

The Drink Tank Issue 178



That's Me Up There, you know?

The cover this issue is from my favourite artist, Selina Phanara! She's awesome and I'm always glad to have her work. The photo of the Big Blue Bear and the closing shot of the zine are from Lorena Haldeman (who you can find at www.snarkland.com/index.php.)

I am back from Denver and fandom is rushing through my veins. This issue of The Drink Tank, the zine that lost to No Award in the Hugo voting for the second year running, will be full of different stuffs that you might not expect to go together. There's going to be James Bacon and the Drink Tank debut of Warren Buff...with a call to arms!!!

The Technicolor Fandom Manifesto

Fandom has been sold a Lie, and that Lie is that Fandom is graying. The Elders of Fandom wiped their collective Brow, and turning to sit, noticed that there were no Hordes of young Fen rushing in to replace them. And they said to one another, "What has befallen us, that there are no young Fen to take up all of our Projects and continue them unto Eternity?" And indeed, the young Fen were not collecting Pulps and learning Esperanto and extolling the Virtues of Technocracy and cranking Mimeographs. But the young Fen were still Fen, and were still active.

Technicolor Fandom rejects

the Lie. Technicolor Fandom opens itself to all Fen. Technicolor Fandom is for Fen who enjoy Books, Film, Television, Zines, Conventions, Costuming, Gaming, Filk, Anime, Blogs, wacky invented Religions, Podcasts, Conrunning, Sex, Art, short Stories, Listservs, Mysticism, artificial Languages, Comics, radical sociopolitical Ideologies, Correspondence, Dada, high Technology, and/or Fandom Itself, in their myriad Variations, and who wish to communicate with other Fen about any of these Things, particularly those Aspects which are stfnal, fantastic, horrific, and/or speculative. Technicolor Fandom makes no Demand that its Members enjoy any specific Portion of its Scope, only that they acknowledge that these are things Fen enjoy.

There will be two Kinds of Members in Technicolor Fandom: Mammals (who are not yet 40) and Honorary Members (who are). The only Thing necessary to be a Member in Technicolor Fandom is to say that you are. No one will be turned away. Someone who is a Member of Technicolor Fandom might be a Jerk, but if he does so, it is not under the brilliant Banner of Technicolor Fandom. While Members might voice Opinions, they are not the Opinions of Technicolor Fandom.

Technicolor Fandom will throw

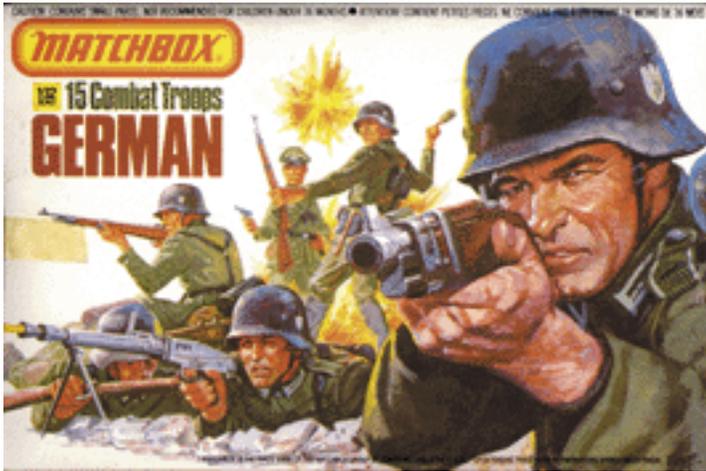
raucous Dada Bid Parties. Technicolor Fandom will churn out Writing in Print and on Webzines and on Blogs and over the Listservs and Forums. Technicolor Fandom will organize big and little Cons. Technicolor Fandom will have a screaming Lot of Fun. Technicolor Fandom will invite all to join in its Revelry.

If you are reading this, you are invited to join Technicolor Fandom.

Editor's Note: While I am fairly certain that Warren did not mean Mammals when he was listing the first kinX of Member, I'm also fairly certain that Mammals are cooler than Members, and thus, it is!!!

All Technicolor Fandom Mammals Unite!!!





I was a little late in letting one of the best writers out there today, James Bacon, know about the Games issue. Luckily he sent me a fine article that I'm running right now!

It must be my Dad's fault.

That would be the Freudian thing to say, wouldn't it? Although not so sure about Freud really. A cocaine user, with psychosomatic disorders, an Oedipus complex and who may have shagged his wife's sister. Looking in the mirror working out what was wrong with himself. Perhaps not.

