics. Nolan has declined to use Penguin as a villain, proclaiming the character "too far-fetched," an ironic contrast to Tim Burton's one-time reason for vamping up an ordinary villain with a freakish origin: "Penguin was always one of the most boring characters in the comic! Just a guy in a top hat!" The evil side of Two-Face's psyche was somehow written out of the new *Dark Knight* and Catwoman has lost her place as the First Lady of the Batman mythos to the throwaway character, Rachel. There's only a vague hint that Catwoman will be showing up in a *Dark Knight* sequel.

The Batman Who Would Retire?

On a routine case, Batman is shown a photograph of a crook going by the name of Joe Chill by Commissioner Gordon. With quickly concealed astonishment, Bats recognizes the face of his parents' killer! Though certain Chill is guilty of many crimes, neither Batman nor the police can produce proof linking him to any. After much soul-searching, Batman decides that his entire caped crusade was a means to the end of seeing the old mugger arrested. He makes what he believes to be a career-ending move: unmasking in front of Joe Chill. Joe learns that he is responsible for the creation of Batman and flees to beg protection from his gang.

Furious to learn of Chill's role in bringing about the vigilante that plagued Gotham's underworld for so long, they wound him with firearms. Before they can interrogate him further and hear the name of the secret identity, the re-masked Batman enters and renders them unconscious. He speaks to the dying Joe Chill and the two make peace. With his secret intact, Batman decides he can continue his career.

(In a later story that is mostly forgotten by continuity, it's discovered that Joe Chill was only pretending to mug the Waynes while really serving as a hit man for mob boss Lew Moxon, against whom Dr. Wayne was going to testify in court. In *Year Two*, Batman goes on an unlikely adventure with Chill. Following the *Zero Hour* stories, a multi-book stunt put on by DC Comics, the discovery of the killer's identity is erased from history altogether. Every version agrees that Bruce Wayne's primary motivation is the initial failure to catch the killer except for *Batman Begins*.)

The Red Hood Unveiled!

Freakish fiends and costumed crooks coming out of the woodwork seem routine in Gotham City. One day, the reappearance of an old baddie takes even Batman by surprise. The Red Hood returns from the grave and defies any attempt at identification. After his comeback crime spree, the mystery man unmask and laughs at the Bat: it's the Joker! Joker explains that he survived the splash and found his skin bleached white, his hair dyed green, and his lips colored red; quite a joke of fate. Batman is ever

Few villains have ever managed to kill a sidekick of the Batman, but Joker managed it twice.

after haunted with the knowledge that his failure to save the Red Hood from falling caused the creation of his most dangerous adversary.

Few villains have ever managed to kill a sidekick of the Batman, but Joker managed it twice. With Dick Grayson graduated to become Nightwing, Bruce adopted another youth named Jason Todd who (in his most enduring incarnation) was a hotheaded street kid. Jason was a scarier but more reckless Robin until explosives set by the Joker ended his life. Jason succeeded as Robin by Tim Drake.

In Alan Moore's *The Killing Joke*,

Joker's efforts to drive Commissioner Gordon insane include a crippling gunshot at his relation, Barbara. Barbara survived but could never walk again and thus never again fight crime as Batgirl. Joker also reflected on his life as a star-crossed comedian duped into crime by "the Red Hood gang" but admitted to himself that he doesn't even know if it's true; his mind is that far gone.

(At last, something to the *Dark Knight* movie's credit: the Joker is completely oblique about where he came from. On the other hand, the scars around his mouth seem knife-inflicted. This in itself contradicts the story that his odd disfigurements have anything to do with chemical discoloration.)

Recent Events:

Many triumphs and tragedies later, the Gotham City earthquake strikes. Wayne Manor, one of the oldest buildings in the county, crumbles to dust. (Ra's Al Ghul did turn out to have caused the quake, but why should this be a plot device in the movie depicting the beginning of Batman's career, when it happens so late in the story?)

Well, the character will turn a hundred in our lifetime. There are still plenty of chances for motion picture adaptations to do a version that's definitive rather than trendy and overblown.

BASFA Minutes: Meetings 941-942

Meeting 941

August 11, 2008

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

Began 8:03 - with mysterious mutterings.
12 people attended.
A party jar was established.