I blame the eels.

Anyhow games. So when we were very young I remember my father buying myself and my younger brother a set of soldiers each as part of our Easter festivities. These would have been made by the British toy company Matchbox. These soldiers were 1/32nd scale and one got about 15 per box. I got German Infantry and Andrew got British Infantry. And so it started. Now

the Germans were obviously the bad guys and had to lose, but my fascination with the world of 'what if' and love of history and of course my desire not to lose all encouraged a curious mind to ponder how battles lost could have been won. Of course, it was all academic, marbles, strange mathematical weapon calculations and fists would often result in the winner. It got better when dad introduced us to Monty

and Rommell, both in plastic as part of The Afrika Corps and Eight Army sets, as there was something honourable about Rommel that set him aside from The Nazis and Monty was a real character. The imagination would run riot, and trips to Duxford, Lambeth and Hendon would create further fascination as we saw the machinery for real. While comics and books leant adventure and facts to the whole thing.

I remember the Airfix German

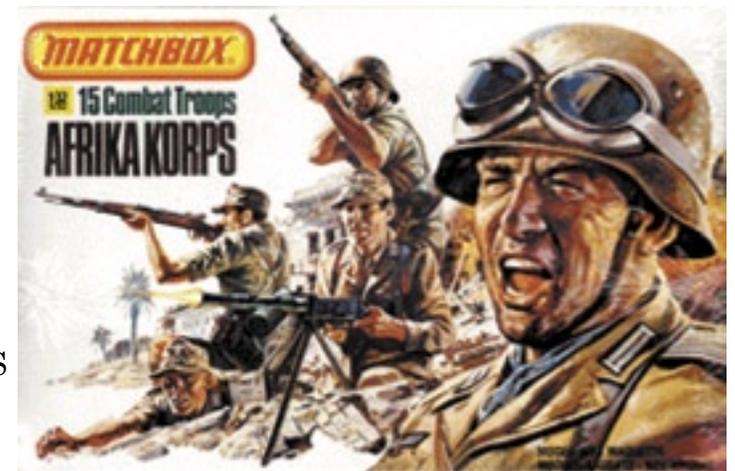
paratroopers being my favourite set, spending hours painting them, and the British Comando with a knife on one hand and sten in the other, or the set where you could make mortars, and then to confuse matters, we would have 1/76 model airplanes and die cast metal tanks to add to the mayhem, let alone the modern Iranian Embassy styled SAS set that Airfix brought out.

So my version of History

was allowed to be somewhat confused at an early stage in the spirit of enjoying a game, although knowing the facts was essential. So it's no real surprise, I suppose that years later I found myself playing alternative history computer games, where outcomes might be a little bit out of synch with how the world really is.

I suppose my love of SF, history, military and mischief would inevitably point at such an interest being reflective of my inner personality. Again Father was at fault as we hit the technological age. He was always a bit ahead of the game but not cutting edge. He waited before we got a video machine, but it was VHS not Betamax, even though we were the first on the road to have one.

When it came to computers, he watched the Atari machines and Spectrums and it was at Christmas that we got a Commodore 64 and it was awesome. We loved it. I remember vividly playing such apocalyptic games





SF association and many of these dudes had a computer of one make or another. Mick was an Amiga man. He had one, it rocked. Jonathon and Robert also had Amigas, although Robert also had a PC. This would have been maybe 1991. It was a great party and Mick had the computer set up as the focal point, on came Lotus racing, Jaguar racing and

other very serious car games. I sat down and played and loved it, I hadn't played like that for a while.

It was on later visits that Mick showed me more games and we would play for hours and eventually he showed me Dune 2 when it came out, although not the first type of real time look down strategy, it was definitely the most important and a forerunner of Command and Conquer and Warcraft and one can see the pedigree.

The brother had a Nintendo, and apart from the occasional game of the likes of UN Squadron, based on the Manga Area 88, I wasn't that bothered. The play station opened up a few doors to me, but that was later, and by then I was well on the road to PC's having first been loaned a 386 by James Shields for email and writing, I then got my own PC in 1999 and that was that.

Although I did get an Xbox in

2004. But my gaming machines were always secondary really. I had found they used a lot of time. So I would get a game and play it till it was done and then leave games for a while.

The games that have really captured my attention in the last few years would have to be ones that play with History a little bit.