Secretary's report: the minutes of meeting 939 were accepted as 'tall Kevin's warranty has run out' & the minutes of meeting 940 were accepted as 'Grabthor's hammer was a ballpeen.'

No Treasurer report.

No VP report.

The President reported that he's glad to be back.

Announcements:

[evil] Kevin announced that this year's Gay Rodeo at Driscoll Ranch is happening this coming weekend.

Reviews:

Worldcon was reviewed = Andy said Denvention was far better than it had any right to be, that there were problems, but few of them were obvious, the Masquerade was marvelous, the convention center food service stank on ice but the building

was beautiful - Denver itself was fabulous [and there were various food expedition adventures] and all in all it was worth full price; [evil] Kevin reviewed it as that he worked much harder on the con than he expected to do, that Wil McCarthy as Toastmaster was wonderful, that he drank a bit, didn't get enough sleep & had a good time; Fred commented that the various eateries he tried were good, the Hyatt Regency had their act together, Registration needed MUCH better signage and he still had a good time.

I reviewed 'Mummy 3' as very pretty to look at but very frothy when it came to plot, worth matinee, reviewed an Angels/Orioles game as fun to attend and even though the Angels lost it was still a great outing; Trey follow-on'd that he had a good time, got the tickets for a great price and commented favorably about Angel Stadium and the game.

Trey also reviewed Disneyland as best visited while accompanying a 10-12 year old, that the 'Summer of a million dreams' fast passes were wonderful and he walked around so much he got blisters on both feet - worth full price.

[evil] Kevin reviewed the 3 dead tree books of Howard Tayler's 'Schlock Mercenary' series as great fun and silly space opera.

Eric reviewed Laguna Beach's 'Pageant of the Masters' and the Arts and Sawdust Festival as immensely fun and worth more than full price.

We failed to auction a bookcase.

We adjourned at = 9:12.

And the rumor of the week was: 'wow.'

Meeting 942

August 18, 2008

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

Began 8:00.

29 people attended.

A party jar was established.

Secretary's report: the minutes of meeting 941 were accepted as 'home sick.'

Treasurer report was that last week we took in \$1.25 in the regular jar and \$0.25 in the party jar.

The VP reported he took last place in both the 'best fan writer' and 'best fanzine' categories, there's a new 'Drink Tank' out & he has a much-worn Dr Who scarf at his place and then he insulted Canada.

The President reported that he's glad to see

everyone back.

Announcements:

Joni announced that there are jobs in computer programming in East Lansing, Michigan that a friend asked her to mention.

Ken announced that there will be a Legion of Rassilon meeting on both this Friday and next Friday at the usual place..

Adrienne announced that there will be Scottish Games at the Alameda Fairgrounds Aug 30-31 - and announced that she was listed as a testimonial blurb in a book.

Dann announced that this Friday's Spookfest will have a showing of 'The Great Dictator.'

Spring announced that she was #6 in the Hugo fan artist category - and mentioned that Frank Wu came within 2 votes of displacing Dave Langford as #2 in the best fan writer category. [tall] Kevin announced that Chris Garcia gave a great speech in presenting the best fan artist Hugo.

Cheryl announced that the next SFInSF reading will be Saturday, Sept 20, 7pm at the Hobart Building in SF.

Reviews:

Worldcon was reviewed ... again = Chris said he sweated a lot at high elevation, there were lots of thunderstorms ['hey, food!'] and he had a great time in the Fanzine lounge - had an awesome time and the pre-Hugo party was great and it was

worth \$375.18; Adrienne reviewed Denvention as a decent convention, that it needed a writer's workshop, but the stage looked great, the art show was nice and she had a pleasant-enough time; [Spring then reviewed U-dig outside of Delta, UT as fun, the blowout was not fun and highway 50 was horrific]; then [tall] Kevin reviewed Denvention as lots of travel woes but the con was much better than he expected - that the 'Match Game' went off well, even with all the moves and there was a good crowd, that it was not the best of cons or the worst of cons [Eric: 'So you're saying it was a Dickens of a con?']; Glenn reviewed that it pegged his meter at 'good', he had fun at the mimeo demo - running the Westercon table went better than he expected and there was tons of good eating and he had a room from hell at the Crowne Plaza; Dave C reviewed the Chris-run bar at the Fanzine lounge as GREAT! And the con was his best Worldcon ever [his koala and the luggage were adorable]; Cheryl reviewed that it went well and her posting to her blog of the results from the 20 essential books of SF in the last 20 years panel was well-received and clothes shopping in Denver was wonderful - Maureen follow-on'd that Cheryl's blog was a wonderful way to share the Worldcon by proxy and Dave G praised the malts at an Arctic Circle shop in Elko, NV.

Chris also reviewed 'Tropic Thunder' as he loved it.

[evil] Kevin reviewed the Gay Rodeo as high proof and he won the grand prize basket. Dave C reviewed BBC America's 'Primeval' as a

monster of the weed show and rated it as 'we'll see' - Maureen likes it & Adrienne follow-on'd that it was like 'Jurassic Torchwood' and it's fun, mindless escapism.

Julie reviewed the Post Office near her as one of the windows will not accept cash any more and this is very annoying.

Joni reviewed sunblocks as that she has a problem with oxy-benzene - which is a component of most current blocks - so she's been looking for alternatives. She reviewed 2 brands = Eucerin and Solbar Shield as effective, if slightly unpleasant to apply.

Glenn is looking for a new job [NOT in Michigan] & reviewed 'Plato and the Platypus' as a good book that he read though in one sitting.

Cheryl reviewed the X-men as they have moved to San Francisco & reviewed a reading by Jeff Carlson as quite entertaining.

Trey reviewed seeing a play ['Proof'] as community theatre and he enjoyed it.

We then did auctions: birthday auctioned off Andy for \$20.00 to Chris; auctioned off a bag of gooey stuff for \$1.00; then books for \$0.25; \$14.35 and \$3.00.

We adjourned at = 10:07.

And the rumor of the week was: 'Free Range Haggis will be next week's monster on Jurassic Torchwood.'

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.

Friday-Sunday, August 15-31

The Listener
Ashby Stage
1901 Ashby Ave.
Berkeley
www.crowdedfire.org
Check theater for prices and showtimes.

Friday-Sunday, August 29-31

Sac-Anime
Scottish Rite Center
6151 H Street
Sacramento
www.sacanime.com
\$25
A celebration of Japanese/Asian music, comic books, toys and animated films, video games and costuming.

Friday-Monday, Aug 29-Sept 1

Con-x-Treme
San Mateo Marriott
1770 S. Amphlett Blvd
San Mateo

www.con-x-treme.org
Con-x-Treme returns for a second year.
\$50

Friday-Monday, Aug 29-Sept 1

ConQuest SF
Santa Clara Marriott
2700 Mission College Blvd
Santa Clara
www.conquestsf.com/
The Pacificon Game Expo event schedule begins at 1pm Friday and includes gaming, seminars, auctions, a dealers room and more.
\$50

Friday, September 5

Author: S.M. Stirling
Borderlands Books
866 Valencia
San Francisco
7 p.m.
Free
Stirling signs the second book in the Sunrise Lands series, The Scourge of God.

Saturday, September 5

Author: Steven Erikson
Borderlands Books
866 Valencia
San Francisco
7 p.m.
Free

Erikson signs the most recent book in the Malazan series, Toll the Hounds.

Saturday, September 6

Time Tunnel Super Toy, Comic and Record Show
Santa Clara County Fairgrounds
344 Tully Road
San Jose
www.timetunneltoys.com/toyshow.html
\$5
General toy and collectibles show with special guests R. Black, Ben Walker and others TBA.

Saturday, September 6

Northern California Renaissance Faire
Casa de Fruta
10031 Pacheco Pass Hwy
Hollister
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
\$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.

Wednesday, September 10

Author: Neal Stephenson
Moe's Books
2476 Telegraph Avenue
Berkeley
www.telegraphbooks.com
Stephenson sings copies of his new post-apocalyptic novel, Anathem.

Wednesday, September 10

SF in SF Double Feature: The Princess Bride and Ghostbusters
Variety's Preview Room in the Hobart Building
582 Market St.
San Francisco
www.varietync.org
7 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.

Wednesday, September 10

Ask A Scientist: How Computers Look at Art
Axis Cafe
1201 8th Street
San Francisco
www.askascientistsf.com
7 p.m.

Free
Lecture series featuring a speaker on a different scientific topic each month, a short presentation and questions from the audience.