Return to Castle Wolfenstein was one I came to late, I hadn't seen Wolfenstein 3D before and by the time first person shooters were being played by my mates, it was Doom that was the game to play. So Return was a good jumping on point. A first person shooter, that relies on a team element, I loved this game. The SS Paranormal Division just conjures up a mixture of horrors and hideousness, which gunning down a variety of soldiers, from Waffen SS to Paratroopers to the undead and the quite perverse genetically engineered *Übersoldate* made easy. I liked the FG42, but the Tommy Gun in the hands of this G.I. was a killer. The game altered from reality with the introduction of the paranormal element, which did give quite some room to manoeuvre with enemies. There were also issues with the game being released in Germany, so although all players knew it was set in Nazi Germany, the swastikas removed and subtle changes were made, to get it through to the Germans. The castle was based somewhat on Schloss Adler, and if you don't know, that's a fictitious castle

as Raid Over Moscow, a WWII strategy game set in North Africa that I can't remember the name of, where you were the 8th army and played against Rommell and at times you were in a tank or shooting planes down with AA, and then back to the map of strategy. There were loads of airplane games, Ace and Battle of Britain being favourites. Ace Combat was pretty neat, an Invasion of the US is in progress, Florida, Georgia, Atlanta are under attack, and South Carolina is being over flown by enemy fighters. Tanks ships, planes, and refuelling and strategy. It was a great simulator.

Then other things of course got in the way and after a few years, and the C 64 bit the dust. This was OK, as my computer quotient was made up by my good mate Mick O'Connor. I remember when he first moved to Marino, he had a big house warming party. Now by this stage I was on the fringes of the



from a famous book and movie, just think of The Cable Cars. Broadsword to Danny Boy.

While first person shooters were good fun, the look down real time strategy games that came out of Dune 2 were equally intense. I loved Command and Conquer, although I wasn't really impressed with the Brotherhood of Nod, sounded like it was going pear shaped in toy town. The C&C franchise has been going some time now, and I am up to C&C 3 Tiberium wars. I really liked the C&C Red Alert series as this is definitely alternate history as I like it. Einstein travels back in time to remove Hitler and in doing so creates an equally bad situation, with the Soviet

special weapon. Of course I did think that the soviets had the better weapons and as for Tesla Coils, well I loved the whole concept of electricity shooting out as a weapon. Unreal weapons are always just so cool, and if you had enough resources, enough power stations, you could do a Tesla run directly into your enemy's base. Now that rocked. I once played against a good friend on a playstation, you could do multi player with 2 TV's and consoles, and we played for hours. It was terrific stuff, as it included most of the expansion packs.

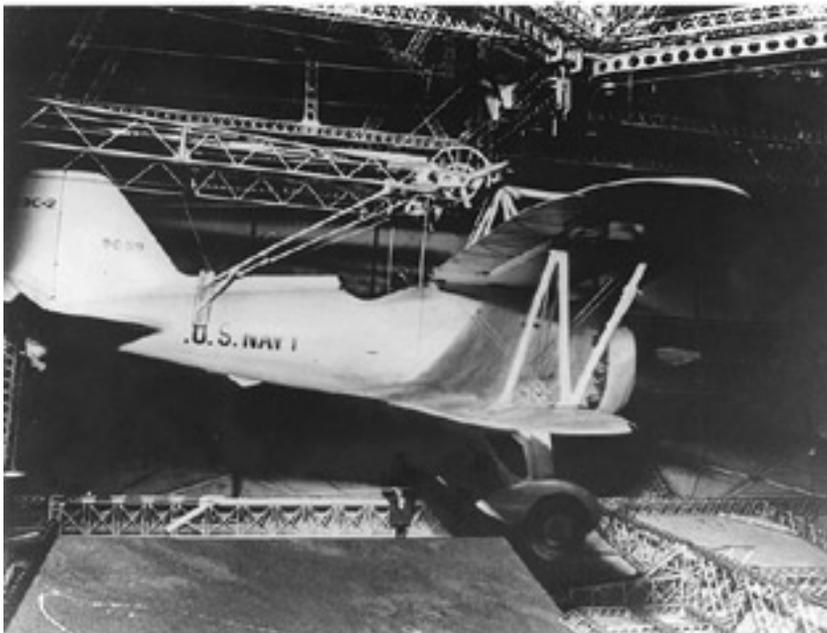
Crimson Skies originally a FASA board game, which I wasn't aware of, was brought out for the PC about the turn of the century, and again Mick was the

Union becoming a dominant power and eventually invading Western Europe. By Red Alert 2 the Soviet Union was invading the US. If there are anything nearly as bad as the Nazis it commies, so this was brilliant stuff. Looking down upon maps, controlling resources and buildings, factories, as well as soldiers and machinery and the occasional

one to show it to me. This was a really well imagined, researched and quite complex world. Set in 1937, America is a very different country, prohibition, The Great War, and The Great Depression have led to a split of the states, first with California seceding from and quickly followed by others, which reform on interesting grounds, giving us states such as The Nation of Hollywood, Pacifica, The Kingdom of Hawaii, Free Colorado, The Empire State, Confederation of Dixie, The Republic of Texas and Navajo territory. Don't even the state names just conjure an image.

Air travel and transport is the way of this new world, with Airships providing the heavy freight transport between these nations. Piracy of the air, banditry and opportunism are the name of the game. It was a Flight Simulator, and having the hangar in an Airship was just wonderful, not unlike The USS Macon and USS Akron airships had, but with a more detailed and better equipped hanger, and a selection of planes on a spindle. *[Editor's Note: Both of these were moored at Moffett Field, across the street from the Computer History Museum original site!]* There is a real pulp feel to the game, with the lead character Nathan Zachary, half great war hero and half movie star, a pirate with honour.

The planes looked like Hughes dreams coming through, based somewhat on experimental planes of



badly enough that I might have a chance of winning against her. There are even books, but I have never seen them, but the computer games were more than good enough, really, it's an awesome world.

Secret Weapons over Normandy is another flight sim, with a charismatic character, James Chase, an American who flies with the BattleHawks. The game is interesting as it allows the player to progress onto flying aircraft that never

the time, but much more bullish and adventures than contemporary designs, customising and buying machines and managing resources being as crucial as the flight sim skills.

I was given an X Box in 2004 and one of the first games I played on it was Crimson Skies High Road to Revenge, a new game based on the original but with an easier and maybe even dumbed down version of the game, although it suited me when I need to chill out. I often toyed with buying the FASA game or the Whizz Kids Combat Dial games, but they always seem rather expensive, and then when I did have the opportunity to buy The Fortune Hunters pack about a month ago in the Forbidden Planet Sale, I wondered how I would get the rest, and worse, would I be able to train the wife

saw such operational duties, hence the secret weapons aspect to the game. So although Gloster Meteors, the first British operational Jet Fighter, which although first built in 1943 and was used against V-1 flying bombs and on ground attack missions, never fought with other planes in dog fights, in this game it can, as will the likes of the Dornier Do 335 Pfeil, push pull fighter aircraft and the Curtiss Wright XP 55 Ascender, which looks like it's out of Crimson Skies.

Also weapons never used exist, such as the Wasserfall Ferngelenkte

Flakrakete a remote control anti aircraft missile powered by a liquid fuel rocket motor. One of my favourites, although one does not get to fly it, is the Mercedes Benz C Project, a massive aircraft that would carry parasite jet planes to their destination and release them. Gives a whole new meaning to C Class.

It's a great flight sim game, and it was produced by Lucas Arts. Upon completion of the game, one could unblock a Tie Fighter and X-Wing and fly them in dog fights, which is fun, but stretching it a little.

Warfront Turning Point is another real time strategy game. This time Hitler has been killed at the beginning of the Second World War, but this only leads to the successful invasion of Britain. By the time the player takes control, the fighting is in London. Germans aware of The Soviets threat look for a peaceful resolution with The Allies so they can turn and fight against the soviets. There is much intrigue to this game as the



Second World War plays out in a very different fashion. This game also allows Pill Boxes to be controlled in a First Person mode, which is far more effective than allowing the computer to do so, and weather has a nasty effect on radar.

Germans have Horton Flying Wing bombers, jet pack infantry, sonic tanks, Mech type exoskeleton machines, and Giant Zeppelins. Soviets have some amazing armoured vehicles, including a massive tracked artillery gun a huge giant tank and a Mole that can transport infantry underground as well as some interesting 'ice' weapons. A modern take on C&C, but with a really interesting story, characters also play a larger part, with individuals on the field adding a variety of abilities to the force you command.