Friday, September 12

Author: Neal Stephenson
Keplers
1010 El Camino Real
Menlo Park
www.keplers.com
7:30 p.m.
Stephenson sings copies of his new post-apocalyptic novel, Anathem.

Friday, September 19

Book Release Party for Chrisopher Paolini's Brisingr
Clayton Books
5433 Clayton Road
Clayton
www.claytonbookshop.com
Midnight party to celebrate the release of Brisingr, book #3 of the Eragon/Inheritance series by Christopher Paolini.
12 a.m.

Saturday, September 20

SF in SF: David Levine and Nick Mamatas
Variety's Preview Room in the Hobart Building
582 Market St.
San Francisco
www.sfinsf.org
9 p.m.
Free
Science Fiction in San Francisco (A Perfect Fit) stages a monthly series of readings hosted

by Terry Bisson as well as monthly movie screenings. Proceeds from the events go to the Variety Children's Charity.

Monday, September 22

Author: Kevin J. Anderson and Brian Herbert
Borderlands Books
866 Valencia
San Francisco
9 p.m.
Free
The authors sign their latest collaboration, Paul of Dune.

Friday-Saturday, September 26-27

From the Land Beyond
Scottish Rite Center
6151 H Street
Sacramento
www.sacramentocomics.com
\$15
Sacramento's Horror and Sci-Fi show with guests Doug Jones, Vince Locke, Dan Brereton and others.

Sunday, September 28

The Great West End and Railroad Square Handcar Regatta and Exposition of Mechanical and Artistic Wonders
Historic Railroad Square
Santa Rosa
handcar-regatta.com
10 a.m.
The Handcar Regatta invites builders and artists to create and race a Human Powered Rail Bound Vehicle. The event will feature live music, performers, magicians, fortune tellers,

etc.

Sunday, September 28

Sac-Con
Scottish Rite Center
6151 H Street
Sacramento
www.sacramentocomics.com
\$6
The Sacramento Comic, Toy and Anime Show.

Friday-Sunday, September 26-28

Yaoi-Con
San Mateo Marriott
1770 South Amphlett Blvd
San Mateo
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
\$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.

Sunday, October 5

Author: Neil Gaiman
Sundance Kabuki Theaters
1881 Post Street
San Francisco
www.booksmith.com
3-5 p.m.
\$28 (price includes a signed copy of The Graveyard Book)
Gaiman reads from his new book, followed by a Q&A. Due to time constraints, he will not be signing at the event.

Wednesday, October 8

Endgame October Minicon
Endgame
921 Washington
Oakland
endgameoakland.com
Gaming minicon, details TBA.

Thursday, October 9

SF in SF/Litquake
San Francisco
Details TBA
SF in SF will be participating in San Francisco's Litquake event! Confirmed thus far are Joe Lansdale, Kage Baker and Rudy Rucker, with more to come. The theme will be Steampunk.

Saturday, October 11

The War and Peace Ball
Arlington Community Church

52 Arlington Avenue
Kensington
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.

Saturday, October 18

SF in SF: Kim Stanley Robinson and Cecilia Holland
Variety's Preview Room in the Hobart Building
582 Market St.
San Francisco
www.sfinsf.org
9 p.m.
Free
Science Fiction in San Francisco (A Perfect Fit) stages a monthly series of readings hosted by Terry Bisson as well as monthly movie screenings. Proceeds from the events go to the Variety Children's Charity.

Friday-Sunday, October 31-November 2

Steam Powered: The California Steampunk Convention 2008
Domain Hotel
1085 East El Camino Real
Sunnyvale
www.steampunkconvention.com
La Legion Fantastique and Steam Powered Events present the California Steampunk Convention.

Saturday, November 1

Le Bal des Vampires
 PEERS Event
 Alameda Elks Lodge
 2255 Santa Clara Ave
 Alameda

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.

Saturday, November 1

APE Aftermath
 Isotope Comics
 326 Fell Street
 San Francisco

www.isotopecomics.com

8 p.m.

Free

With featured guest Josh Cotter.

Friday-Sunday, November 7-9

Bascon

Embassy Suites San Francisco Airport

250 Gateway Boulevard

South San Francisco

www.bascon.org

\$85

Bay Area Slash convention.