There are many other games that I have yet to play, but I have them pencilled in, and when I eventually get a new console, not that I am sure I will as I seem to spend little time now on Games and less watching TV, there is always something pressing to be dealt with.

Turing Point Fall of Liberty looks quite interesting, a first person shooter, set in America in the fifties, Churchill died well before the Second World War and this results in Germany conquering western and Eastern Europe. The game is set at the time that Germany invades an isolationist US. Resistance Fall of Man is set in the fifties as well, where World War I

ended differently, with no depression, no Nazis and a more prosperous and peaceful world, but hidden behind the Red Curtain something landed in Tunguska and its going to take over the world.

Ring of Red is a Playstation 2 game, which I am now unlikely to get, but it's something I wouldn't mind playing. Set in the 60's where Japan never surrendered and no Nukes were used, instead a costly land invasion occurred. Japan is split into North and South, with The North being a Soviet backed regime. There has been The Great Asian War, between north and south and technology has given the player Armoured Fighting Walkers.

World in Conflict looks pretty good; it's only out a year, set in 1989. The Soviet Military invades Europe rather than see The Soviet Union fall apart. This leads to an invasion of The United States by the USSR and this is where the player comes in. China also looks to invade the US. While checking out this game, I found that there was a collector's edition with a bit of The Berlin Wall in it, which is nice, but I already have some,



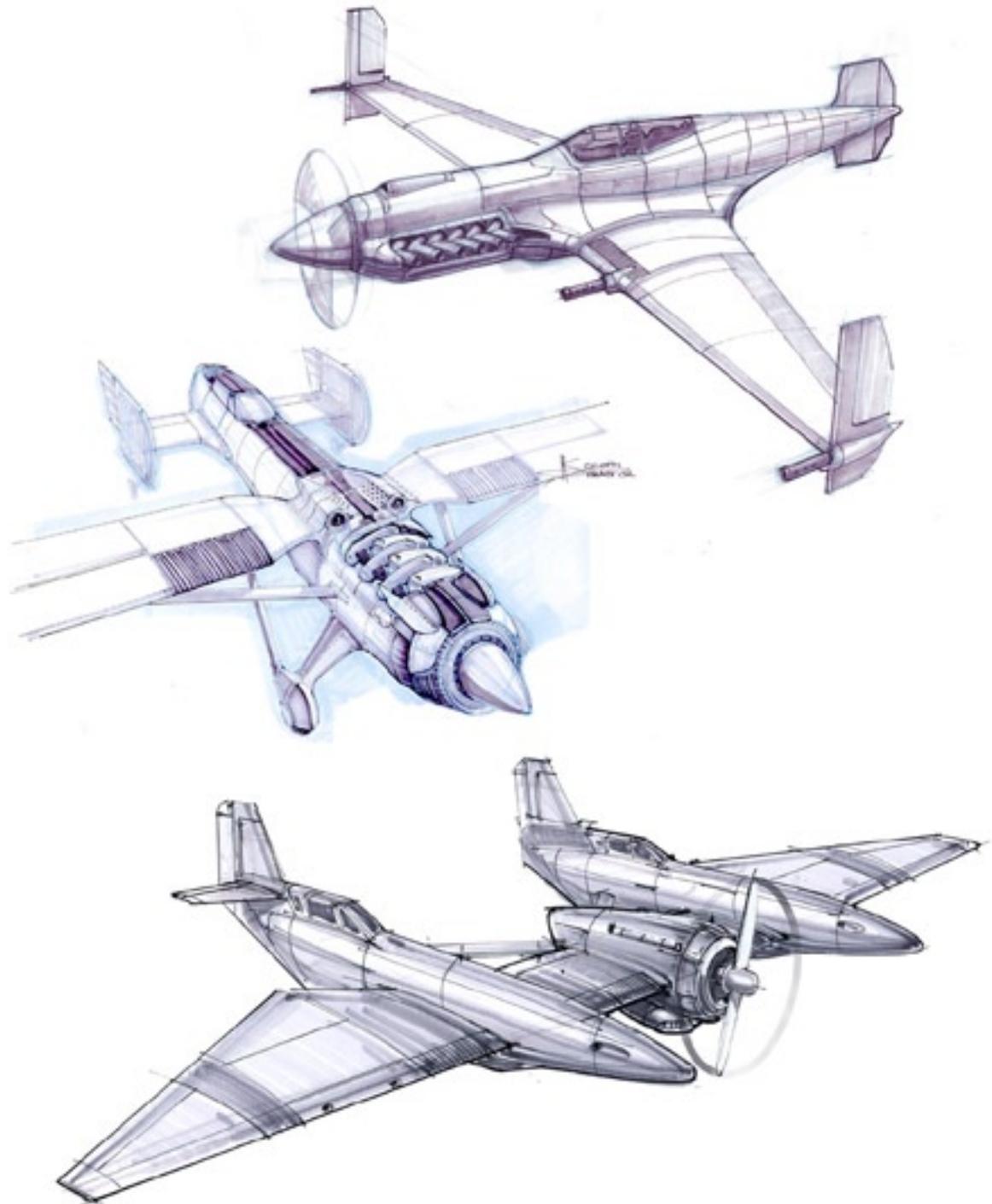
having visited Berlin in 1990 myself and stolen a few bits. Have one left I think, but I was there, and I even have the DDR entry stamp to prove it. It was an incredible place. Very different, very concreted and poor. Another story that.

Enigma Rising tide is a naval strategy game that sees no entry of the US into the First World War, and Germany defeating French and British Expeditionary forces. Churchill fights from Hong Long with the remnants of the Fleet. Also Prince Edward is a traitor, which is an interesting twist. It came out in 2003 and I just totally missed it.

Iron Storm is a game I haven't actually played yet, but it's now on the list of games to find, as I found it while working on this article. It's from about 2004. It's an interesting concept. World War I never ended, the war is now fifty years old, it's the sixties and Nukes are on the horizon. Baron Nikolai Alexandrovich von Ugenberg is a key pivot in this game. He rules Mongolia and after the Russian Revolution of 1917 he crushes the Bolsheviks with the White Russians. He has pacts with Japan and eventually Germany is subsumed into his empire. The war continues, with the United States of Western Europe, an amalgamation of Western Europe and the US and Great Britain, including parts of Germany. Interestingly the war effort of the USWE is privatised and therefore there is more interest in the war than just victory, profit is a motivator too.

Yeah, so no shortage of alternate histories to keep me happy for a while, not that I will probably get to play them all, but I will keep the eyes skinned for them.

Now I am off to watch Zipang.



The photos of people with the Amazing Scarf made by our Charming Robust Drinking Companion Leigh Ann Hildebrand were taken by Christopher J. Garcia and Linda Wenzelburger.

So, I've got a lot of WorldCon stuff here, but I should also talk a bit about the other little project I'm on. Warren Buff, 25 year old Super fan, and Michael Pederson, the publisher of Nth Degree, the first folks to publish Chris Garcia's fan writing, are putting together a bid for the NASFiC in 2010 since Australia won the WorldCon and that means that North America needs a Continent-wide Science Fiction con. So, Warren asked me if I would be their West Coast guy. And of course, I said yes. I've only half-way worked bids before (I did a bit for the BArea Westercon bids over the last 5 years) and now I'm going to be going to cons and talking it up, maybe throwing a party or two and making sure that flyers and such are available to folks.

So, the bid is for Raleigh, North Carolina. It's a long way from home, and it's got a serious airport, one which has direct flights from LA, San Jose, San Francisco and so on because of the Research Triangle - Silicon Valley connection. Much like the San Jose - Austin flights. It'll be a month before the Aussie WorldCon, which I won't be able to go to, but I'm hoping that I can bring a little of the BArea's Fanzine Lounge concept to the folks at NASFiC in 2010.

Chris Garcia on the Fan Funds Panel

So, I'm here talking with Bob Hole and Guy Lillian arrives. That means that there's gonna be a panel. The Francises arrive and that means that we're all here. There's a small audience, which means it's gonna be a conversation. I love conversations. I really love them. The audience is entertaining too. Hope is here! I like Hope. Robin Johnson is here, and I like Robin too! Roger Sims is here, and he's a legend. You can't argue with having a legend in the audience. Sandra Childress, who has announced that she and Jim Briggs are running for DUFF in 2010. They'll make good candidates.

Guy is the moderator and we sorta chatted about the funds. You gotta love panels where the audience is as interesting as the panel! We told stories of travel and I pulled out my TAFF Report and then told the story of the Trip Report on display at the British Museum. I still rule on that matter! There's a tradition to the Fan Fund panels being lightly attended, but I've also been on one that was a packed house.