Saturday, November 8

Writers With Drinks

The Make-Out Room

3225 Mission Street

San Francisco

Writers in Drag: writers read works they've written outside their normal genres. Austin

Grossman reads fantasy, Annalee Newitz reads

SF, Michelle Tea reads cyberbunk and

Stephen Elliot reads something TBA.

All proceeds benefit the No on 8 Campaign.

Saturday, November 15

SF in SF: Geoff Ryman and Ellen Klages

Variety's Preview Room in the Hobart Building

582 Market St.

San Francisco

www.sfinsf.org

9 p.m.

Science Fiction in San Francisco (A Perfect Fit)

stages a monthly series of readings hosted

by Terry Bisson as well as monthly movie

screenings. Proceeds from the events go to the

Variety Children's Charity.

Friday, November 28-Sunday, December 21

The Great Dickens Christmas Fair

The Cow Palace

2600 Geneva Avenue

San Francisco

www.dickensfair.com

\$22 each day

Victorian London is recreated for the four weekends after Thanksgiving.

Thursday-Monday, January 22-26

Further Confusion 2009: Surf Safari

Doubletree Hotel

2050 Gateway Place

San Jose

www.furtherconfusion.org

\$40 until December 30th

GOHs this year are animator Jeff Pidgeon, puppeteer Anita Coulter and author Clare Bell.

Friday, February 27-Sunday, March 1

Potlatch 18

The Domain Hotel

Sunnyvale

www.potlatch-sf.org

\$50 until July 31

Literary convention, with panel discussions, writer's workshops, consuite. Books of Honor for 2009 are Always Coming Home, by Ursula K. Le Guin and Growing Up Weightless by John M. Ford.

Ongoing:**Daily**

San Francisco Ghost Hunt Walking Tour

Begins: Queen Anne Hotel

1590 Sutter at Octavia

San Francisco

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.
Group meets weekly to play German-style strategy board games such as Settlers of Catan, Carcasson and other games, plus an occasional game of bridge breaks out. Meet up at 8:00 p.m., figure out who wants to play what, and typically start playing games no later than 8:30 p.m.

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

Fanboy Planet Podcast
Illusive Comics and Games
2725 El Camino Real, Suite 105
Santa Clara
6 p.m.
Free
Live from Illusive Comics and Games, it's the

Fanboy Planet Podcast with your host, Derek McCaw.

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.

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 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 8p.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 for more information.

Monthly

Dorkbot-SF

Free, donations welcome

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

Meets the second Friday of every month at 7:30 p.m.

East Bay Steampunk

Various locations (see website for details)

www.steamfaire.com

6 p.m.–8 p.m.

Free

Steampunk fans meet up on the third Friday of the month.

Fantastic Frontiers

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 September 14th will be *The Lathe of Heaven* by Ursula K. Le Guin. Please contact the group leader, Christopher Rodriguez, at cobalt555@earthlink.net, for more information.

Legion of Rassilon

Carl's Junior

2551 N. First Street

San Jose

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.

Micro Gods, Inc.

Berkeley Public Library, West Branch

1125 University Ave

Berkeley

mgisciaf.angelfire.com
Free
1 p.m-5 p.m
Family Club for fans of Science Fiction,
Fantasy, Movie, Anime & Manga. Meets every
second Saturday.

No-Name Anime
Saratoga Library
13650 Saratoga Avenue
Saratoga
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
6:30 p.m.
Meets the 4th Wednesday of the Month.
The book for August 27 will be Someplace To
Be Flying by Charles DeLint

Science Fiction and Fantasy Book Club
Borderlands Books
866 Valencia
San Francisco
6:00 p.m.
Free
Please contact Jude at jfeldman@borderlands-books.com for more information.

SF Browncoats

Cafe Murano
1777 Steiner Street
San Francisco
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/
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
Noon - 2 p.m.
Free
Silicon Valley fans of Firefly/Serenity meet up
on the first Saturday of the month. The next
meetup is September 6th at Harry's Hofbrau in
San Jose.

South Bay Steampunk
Various locations (see website for details)
www.steamfaire.com
6 p.m. – 8 p.m.
Free
Steampunk fans meet up on the second
Thursday 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
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
7 p.m.
Free
Star Trek fan group meets the third Friday of
the month.

USS Northern Lights
Contact firstjedi2000@yahoo.com for location.
www.geocities.com/Area51/Cavern/4096/
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.