We talked about our trips, including a lovely story from Guy about Quakkas in Australia. The only wildlife I saw was a dead Badger that Ann Green pointed out to me while we were driving the backroads to Stratford-on-Avon and such. DUFF folks tend to go on longer trips and spend more time with fans doing outdoor-stuff. TAFF folks tend to go to a lot of



Carrie Vaughn

parties. I met fewer fans than I'd have liked, since I didn't get much outside of London. Steve and Sue sounded like they met all of the great fans of the UK who weren't located in the inaccessible parts of the country. After the 50 year reset rule, I'll run for DUFF! I'll only be 83.

Steve told his well-shoed tale of Concave and a couple of people in the pool. I'll say no more. It's a sexy tale of

revenge and murder.

I didn't talk much, which is kinda rare. I was the only TAFF person in the room, which was strange. There are usually more TAFF folks, but the only TAFF people I know are here are the Nielsen Haydens, Me, and I think Ulrika O'Brien. Maybe one or two others. TAFF has the long-tradition, while DUFF has a long-run bunch of folks who are always around WorldCons. TAFF folks go to Eastercon even after they end their administration.

Chris Garcia on Fandom of the Future

So, there were a bunch of folks who are under 30 who are involved in Fandom. I'm not one of them, but for some I am a youngster, and I'll roll with that. It's weird, I love the old timers, but the young folks and I sorta get them far better. On this one, I'm the oldest. Jared Dashoff is 21 and he's the moderator and he's another second generation fan. He's the son of a WorldCon chair. Mathew Michalak is 31, but he's a Denver local and a good guy. He's far more active than I am in Con-Running. Robert Hoyt is more of a SerCon fan and he is an interesting dude.

We started in on the topic which is frequently brought up: how do we get young fen involved. I brought up that booze brings the youth. And then there was Anime. There's nothing younger than Anime Fandom, and it's impossible



**Former TAFF Candidate
Chris Barkley**

to tap them with the way we do things. The difference is getting them interested in stuff that we like. It does happen at times, but the cross-over is low. One of the first things that someone did was to suggest that doing away with SMOFs would help to bring up new fen. I've always thought that the best way to bring young fans in is to loosen things up and not be so business oriented. You don't see many business meetings at Anime cons.

Jared is a smart guy and he reads SMOFs list, which is impressive. I don't read SMOFs, but folks forward things to me sometimes. He makes some really good points, and his attachment to fandom is strong, and he's a reader. I have to say, I wish we had more fen like him.

Another point that was made was that convention fandom is a certain kind of reader. I can see that being a point. I've always said that Fandom has never gotten beyond Heinlein and Asimov. There is always the idea that if you give a kid Heinlein, they'll be a reader forever. I totally don't get that. I say give them the hip YA stuff and that'll bring them forward. Then you gotta give them smutty stuff and that'll power them forever.

The idea of conventions drawing young people is a good idea, and there's also the idea that everyone should start their own cons. I hear that, but I really thing that we're looking for a massive convention that pushes things all around into the corners of topics like Anime, comics, film and so on. WorldCon has



media influences, but finding a way to bring people in to partake in that stuff is important. Finding a way to advertize and reach out with little money is a tough problem.

There was talk about how we could use the various on-line systems like MySpace and Facebook. Folks have done good stuff with LiveJournal. The idea of advertising is so difficult because the

costs aren't low enough. The idea of costs for young folks was brought up and that's a tough one. I did cons when I was a kid and it didn't take that much money to go through them. We were very creative too. We came up with new ways to cram folks into hotel rooms and make food love and go through an entire on less than 20 bucks.

The audience was only slightly unruly, but we did cover some fairly entertaining conversation. I kinda wish we had gone more into what the panelists had done over their fannish careers, but we dealt in the reeds mostly and it was fun.

Chris Garcia on To Be Announced

Everyone heard about my terror. There was a panel where I was the obvious token fan on a panel of pros. Of course, it was also a set of pros who were awesome and a draw and a good way to get my name out there with a few folks who would have never heard of TAFF. But really, I was only there to look pretty. OK, maybe not look pretty but you get the idea.

What was the Panel about? Well, I really should have started writing this after the panel had at least begun because that would have made this make sense. As it turns out, once Greg Bear (Astrid's husband), Connie Willis (Cordelia's mother) and Jay Lake (Bronwyn's Dad) got there, we started by introducing ourselves. I lied and said that I was



there to keep Connie and Greg from killing each other because of their failed Waffle restaurant in Houston. Connie did a great bit saying that she thought that GW Bush has a great president. Somehow, we got on the topic of Dante's Peak and Volcano and I pointed out that I was an extra in it and they had me re-enact the scene, which was me running away from flowing Lava. Connie was very excited that I was in it and she said that she'd look for me when she watches it again. I was excited to hear that she watches Volcano. There was a question about what restrictions should be placed on Magic in fantasy fiction. I grabbed the mic and and said "I wanna hear what Greg Bear has to say about that." and Greg then takes the mic and says "I need to know are we talking about Tolkienian fantasy or Urban Fiction or..." and went on for a moment or two. Greg then looked at me and said "That good enough, Chris?" I love being told the basics of magic from Mr. Hard Science.

We told some stories about editors and then it got to me and I told the ultimate story of editing the fanzine. I told them of the time that I had the Lawyers of Spider Robinson hit me for the fake article of Stardance. We then moved on to Hollywood where Connie and Greg had a lot to say.

Then, we went on and on. We were nutty. Connie and Greg got a lot of laughs. I managed a few really good stings. We talked about the best first line

of stories. I said that mine was "Dude, you'll never believe what just happened!" I mentioned the guy who fell down the escalator face first into the pie. We talked about Hawaiian shirts, which we were all very excited about. I love talking about that stuff.

Chris Garcia prepares for the Hugos

I'm scared. There's not much else that can be said. I've spoken in front of thousands of people before, been on National TV in multiple countries, even sang Take Me Out to the Ballgame in

front of a sold-out Candlestick Park, but this really has me flipping out. I'm waiting to go out on stage, waiting behind the curtain for John Scalzi to finish his acceptance speech for Best Fan Writer and there is sweating going on. Part of it is the fact that I'm wearing a Tom Baker Dr. Who scarf over a David Tennant Dr. Who sportcoat over a Flintstones T-Shirt, and part of it is the lighting, but most of it is the fact that

I'm going to be telling someone that they won the Hugo. I've had work from all five of the nominees and I'm so proud to get to give away the Best Fan Writer (because I'm the TAFF Delegate/Administrator) and I'm not sure I'm ready, but I have no choice, the show has begun, Rusty Hevelin is out there, just about to walk out to the other side of the stage, leaving Wil McCarthy to announce my name and say that I would be announcing the winner. It's like being the lead in a big play and not being sure if you can act. That is where I'm at.

Wil says my name and my escort



The Tom-Tom Club- Whitmore & Galloway

picks up the trophy and we walk out to the stage and all I can see are lights above and a few darkened, mostly empty seats at the back and on the sides of the Wells Fargo Theatre. There's a podium. There are a pair of odd-looking open microphones and that's where I'm going. I've not practiced this. I walked around and they gave me my marks, which changed along the way. The script said "brief remarks about TAFF" and then the names of the nominees. Friends, one and all. I am stunned to be up on that stage, the one time I'm likely to present a Hugo Award (unless I come up with a way to run for DUFF) and it's happening.

I get to the mic.

I blank for a second. It may not even have shown up on the tape of the event, but for a moment, I had no idea where I was, what I was doing, what I was going to say about TAFF. I don't exist, I just move. I am standing at the podium, not sure what's happening, and I speak.

"So, TAFF is the Trans-Atlantic Fan Fund, or as I like to call it, Teh Awesome Fan Fund." I'm not 100% sure what I'm saying, but I go on, fluidly, naturally. It keeps going and I finally segue into the naming of the nominees and it went smoothly with that slight sense of awkward energy that I always work with. I open the envelope and do my best Michael Buffer announcing voice saying "BBBBBBRRRRRAAAADDDD FFFFFFFOOOO-OSSSSSTTTTEEEERRRR!" and then the guy who had been assigned to accept comes up and I take the trophy and take a step towards him, drop to a knee and offer upwards the Hugo award. A laugh comes from the audience and Tim Miller takes the award and almost drops it. I nearly dive, but Tim gets it back under his control. He gives the speech that Brad asked him to give, and we walk away, away from the podium, away from the audience, away from the one time I'll likely ever be asked to present a Hugo award.



The Mikes: Swanwick and Resnick



FOUR LEGENDARY FEN AT DENVENTION:
ART WIDNER, RUSTY HEVELIN, ERLE KORSHAK
AND TOM WHITMORE